
CH1 - Introduction

- **Software:** Computer programs & associated documentation
- **Software engineering:** concerned with theories, methods, tools for software development
    - Fundamental activities: software specification, development, validation, evolution
    - A part of system engineering (hardware + software + process engineering)
- Often: Software costs > computer system / hardware cost
- Software maintenance cost > development cost
- Software products: "Generic" or "customized"
- Essential attributes of good software:
    - **Maintainability:** Critical attribute. To be able to evolve with changing needs
    - **Dependablity:** Security, reliability, safety. Should not cause damage in case of failure
    - **Efficiency**
    - **Acceptability:** Compatible with other systems, understandable, usable

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Application Types

Stand-alone

- Run on a local machine (e.g a PC).
- Need not to be connected to a network
- Has all required functionality

Interactive transaction-based

- Accessed by users externally, runs on remote computer
- Web app.s (e.g e-commerce app.s)

Embedded control systems

- Controls and manages HW

Batch processing systems

- Processes individual inputs in large batches

Data collection systems

- Collect data using sensors, send to other systems to process

Entertainment systems

Modelling & simulation systems

- Developed by scientists & engineers for modeling
- Usually includes many separate interacting objects

Systems of systems

- Composed of other software systems

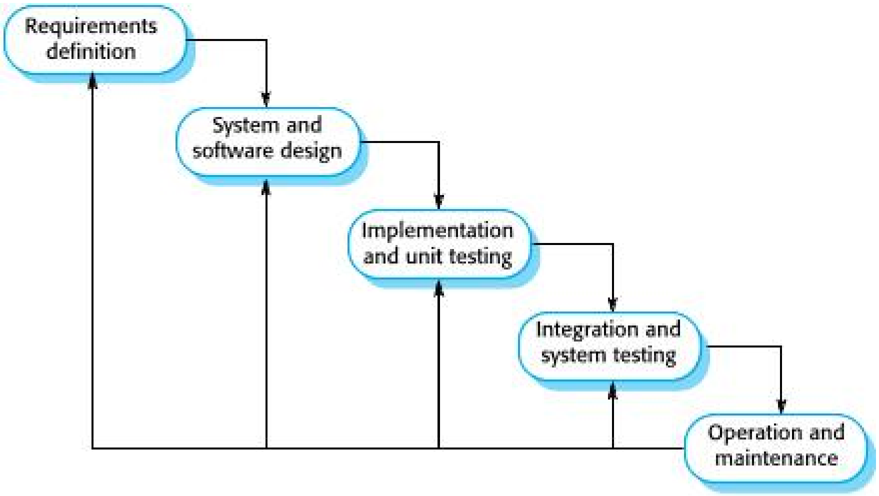
- Web-based systems: Distributed & complex. Need "agile development": impractical to specify all the requirements for such systems in advance.
- Service-oriened systems: All components considered as replaceable services. Allows rapid configurations & incremental updates as new services become available.

CH2 - Software Processes

- "Software process": Structured set of activities required to develop a software system
- Many different ones but alll involve: Specification, design & implementation, validation, evolution
- Approaches:
  - "Plan driven process": all activities planned in advance, progress is measured against the plan
  - "Agile process": Incremental planning, easier to change process to changing requirements
  - Often, elements from both approaches are used.

