

Software Engineering Project

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Software Engineering: Report of a conference sponsored by the NATO Science Committee, Garmisch, Germany, 7-11 Oct. 1968

Software Crisis and Engineering

- Established as a reaction to the “Software Crisis”
 - software was **inefficient**
 - software did not meet **requirements**
 - projects ran **over time/budget**
 - projects were **unmanageable** and software **unmaintainable**



“The major cause of the software crisis is that the machines have become several orders of magnitude more powerful! To put it quite bluntly: as long as there were no machines, programming was no problem at all; when we had a few weak computers, programming became a mild problem, and now we have gigantic computers, programming has become an equally gigantic problem.”

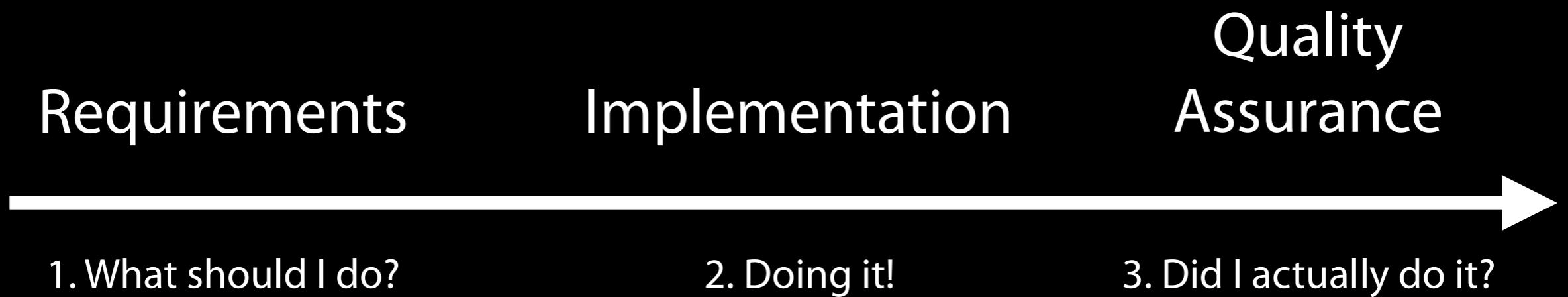
Software Engineering

- The **branch** of computer science that creates **practical, cost-effective solutions** to computing and information processing **problems**
- *“Application of engineering to software”*
 - **systematic, disciplined, quantifiable** approach to the **development, operation, and maintenance** of software
- Assure the **quality** of the process and the **product**

“Engineering Seeks Quality”

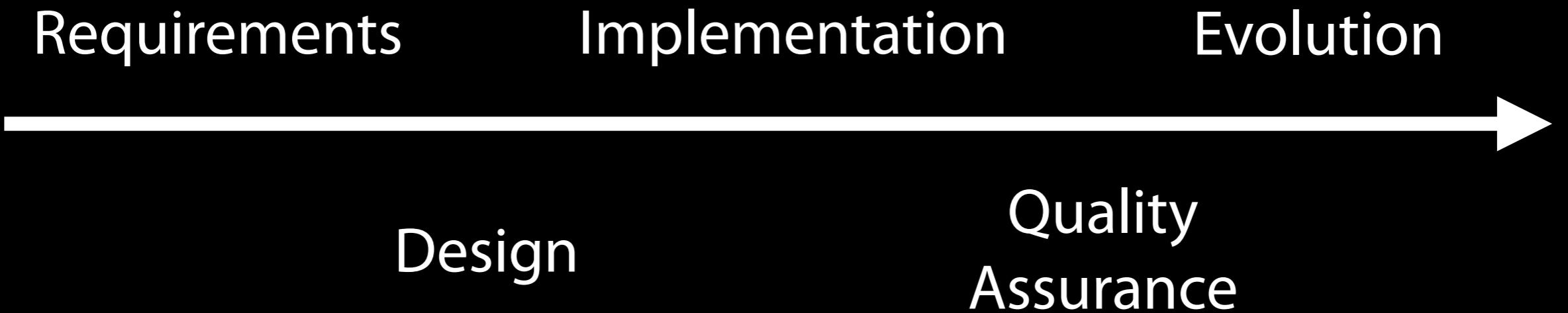
- So, the goal of software engineering is the **production of quality software**
- However, software is **inherently complex**
 - the complexity of software systems often **exceeds the human intellectual capacity**
 - The task of the software development team is to **engineer the illusion of simplicity**

Three Steps Revisited



A **sequential** model of software development

Five Steps



A **sequential** model of software development

The Five Steps/Phases

- Requirements
 - understanding the **problem domain**
 - communication between **stakeholders**
- Design
 - engineer a solution that **addresses the requirements**
 - technology, algorithms, architecture, interfaces...

