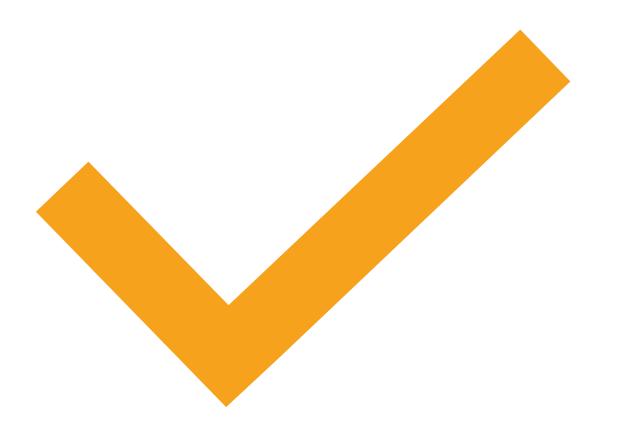
# INTRODUCTION TO SOFTWARE BUSINESS PRODUCT MANAGEMENT

Week I Day 2

Led by: Emily Crose

for

Oakland University



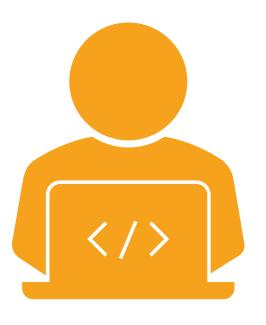