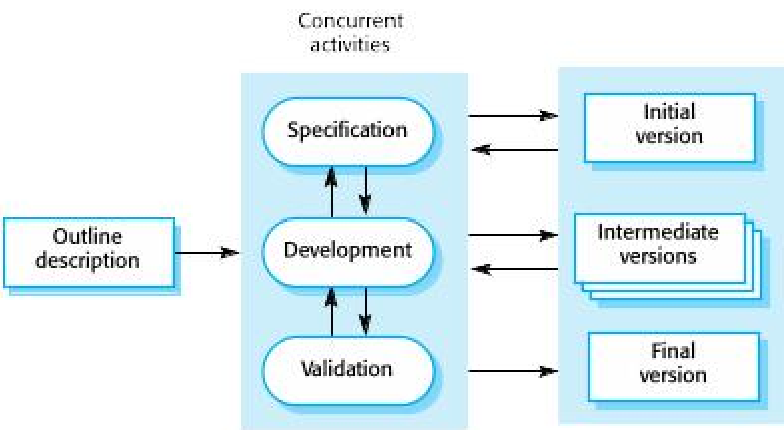
Software Process Models

The Waterfall Model



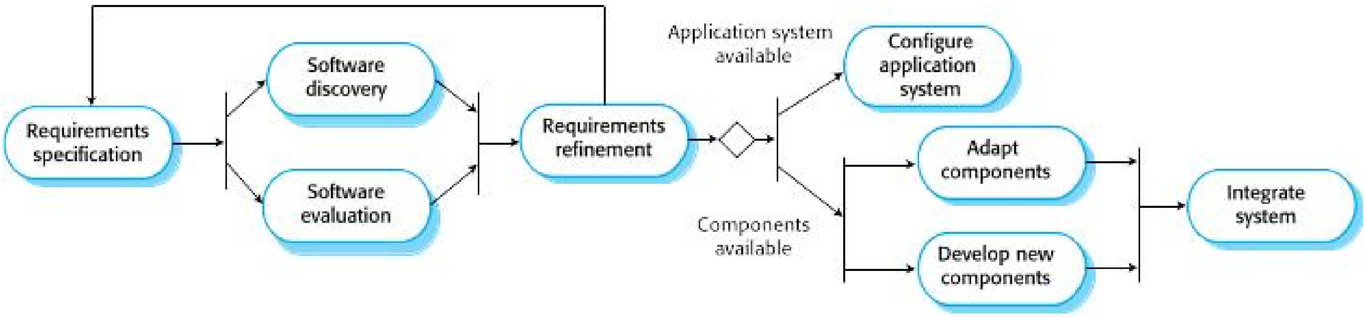
- Plan-driven
- Separate identified phases
- Drawback: a phase has to be completed before moving onto next, hard to accomodate changes
  - Only appropriate when the requirements are well understood & changes will be limited
- Mostly used for large system engineering projects where a system is developed at several sites

Incremental Development



- Cost of making changes reduced
- Easier to get customer feedback
  - Customers can comment on demonstrations
  - Customers can be provided with useful software earlier
- Drawbacks:
  - Regular changes may corrupt project structure - incorporating changes becomes harder and costlier as time progresses
  - Cost-ineffective to document each system version -> Measuring progress is hard

Integration & Configuration (Reuse-oriented SW. Eng.)

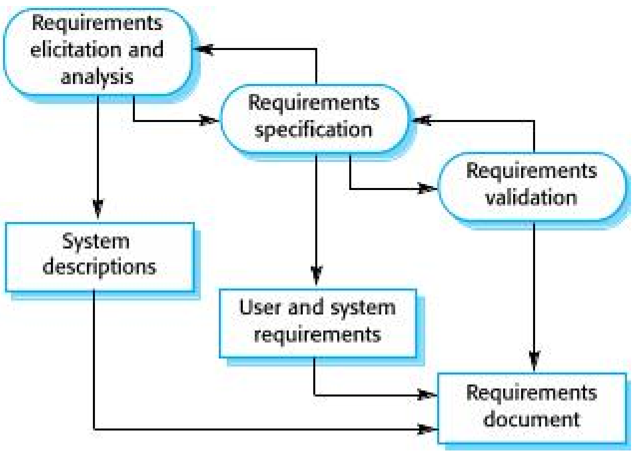


- Based on software reuse - reused elements can be configured according to requirements
- Standard approach for many business system types
- Faster delivery
- Less SW developed from scratch -> Reduced risks & costs
- Drawbacks:
  - Some requirements are likely to be unsatisfied
  - Lost control over the evolution of reused components