The Five Steps/Phases

- Implementation
 - **realizing** the design
 - documentation, configuration, standards, tools, ...
- Quality Assurance
 - **ensuring** that the implementation meets quality standards
 - testing, analysis, reviews

The Five Steps/Phases

- Evolution
 - fixing problems
 - adding new functionality/address new requirements
 - while retaining existing functionality and code

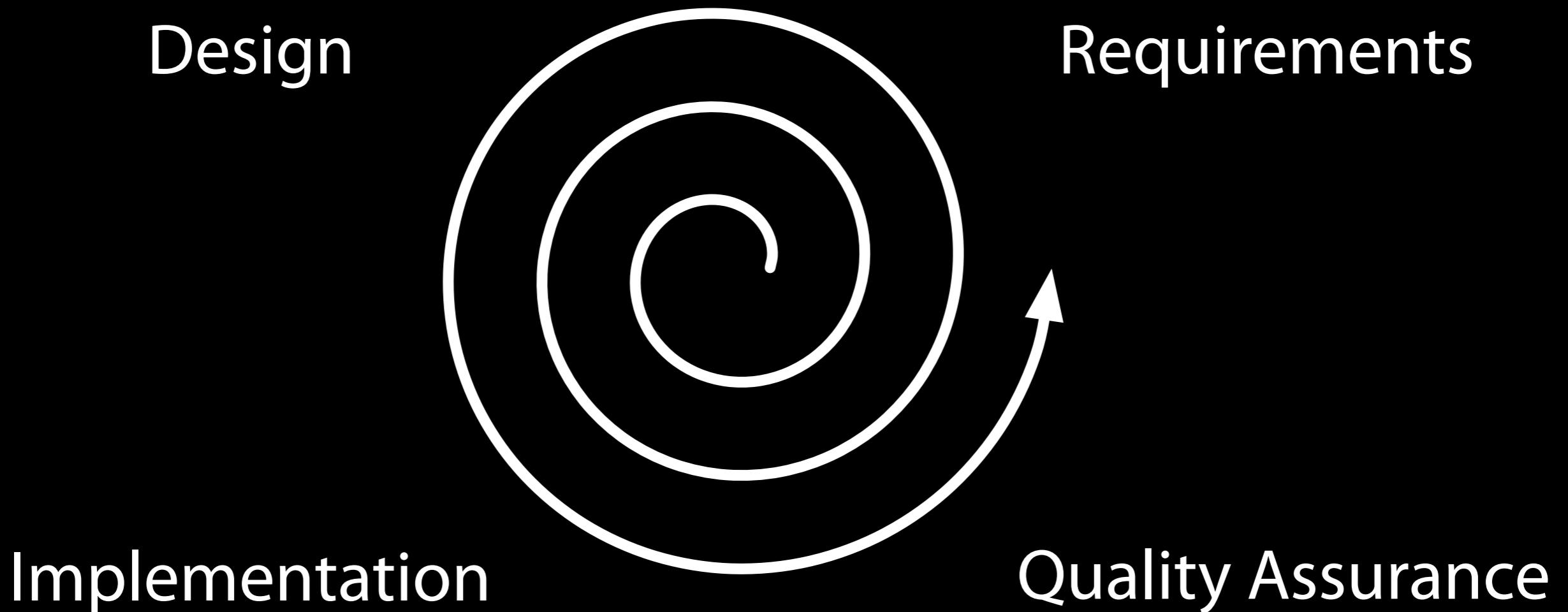
Software Engineering



Change is Ubiquitous

- Manage
 - change
 - uncertainty
 - quality

Change is Ubiquitous



An **iterative** model of software development

Defined Process vs. Empirical Process

- Laying out a process that **repeatedly** will produce **acceptable quality output** is called **defined process control**
- When defined process control **cannot be achieved** because of the **complexity** of the intermediate activities, something called **empirical process control** has to be employed

