



Software Engineering I

Introduction

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*No one could foresee that software would become **embedded in systems of all kinds:** transportation, medical, telecommunications, military, industrial, entertainment, . . . the list is almost endless.*

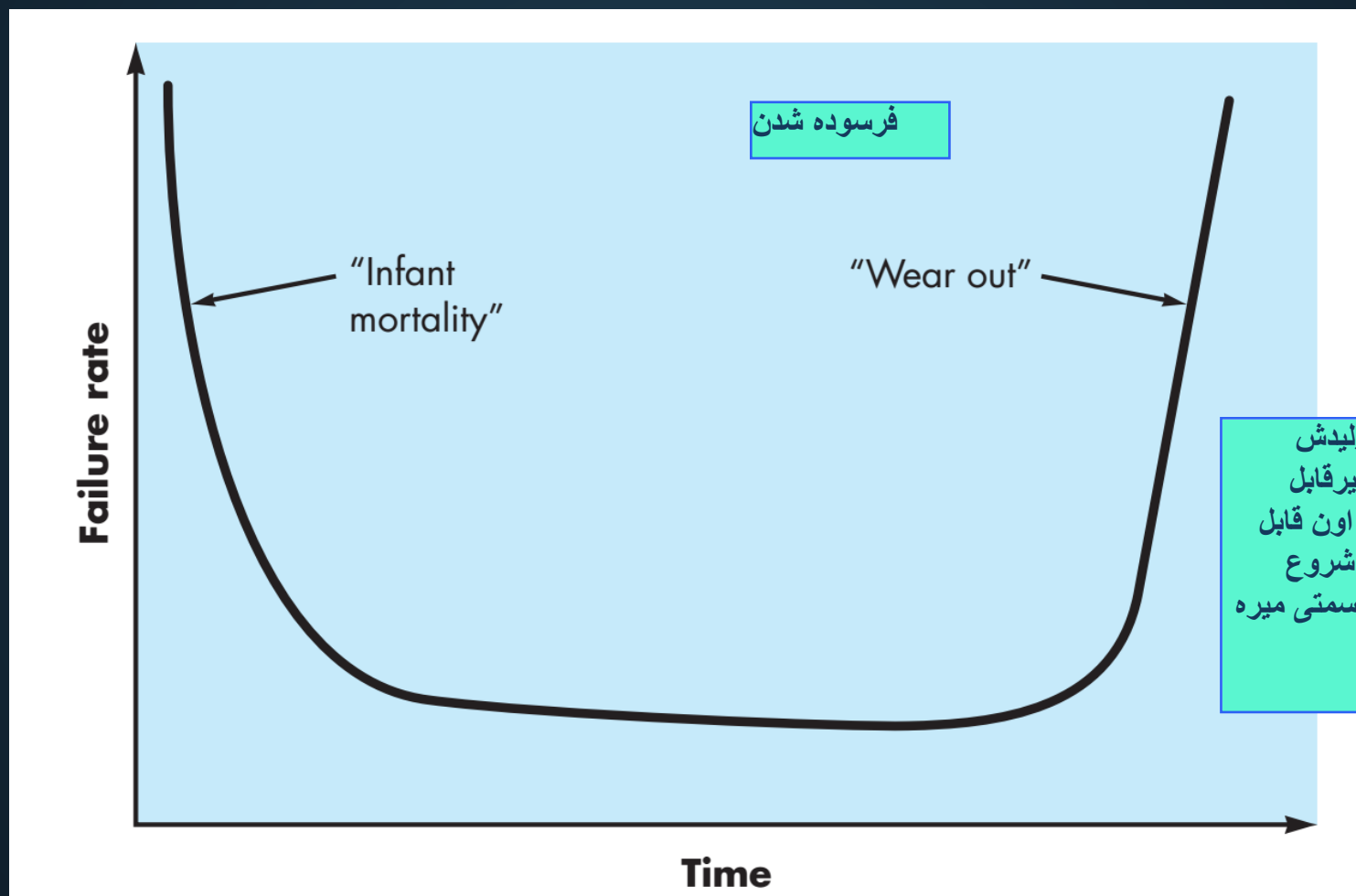


What is software?