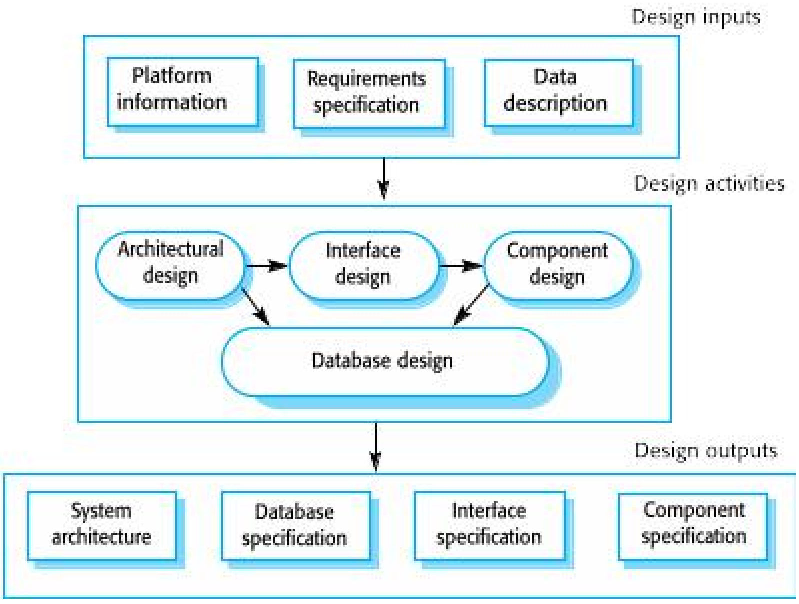
Process Activities

- Can be ordered sequentially or interleaved according to the model

Requirements Engineering Process



Software Design & Implementation

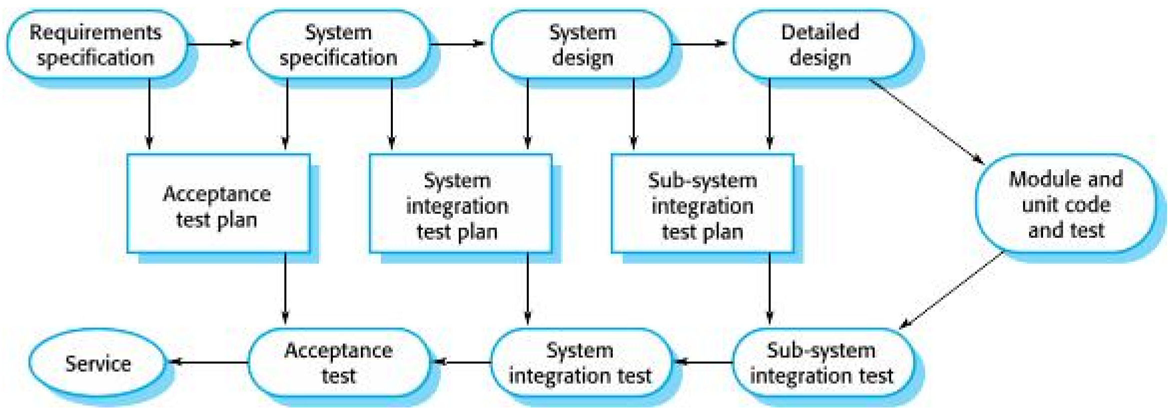


- Design: Creating software structure
  - Architectural, database, interface (between components), component selection & design
- Implementation: translating the structure into an executable
  - Design & implementation can be closely related or interleaved