DAY I RECAP



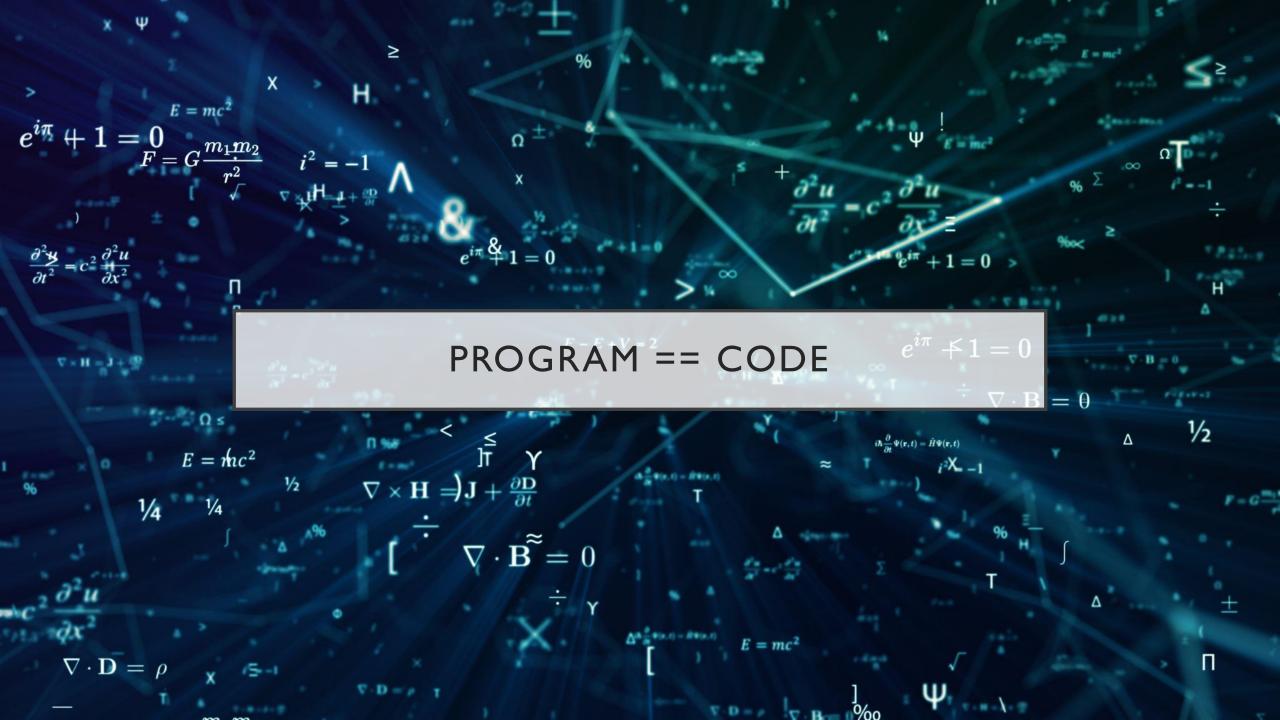


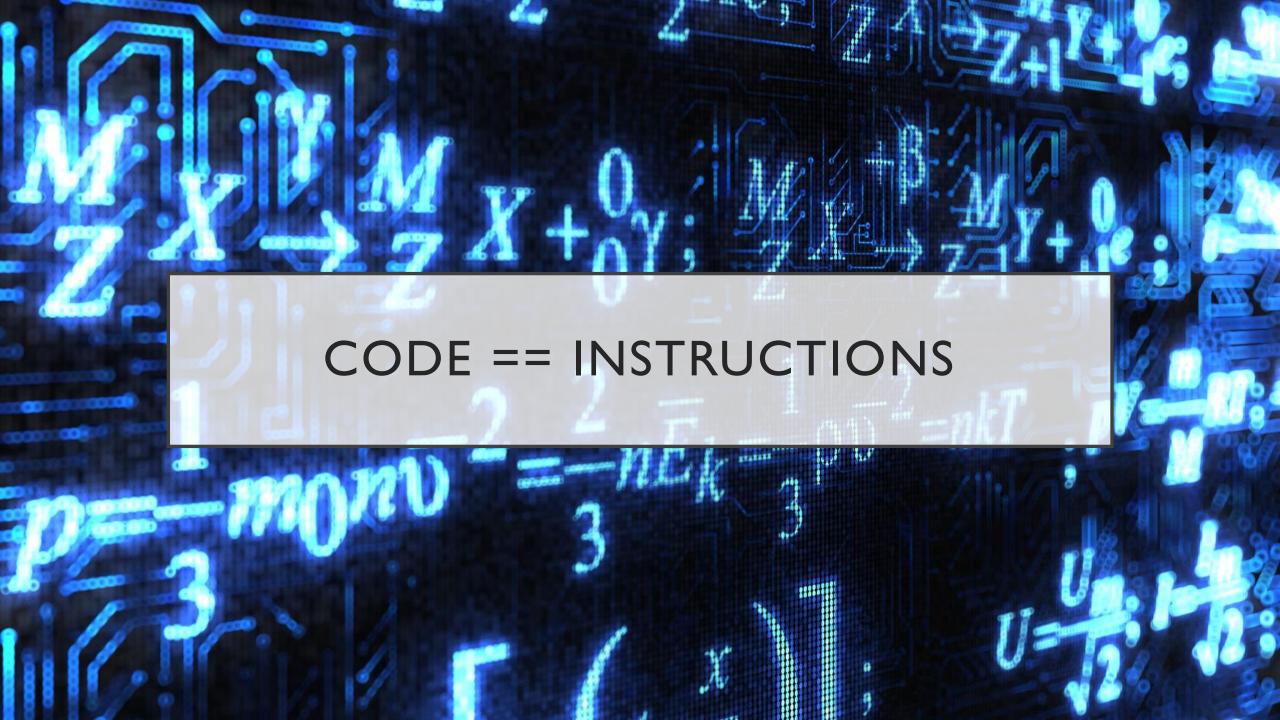
MODERN SOFTWARE
DEVELOPMENT
CONCEPTS





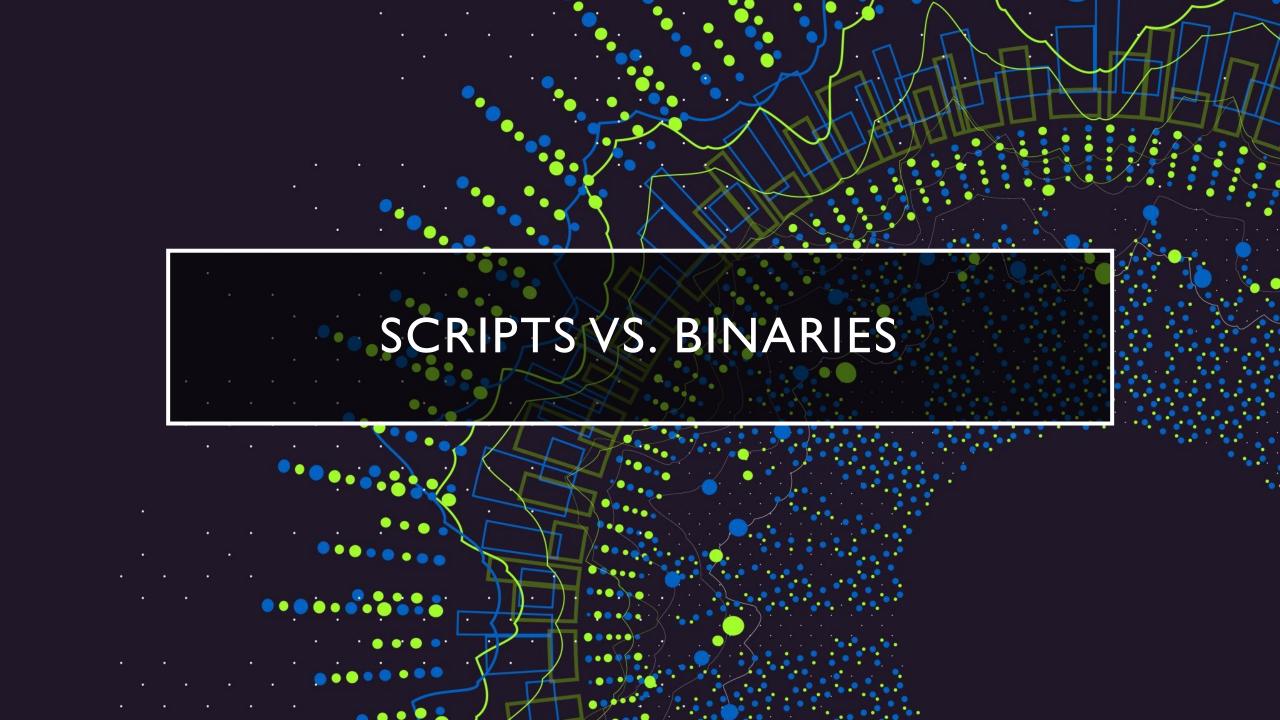
WHAT IS A PROGRAM REALLY?