- **Instructions** (computer programs) that when executed provide **desired features, function, and performance**;
- **Data structures** that enable the programs to adequately **manipulate information**,
- **Descriptive information** in both hard copy and virtual forms that describes the **operation** and use of the programs.

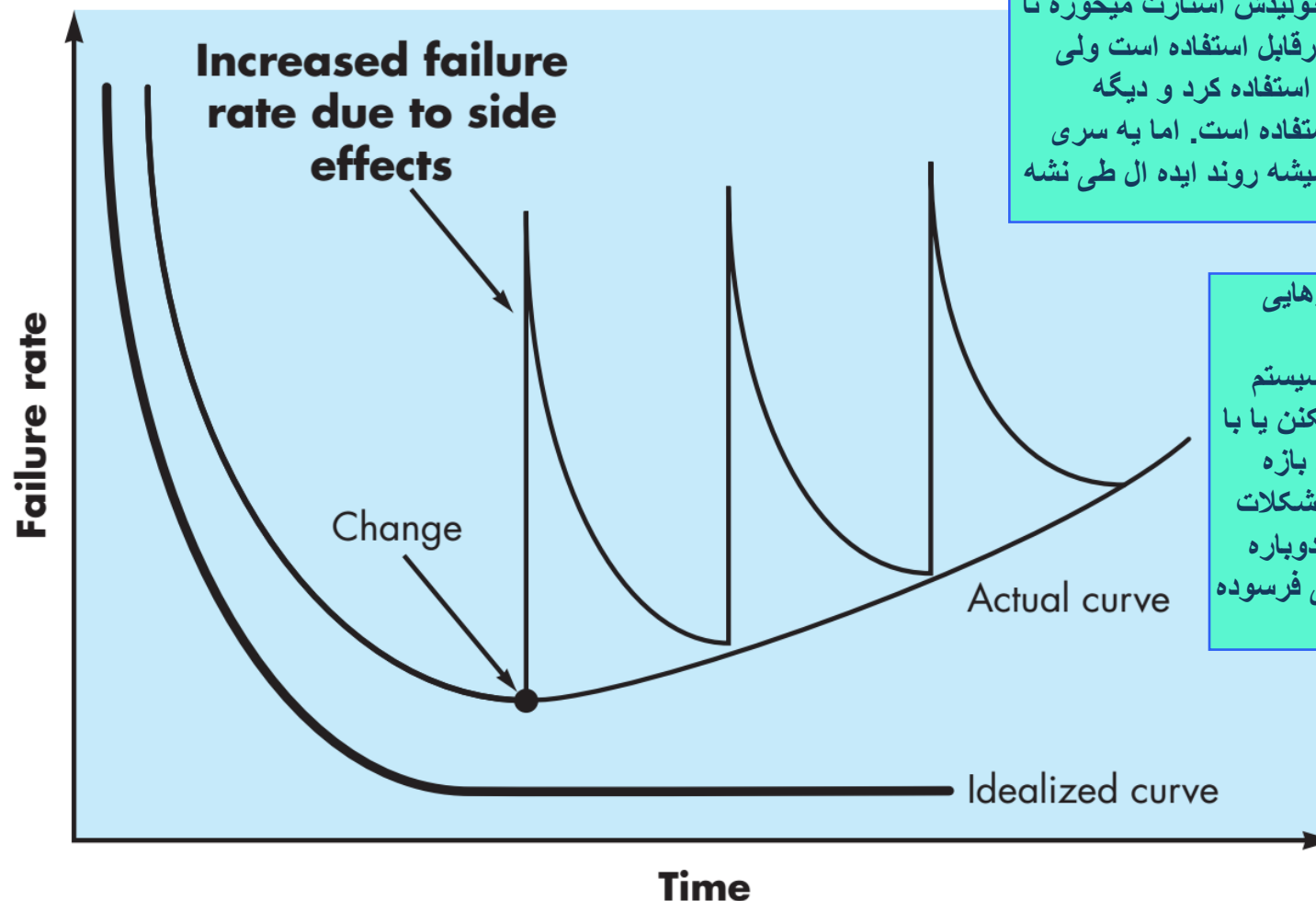
Software is a **logical** rather than a physical system element.