Production vs. Creation



Defined Process control

- Planning and typically pre-study heavy
- Assumes (more) static environment
- Longer iterations
- Change management intensive
- Assumes good estimations
- Control over actual work (seen as bureaucratic)

Empirical Process control

- Change is reality
- Shorter iterations
- Problem vs. solution space (empowering the developers)
- Just enough (management, documentation, etc.)
- Self organizing teams
- Continuous “customer” interaction
- NOT UNPLANNED, rather adaptive!!!

In reality/practice

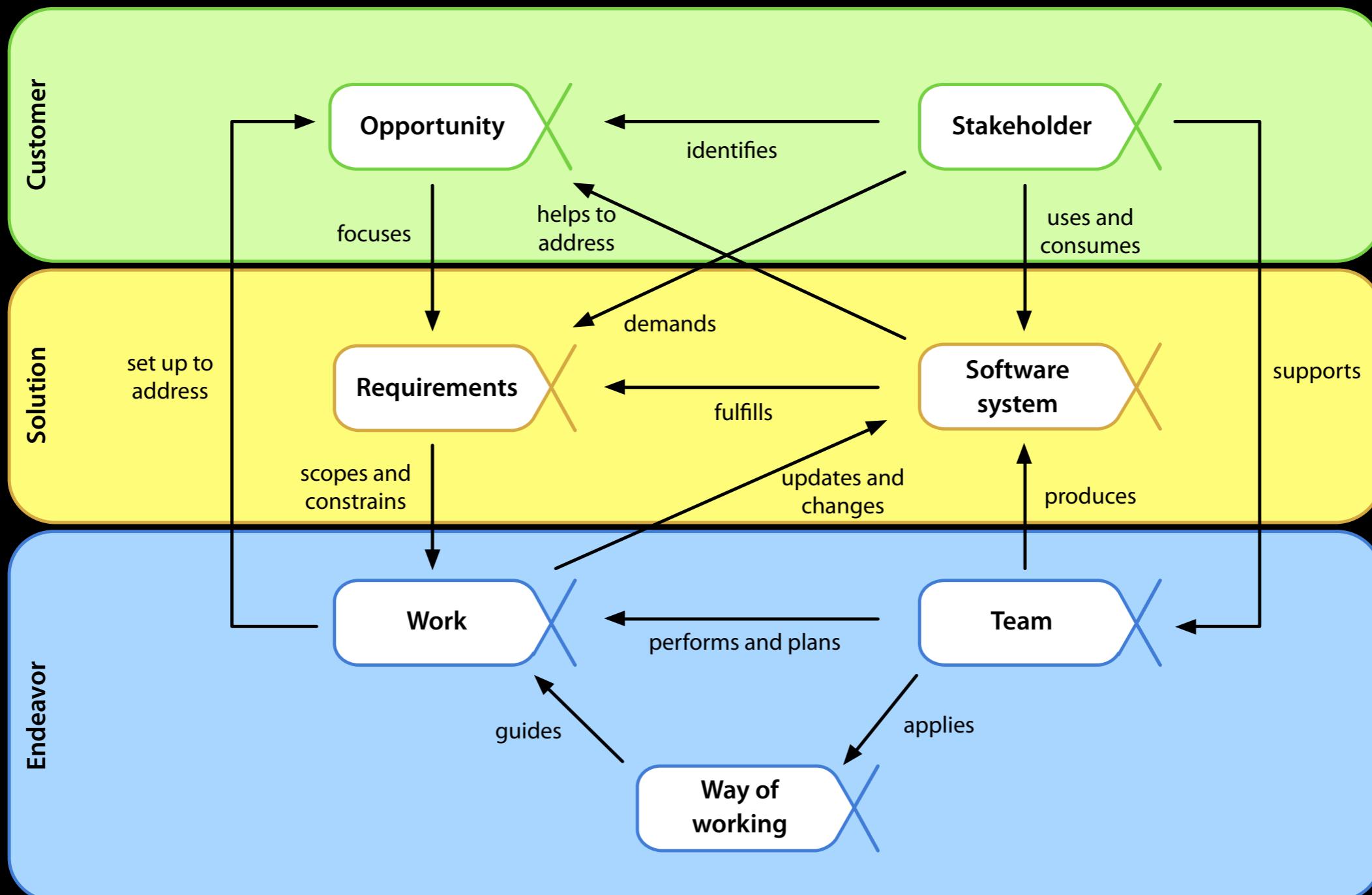
- Many different
 - processes
 - methodologies
 - practices
 - ...