# PARTS OF A PROGRAM

```
- Header Files
2 #include(stdio.h>
3 #include<comio.h>
4 int addNumbers (int a, int b); // function prototype - Function Prototype
6 int main() <
                                      Main Function
     printf(" \n Enter First Number : ");
                                             - Pre Defined Function Call
     scanf("%d", &n1);
     printf(" \n Enters Second Number : ");
     scanf("%d", 4n2);
     sum = addNumbers (n1, n2); // function call ← User Defined Function Call
15
     printf(" \n Sum of two number = %d", sum);
     getch();
     return 0;
19 }
28 int addNumbers (int a, int b) // function definition - Function Declaration
21 (
22
     int result;
     result = a+b;
                                            Function Body
     return result: // return statement
25
```

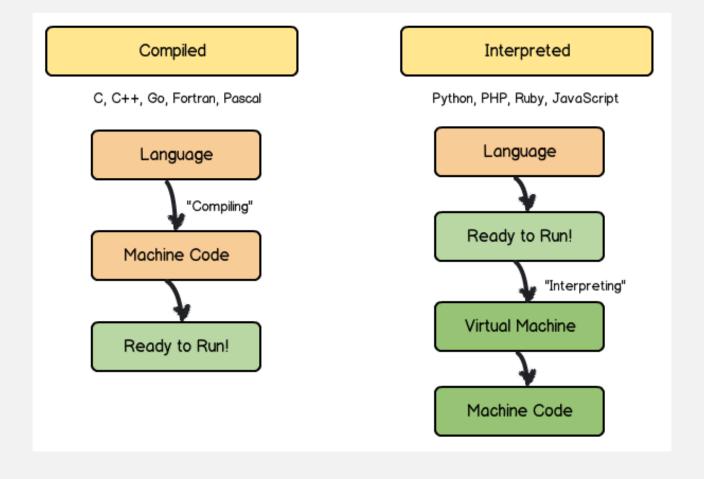


# Compiled Language VS Interpreted Language

Comparison Chart

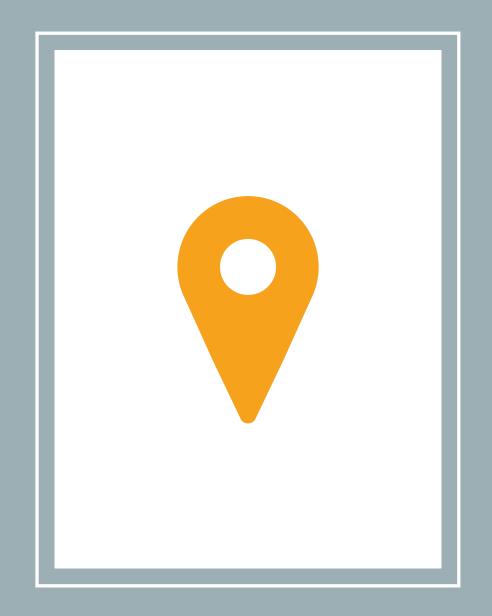
Compiled Language	Interpreted Language
The code of compiled languages can be executed directly by the computer's CPU.	A program written in an interpreted language is not compiled, it is interpreted.
The source code must be transformed into machine readable instructions prior to execution.	It does not compile the source code into machine language prior to running the program.
Compiled programs run faster than interpreted programs.	Interpreted programs can be modified while the program is running.
Delivers better performance.	Delivers relatively slower performance.
C, Fortran, and COBOL are languages used to produce compiled programs.	Java and C# are compiled into bytecode, the virtual interpreted language.
	D3 Difference Between.net