Hardware failure rate as a function of time



یه سیستم سخت افزاری از اون لحظه که تولیدش استارت میخوره تا اونموقع که آماده بشه غیرقابل استفاده است. تا کم کم آماده میشه و بعد از اون قابل استفاده است تا یکم که زمان بگذره دوباره شروع میکنه فرسوده بشه و اروم اروم دوباره به سمتی میره که دیگه قابل استفاده نیست

Software failure rate as a function of time



سیستم نرم افزاری از موقعی که تولیدش استارت میخوره تا زمانی که آماده استفاده بشه، غیرقابل استفاده است ولی وقتی آماده شد دیگه میشه ازش استفاده کرد و دیگه فرسوده نمیشه و همیشه قابل استفاده است. اما یه سری چیزهایی وجود داره که باعث میشه روند ایده ال طی نشه

سیستم نرم افزاری تغییر میکنه مدام و چیزهایی بهش اضافه میشه برحسب نیاز وقتی یه تغییری ایجاد میشه، ممکنه روند سیستم یکم مختل بشه مثلاً پکیج ها درست کار نکنن یا با قسمت های قبلی تداخل داشته باشه، تو این بازه سیستم قابل استفاده نیست ولی کم کم این مشکلات رفع میشه و دوباره قابل استفاده میشه، تا دوباره تغییر بعدی برسه و این روند ادامه داره ولی فرسوده شدن براش بی معنیه



Challenges

- Characteristics of software
 - Intangible
 - Changeable

ناملموس
تغییر پذیر
- Characteristics of software development
 - Human-intensive
 - Multi-disciplinary

انسان محور
چند رشته ای



Software Failures – Main Reasons

- ***Increasing demands***

- Systems have to be built and delivered more **quickly**;
- Larger, even more **complex** systems are required;
- Systems have to have **new capabilities** that were previously thought to be impossible.
- **Existing** software engineering methods cannot cope and **new** software engineering techniques have to be developed to meet these new demands.

- ***Low expectations***

- It is relatively easy to write computer programs without using software engineering methods and techniques.
- Many companies do not use software engineering methods. Consequently, their software is often **more expensive and less reliable** than it should be.

We need better software engineering education and training to address this problem.



Software Engineering is NOT Programming!

Programming Vs. Engineering

Programming	Software Engineering
Personal activity (instrument)	Team activity (orchestra)
One aspect of software development	Large systems must be developed similar to other engineering practices
Concerned about accomplishing the objective of the program itself	Concerned about the entire solution, its feasibility, and future use



Professional Software Development

- Professional software, intended for use by someone apart from its developer, is usually **developed by teams rather than individuals**. It is maintained and changed throughout its life.
- Software engineering is intended to **support professional software development**, rather than individual programming. It includes techniques that support program specification, design, and evolution.

مشخصات برنامه، طراحی و تکامل



Professional Software Development(Cnt'd)

- Many people think that software is simply another word for computer programs. However, **software** is not just the programs themselves but also **all associated documentation and configuration data** that is required to make these programs **operate correctly**.
 - A professionally developed software system usually consists of **system documentation**, which describes the **structure** of the system; **user documentation**, which explains **how to use the system**.
- This is one of the important differences between professional and amateur software development.



Software Products

- Software engineers are concerned with developing software products.
- Kinds of software products
 - **Generic** products: The specification of **what** the software should **do** is owned by the software developer and decisions on software **change** are **made by the developer**.
 - **Customized** products: The specification of **what** the software should **do** is owned by the **customer** for the software and they make decisions on software **changes** that are required.