SEMAT

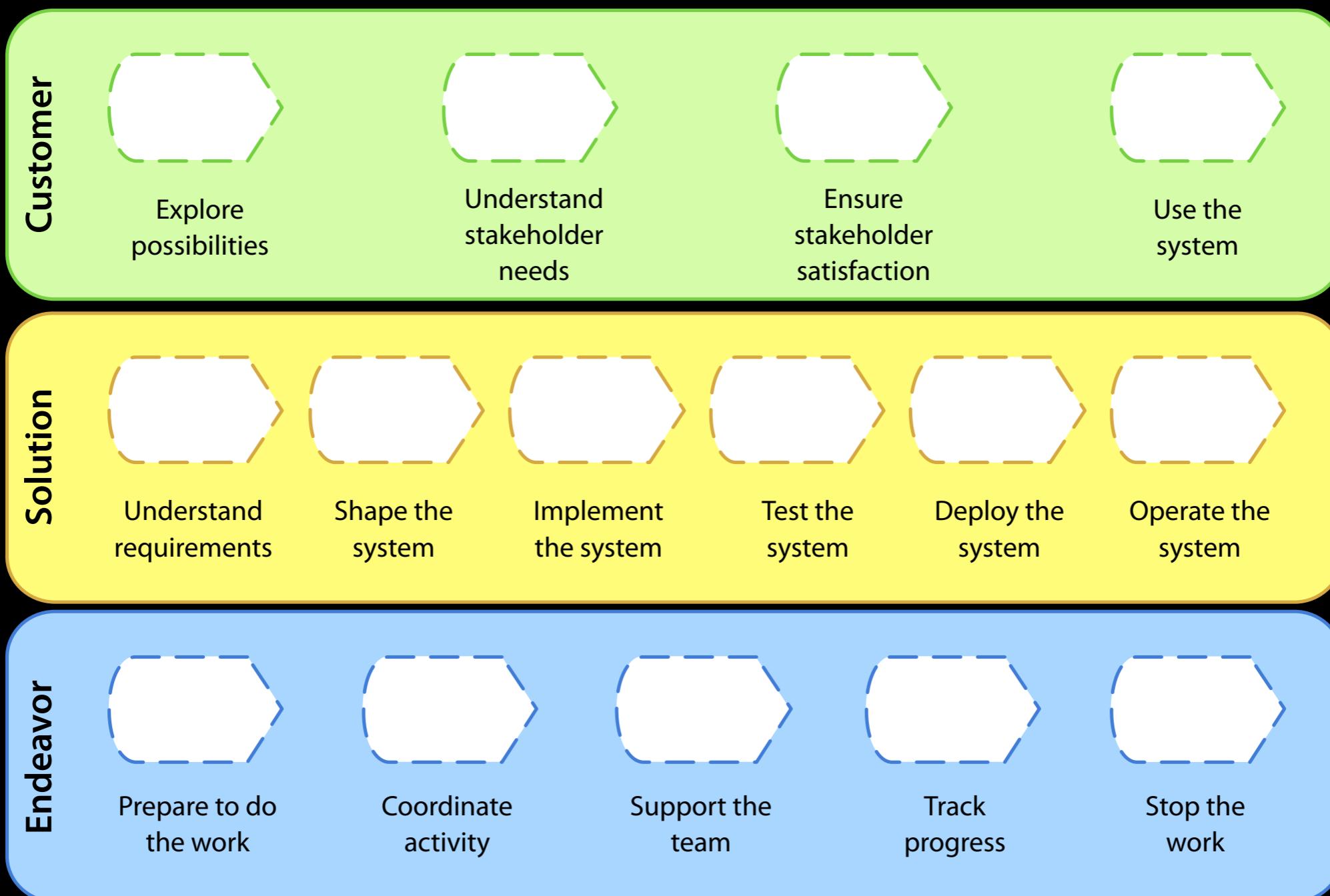
Software Engineering Method And Theory

<http://semat.org>

Things to work with



Things to do



Fred: “*The requirements go in different directions, so our work is not converging on anything that can be released.*”