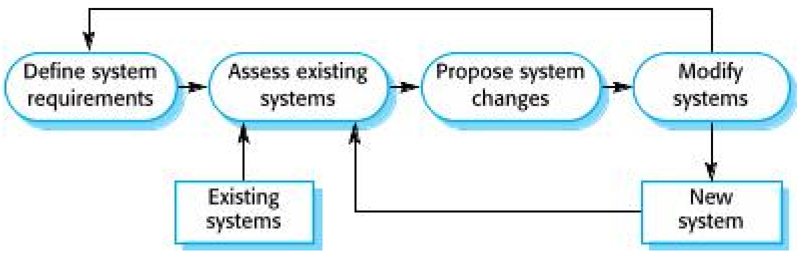
Software Validation

- Testing: Most common verification & validation activity

- V-model: Testing phases in a plan-driven software process:

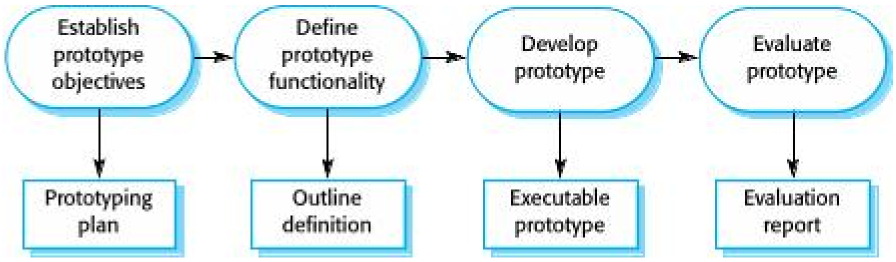


System Evolution



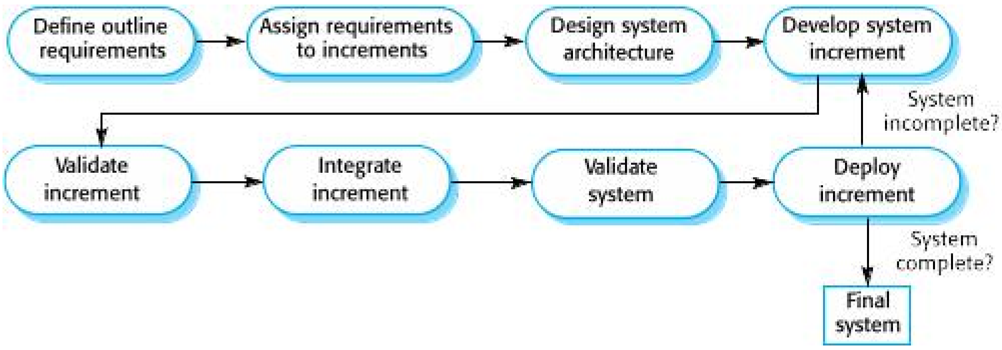
- Change anticipation: Possible changes can be anticipated without much rework
- Change tolerance: Process is designed so that changes are applied without much cost

Software Prototyping



- Discarded after development: usually unstructured, undocumented and not standard-compliant

Incremental Development & Delivery



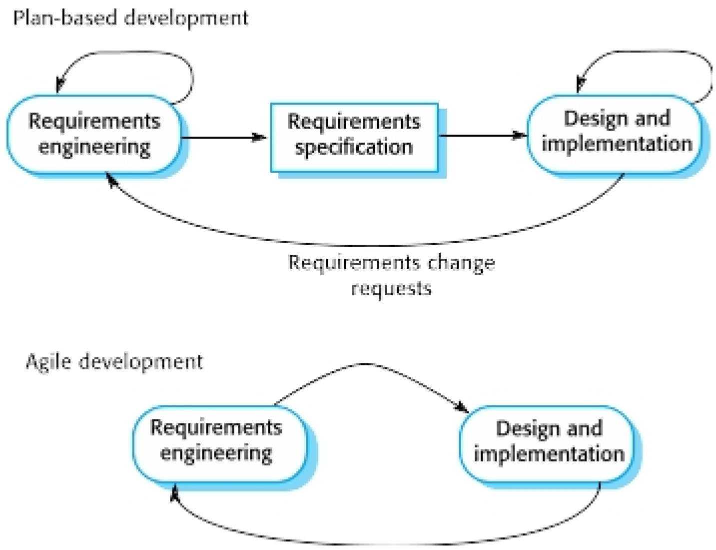
- Early increments serve as prototypes
- Requirements are not changed throughout the development of an increment
- Highest priority services receive most testing
- Specification is developed toghether with the SW itself
    - May contradict procurement models of some organizations