Software Engineering(I)

مهندسی نرم افزار یک رشته مهندسی است که با تمام جنبه های تولید نرم افزار از مراحل اولیه مشخصات سیستم تا حفظ و نگهداری سیستم پس از استفاده از آن سروکار دارد.

- Software engineering is an **engineering discipline** that is concerned with all aspects of software production from the **early stages** of **system specification** through to **maintaining** the system after it has gone into use.
 - *Engineering discipline* - engineers make things work. They apply **theories, methods, and tools** where these are appropriate. However, they use them **selectively** and always try to **discover solutions** to problems even when there are no applicable theories and methods. Engineers also recognize that they must work to **organizational and financial constraints** so they look for solutions within these **constraints**.
 - *All aspects of software production* - software engineering is not just concerned with the technical processes of software development. It also includes activities such as **software project management** and the **development** of tools, methods, and theories to support software production.

همچنین شامل فعالیت هایی مانند مدیریت پروژه نرم افزاری و توسعه ابزارها، روش ها و تئوری ها برای پشتیبانی از تولید نرم افزار



Software Engineering(II)

- Doing the right thing
 - ❖ Software that users **want** and **need**
 - ❖ Software that **benefits** society
- Doing the thing right
 - ❖ Following a **good software process**
 - ❖ Developing your **programming skills**



Software Engineering(III)

IEEE Computer Society Definition:

“**Software engineering** is the application of a **systematic**, **disciplined**, **quantifiable** approach to the **development**, **operation**, and **maintenance** of software, and the study of these approaches; that is, the application of engineering to software.”

مهندسی نرم افزار کاربرد یک رویکرد سیستماتیک، منظم و قابل سنجش برای توسعه، بهره برداری و نگهداری نرم افزار و مطالعه این رویکردها است. یعنی کاربرد مهندسی در نرم افزار



Engineering Discipline

به طور کلی، مهندسان نرم افزار یک رویکرد سیستماتیک و سازمان یافته برای کار خود اتخاذ می کنند، زیرا این اغلب موثرترین راه برای تولید نرم افزار با کیفیت بالا است.

مهندسی در مورد بدست آوردن نتایج قابل تکرار با کیفیت مورد نیاز در برنامه و بودجه است.

Engineering is about getting **repeatable results** of the required quality within the **schedule** and **budget**.

This often involves making **compromises**—**engineers cannot be perfectionists**.

People writing programs for themselves, however, can spend as much time as they wish on program development.

In general, **software engineers** adopt a **systematic and organized approach** to their work, as this is often the most effective way to produce high-quality software.

However, **engineering** is all about **selecting the most appropriate method for a set of circumstances** so a **more creative, less formal approach** to development may be effective in some circumstances.



General Issues of software

ناهمگونی به طور فزاینده ای، سیستم ها باید به عنوان سیستم های توزیع شده در سراسر شبکه ها که شامل انواع مختلف رایانه و دستگاه های تلفن همراه هستند، کار کنند.

- *Heterogeneity* increasingly, systems are required to operate as distributed systems across networks that include **different types** of computer and mobile devices. As well as running on **general-purpose computers**, software may also have to execute on mobile phones.
- You often have to **integrate** new software with **older legacy systems** written in different programming languages.
- The challenge here is to develop techniques for building **dependable software** that is **flexible** enough to cope with this heterogeneity.

چالش در اینجا توسعه تکنیک هایی برای ساختن نرم افزار قابل اعتماد است که به اندازه کافی انعطاف پذیر باشد تا بتواند با این ناهمگونی کنار بیاید.

شما اغلب مجبور هستید نرم افزار جدید را با سیستم های قدیمی که به زبان های برنامه نویسی مختلف نوشته شده اند، ادغام کنید.