#### COMPILED VS INTERPRETED SIMPLIFIED

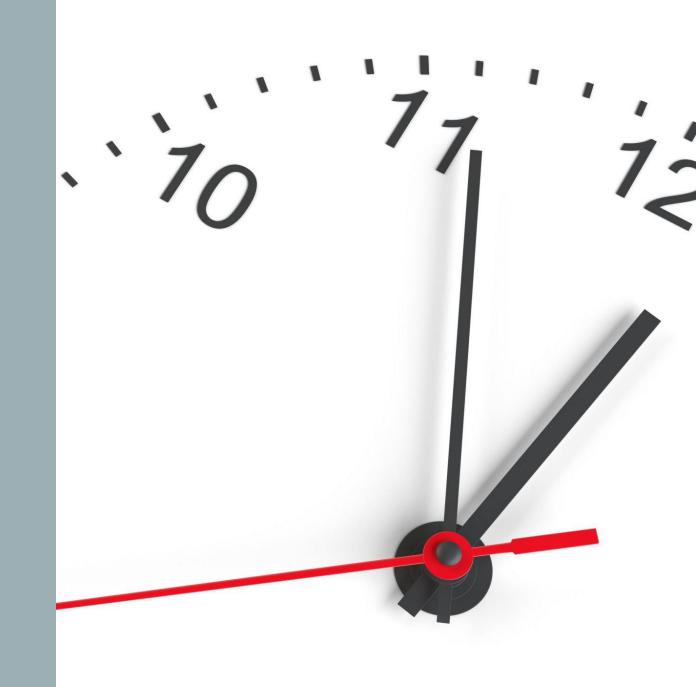


# LET'S LOOK AT SOME CODE

https://github.com/hexa-decim8/girltalk/blob/master/girltalk.sh

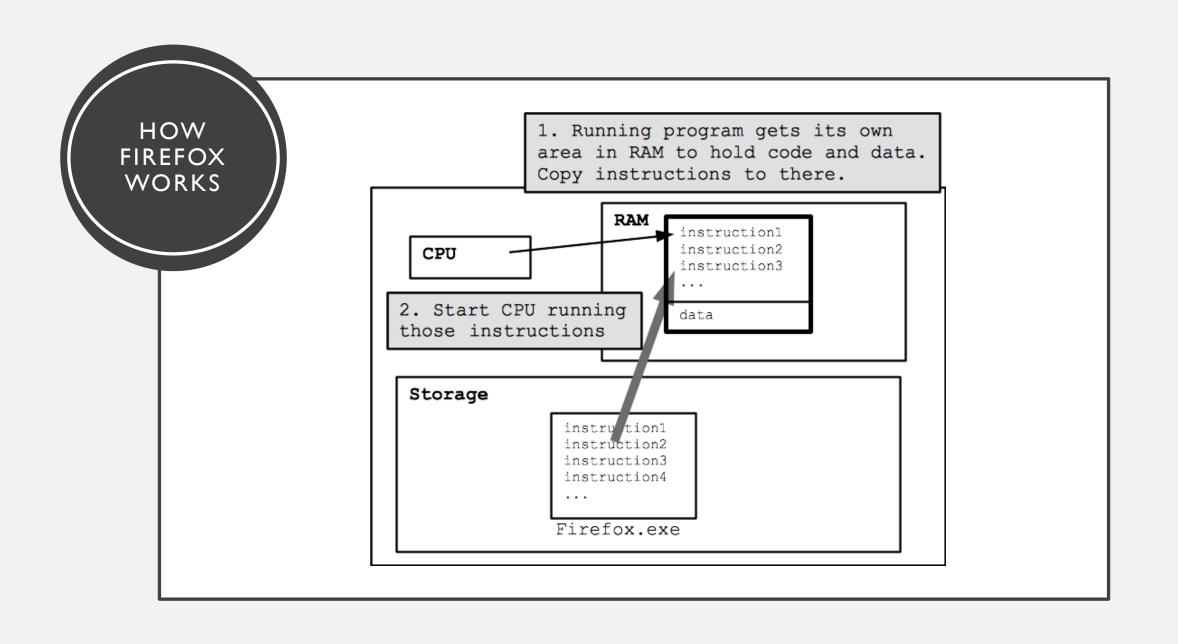


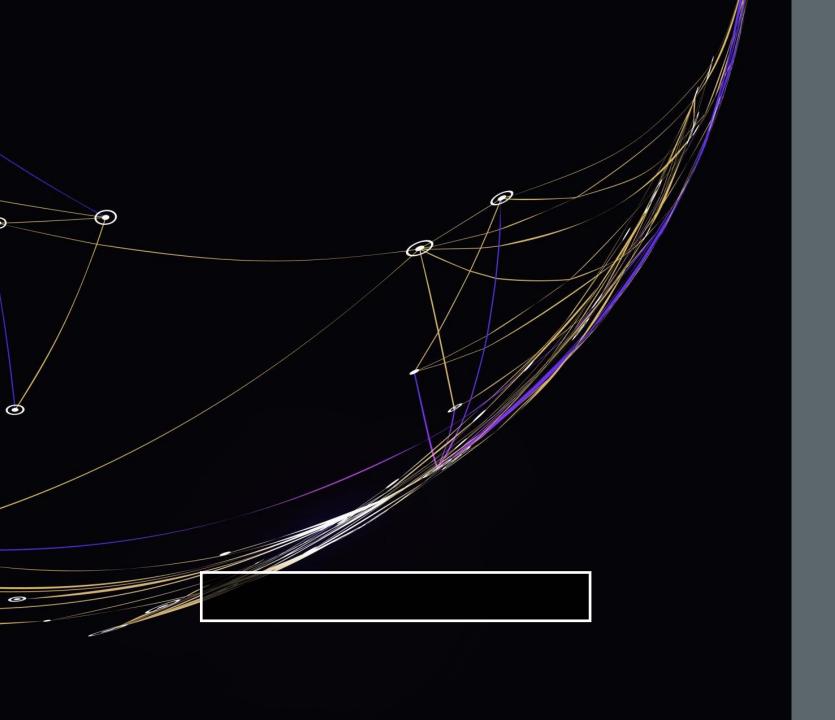
10 MINUTE BREAK



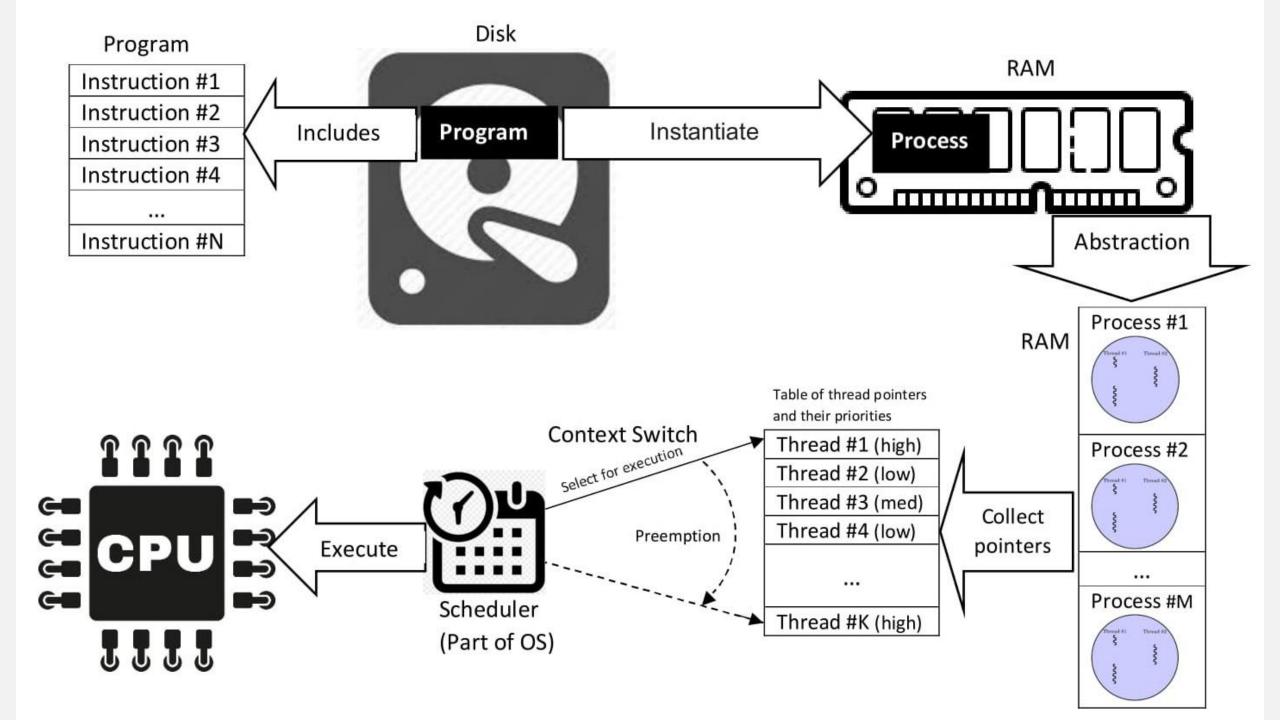