Process Improvement

- Process maturity approach: ? Agile approach: focus on iterative development & reduction of overheads. Emphasis on rapid functionality delivery & adapting to requirement changes
- improvement cycle: Change -> Measure -> Analyze -> Change ...
- Process metrics:
    - Taken time to complete activities
    - Required resources for activities
    - Number of occurrences of a specific event (e.g. an error)
- SEI capability maturity model:
    1. Initial: uncontrolled

2. Repeatable: Defined & used product management procedures
3. Defined: Defined & used process management procedures
4. Managed: Defined & used quality management strategies
5. Optimising: Defined & used process improvement procedures

CH3 - Agile SW Development



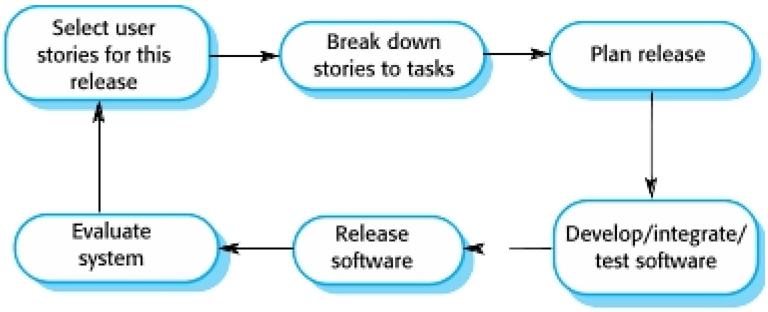
- Program specification, design and implementation are inter-leaved
- The system is developed as a series of versions or increments with stakeholders involved in version specification and evaluation
- Frequent delivery of new versions for evaluation
- Extensive tool support (e.g. automated testing tools) used to support development.
- The aim is to reduce overheads in the SW process, to be able do respond quickly to changing requirements without excessive rework.
  - e.g Minimal documentation - focus on working code

Principles

- Customer involvement: Evaluating iterations, provide and prioritize requirements
- Incremental delivery
- People over processes: Skill of the team should be recognized - members should develop their own ways of working without prescripted processes
- Embrace change
- Maintain simplicity

Agile development techniques

Extreme programming (XP)