Eric: “*The proposed software architecture doesn't seem to solve the right problems, but I don't know how to drive it forward.*”

What can we do to help them?

Susan: “*Management is panicking and throwing more developers on the team, but we already have difficulty coordinating the existing team members.*”

Steve: “*I have to spend a lot of time pretending I am following the mandated development process and producing documentation that isn't really useful for anyone.*”

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What can we do to help them?

Getting to the Heart of the Problem

- The system should **meet a business need** or an **opportunity**
 - **what** is that need?
- The system must **provide** some **value**
 - **what** was that value?
- If the value is **not understood**, there is **no point** in **debating** detailed requirements

Getting to the Heart of the Problem (cont'd)

- Were the stakeholders **engaged** and **thinking** about requirements?
- Were the stakeholders in **agreement**?
- Do they have the **required knowledge** of the **system** and its **users**?

Getting to the Heart of the Problem (cont'd)

- Did Fred have a clear **understanding** of
 - scope?
 - requirements?
 - risks?
- Was he focusing on requirements in the **right order**?
- Was he trying to get **too many** requirements nailed down **up front**?

Getting to the Heart of the Problem (cont'd)

- Do stakeholders have a good understanding of the **existing** software system?
 - capabilities
 - limitations
- Is the system (and architecture) **robust** in the face of **change**?

Getting to the Heart of the Problem (cont'd)

- Do the team have the competence to get the job done?
- Is the team working together as a unit?
- Are there conflicts waiting to surface?

Getting to the Heart of the Problem (cont'd)

- Were the problems due to
 - a need to find work for all the team members?
 - the way the work had been planned?
- Was the team working on the wrong things because of a previous planning error?

Getting to the Heart of the Problem (cont'd)

- Were the problems **caused** by the **method**?
 - requirements diverged because it insisted that all **requirements** were detailed **before design** and **implementation**?

Addressing the Challenge

Explore Possibilities. The opportunity is the reason for the production of the new, or changed, software system. Fred and Angela had to understand the need for the Value Added Services and make sure that for this opportunity there was clear value established.

Addressing the Challenge

- Explore Possibilities
 - opportunity is the **reason** for a new or changed software system.
 - Understand the **need** for changes or features
 - Make sure that **value is established** is for this opportunity

Addressing the Challenge (cont'd)

- Understand Requirements.
 - get the requirements **bounded**
 - then **find** the **most important requirements** to drive further clarification
- Walk through end-user scenarios