# HOW A PROGRAM WORKS







# DETAILED EXECUTION



#### COMPILING



What is compiling?

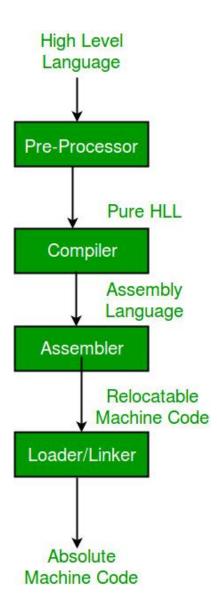


A set of instructions that has been compiled becomes an executable 'binary'

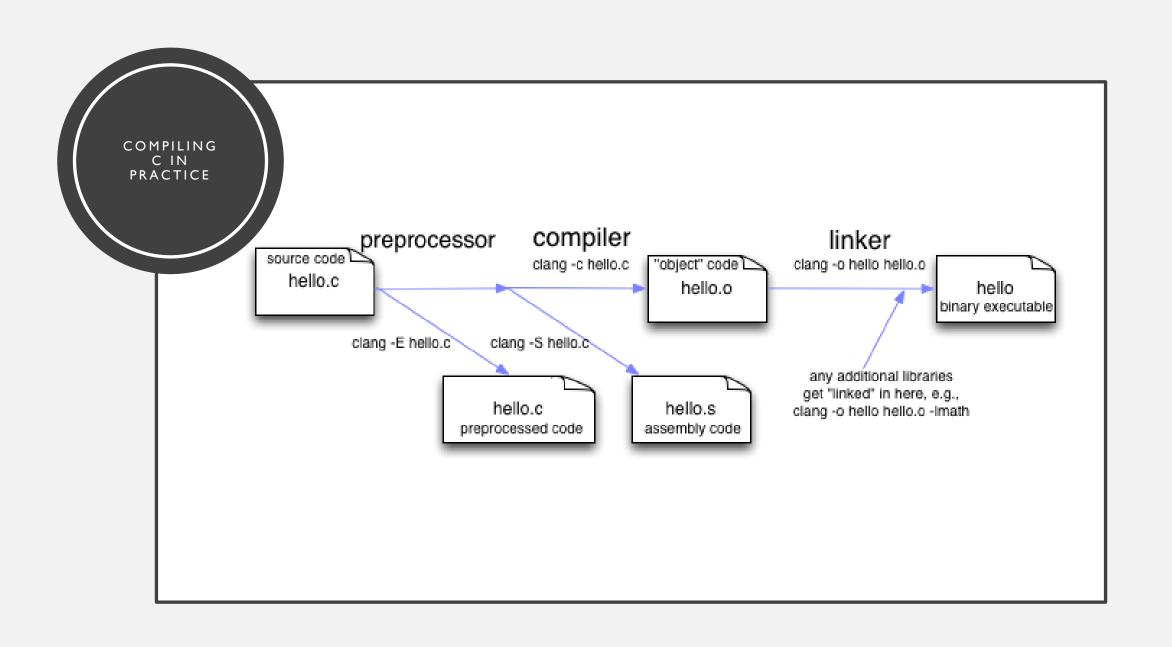
We may just call this an 'executable'