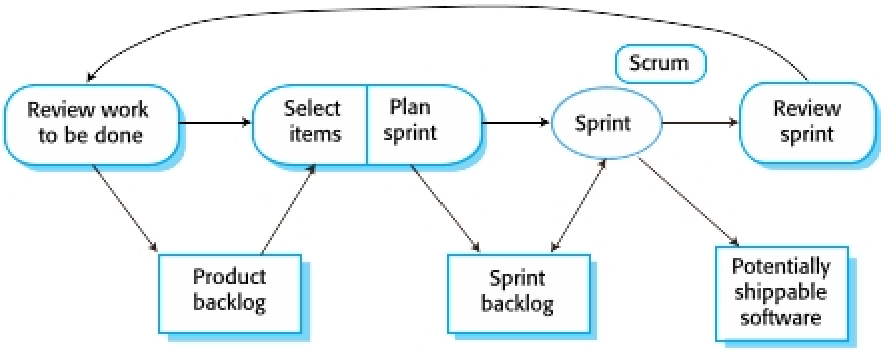


- "Extreme" iterative development:
    - New versions may be built several times per day
    - Increments are delivered to customers every 2 weeks
    - All tests must be run for every build and the build is only accepted if tests run successfully.
- Has a technical focus - usually not easy to integrate with management practice
- XP practices:
    - Incremental planning: Requirements recorded onto "story cards" -> Broken down into "Tasks"
    - Minimal useful set of functionality is developed first, frequent small releases. Functionality added incrementally.
    - Minimum design to satisfy current requirements is carried out
    - Test-first development: A functionality's test framework is implemented earlier than the functionality itself
    - Constant refactoring: All developers are expected to refactor code as soon as possible, even if there is no immediate need
        - Improves software understandability & reduces need for documentation
        - Well-structured code -> Changes are easier to make
        - Changes requiring architecture refactoring are much more expensive
    - Collective ownership: Everyone works on everything, no islands of expertise develop
    - Pair programming
        - Helps develop collective ownership
        - Informal review process
        - Encourages refactoring & sharing of knowledge
    - Continuous integration: After each task is completed, it is integrated & tested (must pass the test)
        - Test-driven development clarifies the requirements to be implemented
        - Tests are written as programs rather than data -> they can be executed automatically after integrating each new functionality
    - The customer should be available full-time as a member of the development team

        - Customer may be reluctant - may feel that providing requirements was enough
    - Large amounts of overtime are not acceptable: Reduces productivity & quality on long term

Agile Project Management

Scrum



- Agile method focusing on managing iterative development rather than agile practices
- "product backlog": a "TODO list", may be feature definitions, SW. requirements, user stories, supplementary tasks (e.g user documentation, architecture definition), etc.
- "scrum"s: daily meetings reviewing progress and daily tasks, ideally short f2f meeting including whole team
- "velocity": estimate of backlog covering rate of the team
- 3 phases:
    - Initial: plan outline, establish objectives (choose from backlog), design architecture
    - "Sprint cycles" of developing increments
        - fixed length (~2-4 weeks)
    - Project closure: wrap-up & complete documentation (e.g system help frames)
- Team is isolated from distractions & customer communication. Only the "scrum master" handles communication with the customer.
- Benefits:
    - Breaks down product into managable chunks
    - Unstable requirements do not hold up
    - Whole team has visibility on everything
    - Customers see on-time increment delivery, can provide feedback
        - Establishes customer-developer trust

Scaling Up Agile Methods

- Agile methods are successful for small & medium sized projects with small teams
    - "Scaling up": Agile methods for large SW systems with large teams
    - "Scaling out": Introducing agile methods to a large, experienced organization

Practical problems

- Agile is informal -> incompatible with legal approach to contracts in large companies
- Agile is more approporiate for new software rather than maintenance
    - In large companies usually: Maintenance cost > development cost
- Agile is more approporiate for small co-located teams
    - SW development involves worldwide distributed teams
    - Design documents may be needed for distributed teams
        - If not available: IDE support for visualisation & program analysis is essential
    - Cross-team communication mechanisms are needed
- Agile works best when team has high skill level, but large companies have a wide range of skill level
- Software contracts are based around specifications; however, agile interleaves specification and development
    - Contract based on time rather than functionality is required for agile -> considered risky
- Maintenance problems:
    - Lack of SW documentation
        - Also needed if system is subject to external regulation
    - Customers are kept involved in development
        - Diverse set of stakeholders in large systems -> hard to involve them all in development
    - Need to keep the original team
        - Problem for long-lifetime systems
- Prioritizing changes may be difficult: Multiple stakeholders have different priorities
- Incremental delivery: Can be hard for business planning and marketing

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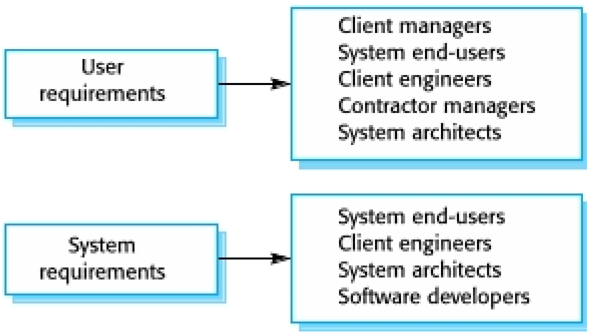
- Several integrated systems: Significant amount of development on system configuration rather than development
- Completely incremental approach to requirements engineering is impossible
- Continuous integration practically impossible. However, frequent system builds & regular releases are essential
- Multi-team Scrum:
    - Releases are aligned
    - Each team has their own scrum masters and product owners
    - Each team chooses "product architect"s to design & evolve overall system architecture
    - "scrum of scrums" are done where representatives of each team meet and discuss progress