آنها باید به گونه ای تکامل یابند که زمان مورد نیاز نرم افزار برای ارائه ارزش به مشتریان کاهش یابد

General Issues of software(Cnt'd)

با توسعه اقتصادهای نوظهور و در دسترس قرار گرفتن فناوری های جدید، تجارت و جامعه به سرعت در حال تغییر هستند

- *Business and social change* **business** and **society** are changing incredibly quickly as emerging economies develop and new technologies become available. They need to be able to **change** their **existing software** and to rapidly **develop new software**.
 - Many traditional software engineering techniques are **time consuming** and delivery of new systems often **takes longer** than planned. They need to evolve so that the time required for software to deliver value to its customers is reduced.
- *Security and trust* as software is intertwined with all aspects of our lives, it is essential that we can **trust that software**. This is especially true for **remote** software systems accessed through a web page or web service interface.
 - We have to make sure that **malicious users** cannot attack our software and that information security is maintained.

از آنجایی که نرم افزار با تمام جنبه های زندگی ما در هم تنیده است، ضروری است که بتوانیم به آن نرم افزار اعتماد کنیم

ما باید مطمئن شویم که کاربران مخرب نمی توانند به نرم افزار ما حمله کنند و امنیت اطلاعات حفظ می شود



Software Engineering Diversity

نحوه اجرای این رویکرد سیستماتیک بسته به سازمانی که نرم افزار را توسعه می دهد، نوع نرم افزار و افراد درگیر در فرآیند توسعه به طور چشمگیری متفاوت است

- Software engineering is a **systematic approach** to the **production of software** that takes into account **practical cost**, **schedule**, and **dependability issues**, as well as the **needs** of software **customers** and **producers**.
 - How this systematic approach is actually implemented varies dramatically depending on the **organization** developing the software, **the type of software**, and **the people involved** in the development process.
 - There are no universal software engineering methods and techniques that are suitable for all systems and all companies. Rather, **a diverse set of software engineering methods and tools** has evolved over the past 50 years.

مهندسی نرم افزار یک رویکرد سیستماتیک برای تولید نرم افزار است که هزینه عملی، زمان بندی و مسائل مربوط به قابلیت اطمینان و همچنین نیازهای مشتریان و تولیدکنندگان نرم افزار را در نظر می گیرد.



Software Engineering Diversity(Cnt'd)

- You use **different software engineering techniques** for each **type of system** because the software has quite **different characteristics**.
 - For example, an embedded control system in an automobile is **safety-critical** and is burned into rom when installed in the vehicle. It is therefore **very expensive to change**. Such a system needs **very extensive verification and validation** so that the chances of having to recall cars after sale to fix software problems are minimized. **User interaction is minimal** (or perhaps nonexistent) so there is no need to use a development process that relies on user interface prototyping.
 - For a **web-based system**, an approach based on **iterative development and delivery** may be appropriate, with the system being composed of **reusable components**.



Software Engineering **Diversity**(Cnt'd)

سازمان توسعه‌دهنده نرم‌افزار باید فرآیند توسعه را برنامه‌ریزی کند و ایده‌های روشنی از تولید و زمان تکمیل آن داشته باشد.

قابلیت اطمینان و عملکرد برای همه انواع سیستم‌ها مهم است.

- There are **software engineering fundamentals** that apply to **all types** of software systems.
 - They should be **developed using a managed and understood development process**. The organization developing the software should **plan** the development **process** and have **clear ideas** of **what will be produced** and **when** it will be completed. Of course, different processes are used for different types of software.
 - **Dependability** and **performance** are important **for all types of systems**. Software should **behave as expected, without failures** and should be available for use when it is required. It should **be safe in its operation** and, as far as possible, should **be secure against external attack**. The system should **perform efficiently** and should **not waste resources**.

نرم افزار باید همانطور که انتظار میرود، بدون خرابی رفتار کند و در صورت نیاز برای استفاده در دسترس باشد.

باید در عملکرد خود ایمن باشد
باید در برابر حمله خارجی ایمن باشد
سیستم باید کارآمد عمل کند و منابع را هدر ندهد.