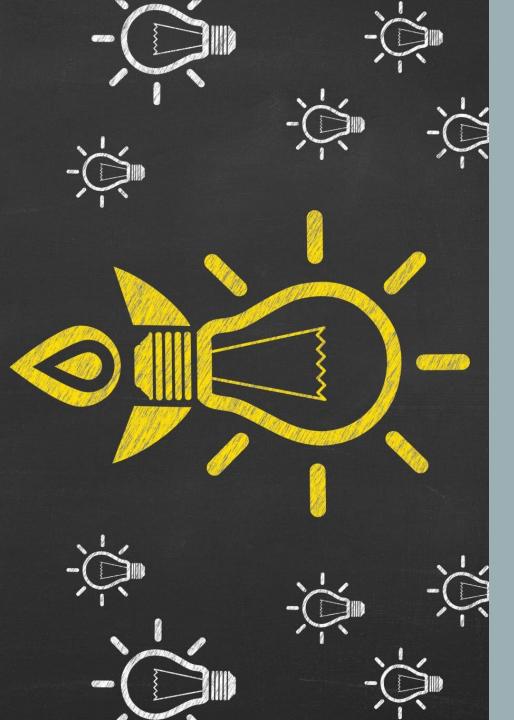


Scripts do not compile!



#### **COMPILE PROCESS**





## IMAGINE AN OUTSTANDING APP



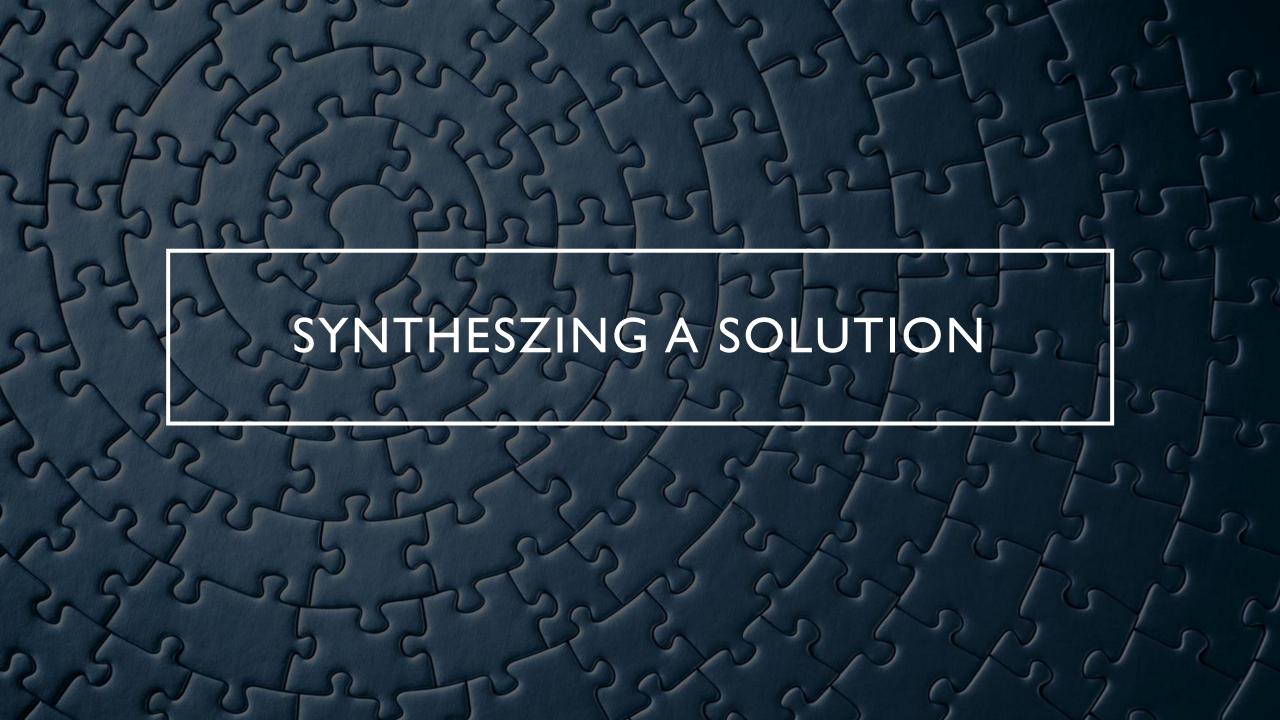


# HOW DO WE BUILD A QUALITY APP?

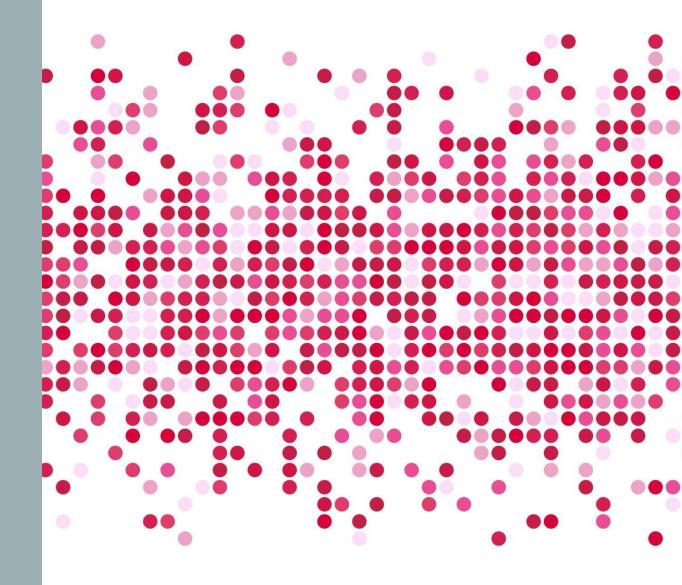
#### WHAT IS THE PROBLEM?

- What problems does this app solve?
- How does it solve these problems?