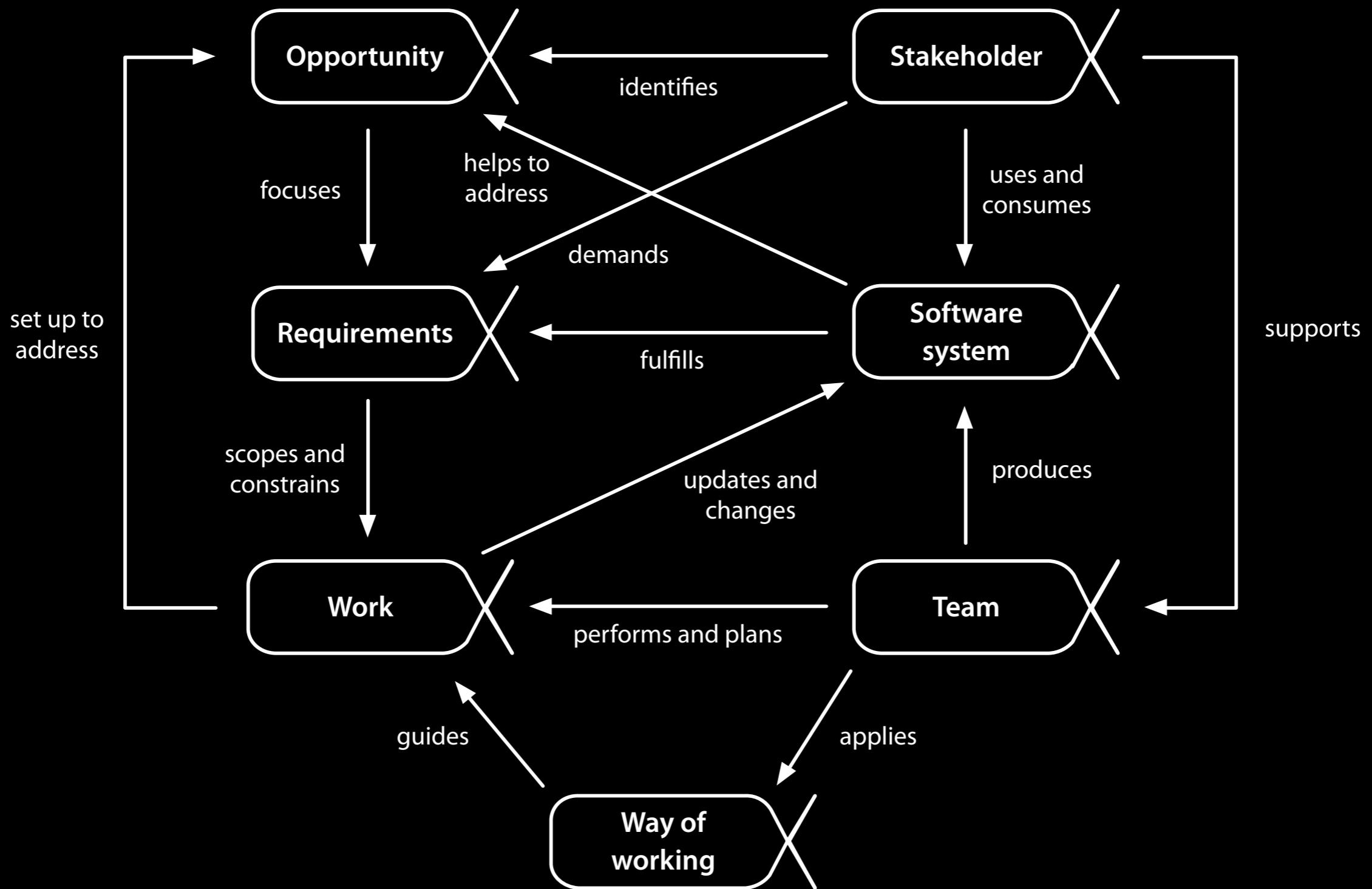
Addressing the Challenge (cont'd)

- Shape the System
 - implement the software system
 - make it demonstrable
- Confirm with stakeholders that the system is on the right track

Introducing the Alphas

- Things whose **evolution** we want to
 - understand
 - monitor
 - direct
 - control
- **Aspiration Led Progress and Health Attribute**

Introducing the alphas



The Requirements alpha

Requirements

Requirements

Bounded

Coherent

Acceptable

Addressed

Fulfilled

Getting to the Heart of the Problem

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Getting to the Heart of the Problem

Opportunity

- what was that value?
- If the value is **not understood**, there is **no point** in debating detailed requirements

Getting to the Heart of the Problem (cont'd)

Software system

- **limitations**
- Is the system (and architecture) **robust** in the face of **change**?

Getting to the Heart of the Problem (cont'd)

Stakeholder

- Do they have the **required knowledge** of the **system** and its **users**?

Getting to the Heart of the Problem (cont'd)

Requirements

- Was he focusing on requirements in the **right order**?
- Was he trying to get **too many** requirements nailed down **up front**?

Getting to the Heart of the Problem (cont'd)

Team

- Are there **conflicts** waiting to surface?

Getting to the Heart of the Problem (cont'd)

Work

- Was the team working on the **wrong things** because of a previous **planning error**?