Software Engineering Diversity(Cnt'd)

درک و مدیریت مشخصات و الزامات نرم افزار (آنچه نرم افزار باید انجام دهد) مهم است

- Understanding and managing the software specification and requirements (what the software should do) are important.
 - You have to know what different customers and users of the system expect from it and you have to manage their expectations so that a useful system can be delivered within budget and to schedule.
- You should make as effective use as possible of existing resources. This means that, where appropriate, you should reuse software that has already been developed rather than write new software.

شما باید تا حد امکان از منابع موجود استفاده موثر داشته باشید



قابلیت نگهداری
قابلیت اطمینان و امنیت
بهره وری
مقبولیت

Essential attributes of **good software**

Product characteristic	Description
Maintainability	Software should be written in such a way so that it can evolve to meet the changing needs of customers . This is a critical attribute because software change is an inevitable requirement of a changing business environment.
Dependability and security	Software dependability includes a range of characteristics including reliability , security and safety . Dependable software should not cause physical or economic damage in the event of system failure. Malicious users should not be able to access or damage the system.
Efficiency	Software should not make wasteful use of system resources such as memory and processor cycles. Efficiency therefore includes responsiveness , processing time , memory utilisation , etc.
Acceptability	Software must be acceptable to the type of users for which it is designed. This means that it must be understandable , usable and compatible with other systems that they use.

بنابراین کارایی شامل پاسخگویی، زمان پردازش، استفاده از حافظه و غیره است.

Safety and reliability

ایمنی و قابلیت اطمینان

قابلیت اطمینان مربوط به انطباق با مشخصات و ارائه خدمات است.
احتمال عملکرد سیستم بدون خرابی در یک زمان مشخص در یک محیط معین برای یک هدف معین

- ✧ **Safety** and **reliability** are related but distinct
 - In general, reliability is necessary but not sufficient conditions for system safety.
- ✧ Reliability is concerned with conformance to a **given specification** and **delivery of service**.
 - The probability of **failure-free** system operation over a **specified time** in a given environment for a given purpose
- ✧ Safety is concerned with **ensuring** system cannot cause **damage** irrespective of whether or not it conforms to its specification.
 - **System reliability is essential for safety but is not enough**

ایمنی به این موضوع مربوط می شود که اطمینان حاصل شود که سیستم صرف نظر از انطباق یا عدم انطباق با مشخصات آن نمی تواند آسیب وارد کند



General principles

یک سیستم نرم افزاری به یک دلیل وجود دارد: ارائه ارزش به کاربران
یک چشم انداز روشن برای موفقیت یک پروژه نرم افزاری ضروری است
کدنویسی با نگرانی برای کسانی که باید سیستم را حفظ و گسترش دهند

1. *The Reason It All Exists*
 - A software system exists for **one reason**: **to provide value to its users.**
2. *Keep It Simple, Stupid!*
 - All design should be **as simple as possible**, but no simpler.
3. **Maintain the Vision**
 - A **clear vision** is essential to the success of a software project.
4. **What You Produce, Others Will Consume**
 - Specify with an eye to the users. Design, keeping the implementers in mind. Code with concern for those that must **maintain** and **extend** the system.



General principles(Cnt'd)

هزینه را کاهش می دهد و ارزش اجزای قابل استفاده مجدد و سیستم هایی که در آنها گنجانده شده اند را افزایش می دهد.

5. *Be Open to the **Future***

- A system with a **long lifetime** has **more value**.
- These systems must be **ready** to **adapt** to the **changes**.

6. *Plan Ahead for **Reuse***

- It **reduces** the **cost** and **increases** the **value** of both the reusable components and the systems into which they are incorporated.

7. **Think!**

- Placing **clear, complete thought** before action almost always produces better results.



References

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What we will talk about next...

- How to write a proposal.
- Introduction about System, **Software Development Life Cycle(SDLC)**.