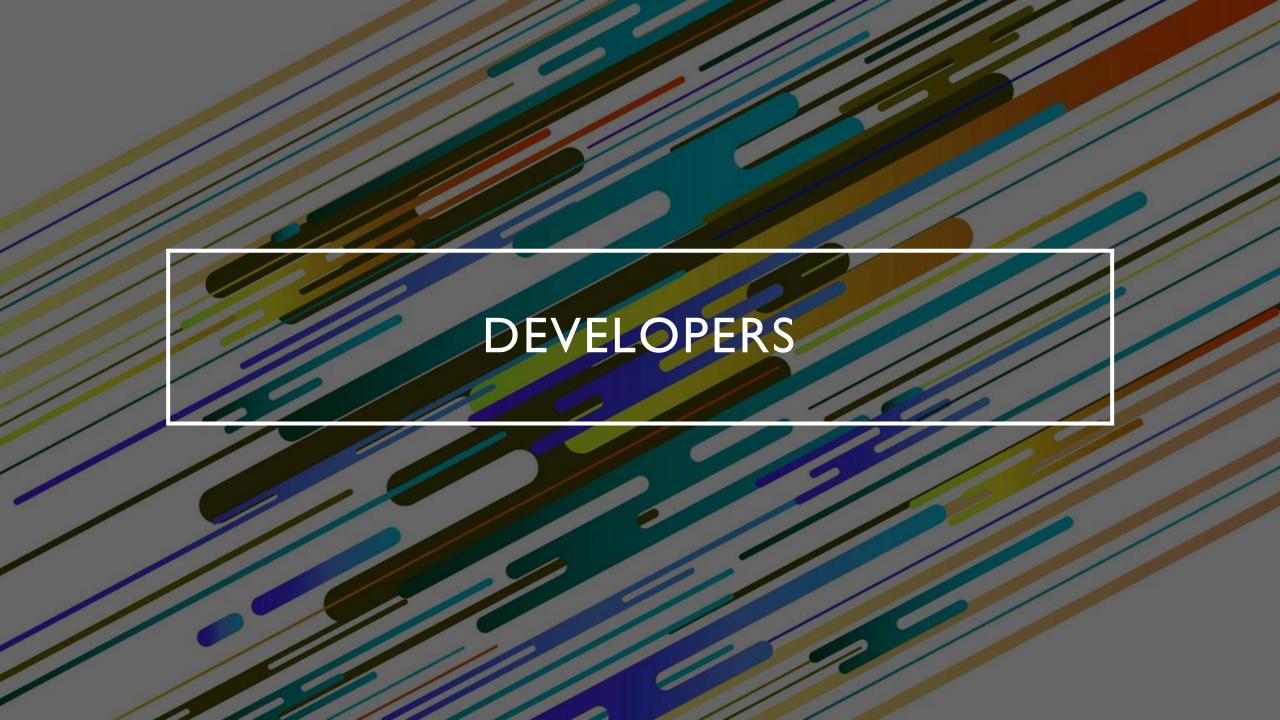


## GENERATING REQUIREMENTS

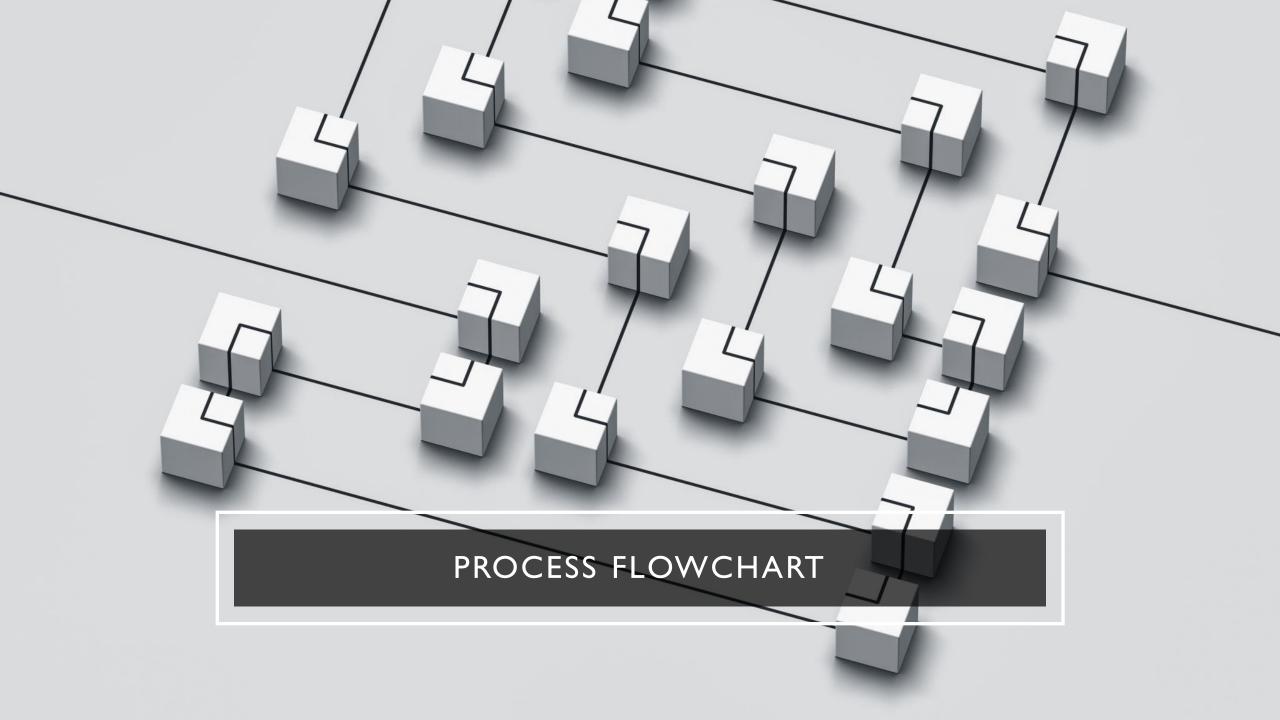


## WHO MAKES SOFTWARE?





Sales Got Sategs G8 a wt usineSale Success Busines e B Grows Sa ess ategyteg Growt es GBowth Business tat c Solutionsagete BBCBBLEIN S SuccessaleSale Sale Sale Sales O Sabes S S es Strat Sprites GROWTH GROWTH o Balwsine B s Gre Strategy Solut on tra 5 e gutien Business Bablionie 8 Solutions Basenes sales Solutiono u fonst areg Growth Slobes 8 Grbet Salestin rts BStrategy Sal t Bustness Sonutions de "PSEUDO"CODE w Growth 2 S e 0 a t e 8 8 | 6 . b e | n e e e o wt



# SEPARATION OF DUTIES

## 10 MINUTE BREAK



#### **TESTING**

Does the code work as expected?

Does the code solve the problem we identified?