Getting to the Heart of the Problem (cont'd)

Way of working

before design and implementation?

The Kernel

- Essential things to **progress** and **evolve**
 - alphas
- Essential things to **do**
 - activity spaces
- Essential **capabilities** needed
 - competencies

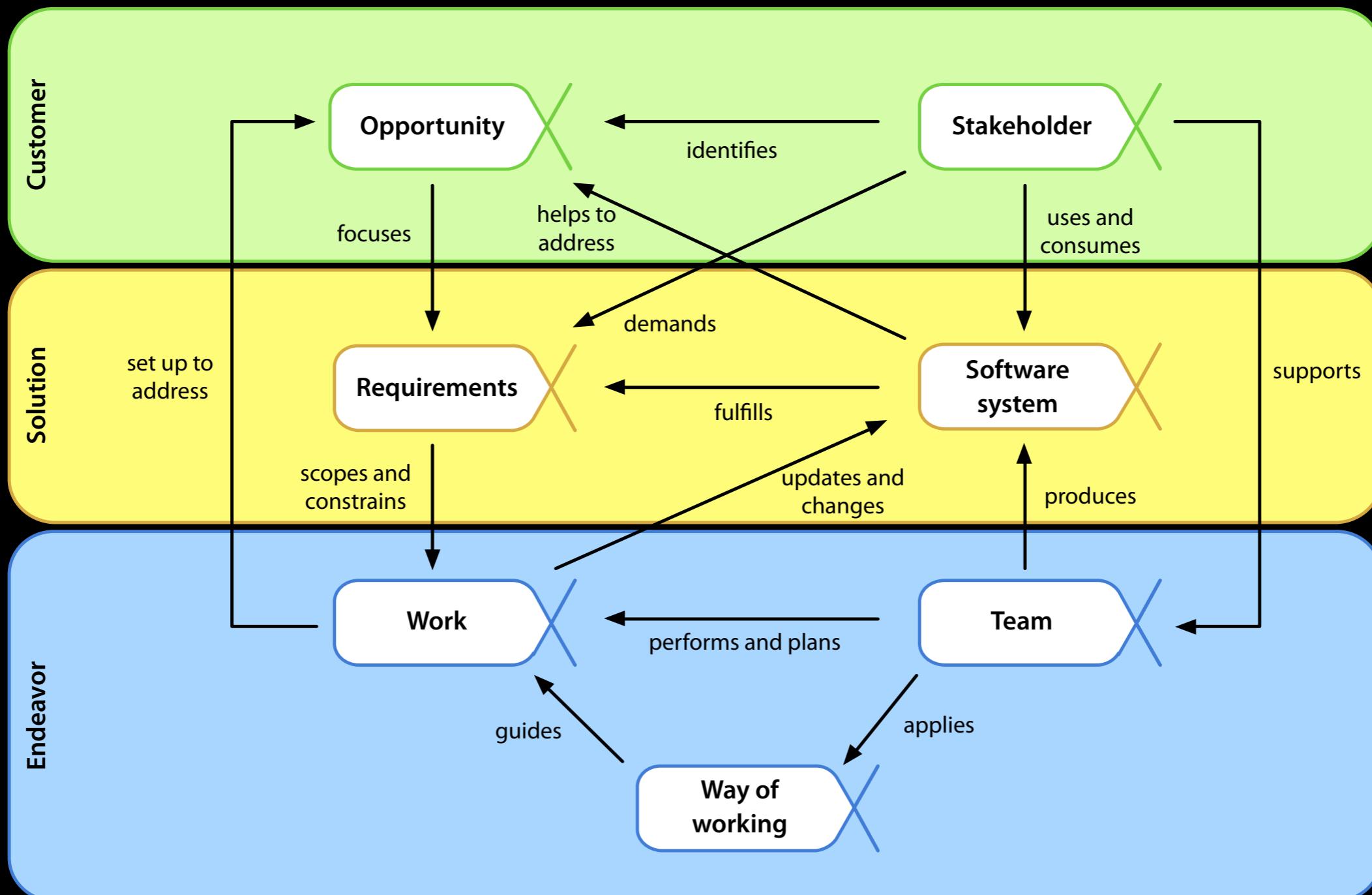