What does the code work on?

Does the code function with all of our supported systems?

Do we even know what possible systems exist in the field?



#### CODE DISTRIBUTION



### PROBLEM DISCOVERY



#### WHO ARE OUR USERS?



Do we know who they are?



# What kind of sensitive information might we be processing?

Personally identifiable information?

HIPAA information?

Legally sensitive?

#### SUPPORTING THOSE CUSTOMERS

How do our customers contact us?

How do we contact them?

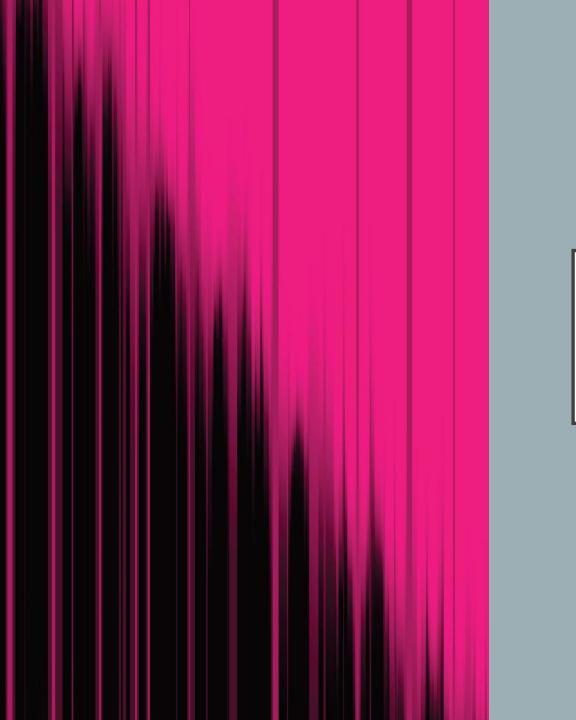
Do we have field support?

What is our process for addressing customer concerns/complains?

What is our process for addressing customer feature requests?

• Ticketing system?





## REVIEW DAY 2

## PREVIEW DAY 3