Areas of concern

Customer

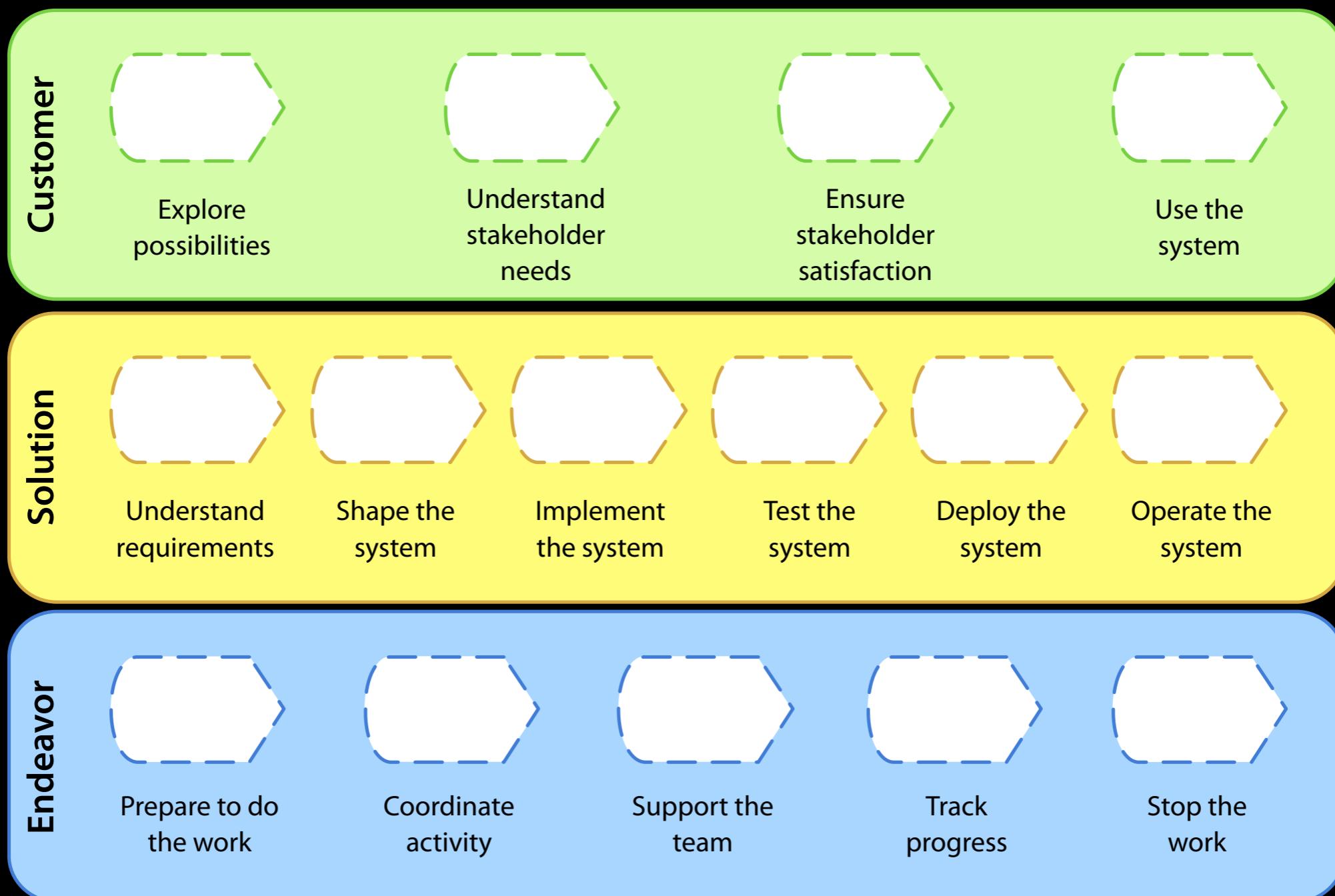
Solution

Endeavor

The kernel alphas



The kernel activity space



Competencies



Week 2

- **Monday:** SEMAT continued
- **Wednesday:** Pitch your app ideas
- **Friday:** RUP and XP
- **Sunday:** Submit app vision