CH4 - Requirements Engineering

- Req. eng: Establishing services a customer requires from a system & its operation and development constraints
- System requirements: Desctiptions of the system services & constraints. Generated during requirements engineering.
- "Requirement": Ranges from an abstract statement of a service / system constraint to a detailed functional specification
    - Dual function: May be the basis for a bid for a contract or for the contract itself
- User requirements: Statements in natural language + diagrams of services & operational constraints
    - Must be understandable by the end-users & customers without technical knowledge
- System requirements: Structured document, detailed descriptions of system functions, services, operational constraints.
    - Defines things to be implemented -> May be a part of a contract
- Readers of requirements specification types:



- "Stakeholder": Any person or organization who is affected by the system in some way and thus has a legitimate interest
    - End users, system managers, system owners, external stakeholders
- Agile methods use incremental requirements engineering and may express requirements as "user stories"
    - Practical for business systems
    - Problematic for systems requiring pre-delivery analysis (e.g critical systems) or systems developed by multiple teams

Functional & Nonfunc. Requirements

- **Functional requirements:** Statements of system services, describing system's reactions to particular inputs and situations
    - May state what the system should not do
    - Depends on SW type, expected users & type of system where the SW is used
    - Functional user req.s: May be high-level statements of what the system should do
    - Functional system req.s: describes system services in detail

- **Non-functional requirements:** Constraints on system services or func.s
    - Timing constraints, development process constraints, standards, etc.
    - Often apply to the system as a whole, rather than individiual features
    - May be more critical than functional requirements
    - May be difficult to state precisely, which may be difficult to verify
        - "Goals" (general intentions of the user) can be specified instead
        - A "verifiable nonfunc. req." uses some measure that can be tested objectively
            - Speed: operation time, response time, refresh rate etc.
            - Size
            - Ease of use
            - Reliability: Failure rate, availability etc.
            - Robustness: Recovery from failure
            - Portability: Target-dependent statement rate
    - A single nonfunc. requirements may generate several related
    - Product requirements: execution speed, reliability etc.
    - Organizational requirements: Consequence of organizational policies & procedures (e.g standards, implementation requirements etc.)
    - External requirements: interoperability requirements, legal requirements etc.
- **Domain requirements:** System constraints from the operation domain

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- In principle: Requirements should be complete & consistent:
    - Completeness: include descriptions of all required system facilities
    - Consistency: No conflicts in the descriptions of the system facilities
    - Complexity of environment & system -> impossible to produce a complete and consistent requirements document

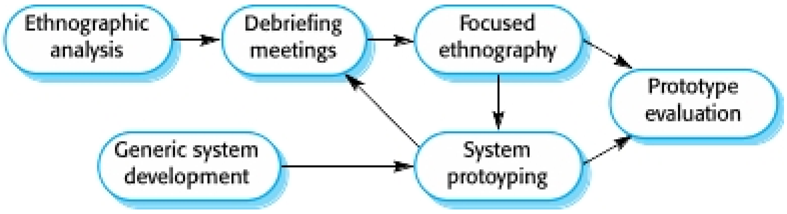
Requirements Engineering Process

- An iterative activity in which req. elicitation, analysis, validation and management are interleaved

Req.s Elicitation / Discovery

- Technical staff works with stakeholders to find out about application domain, system services & system's operational constraints
- Stages (in a cycle):
    - Req.s discovery
        - Getting info. from stakeholders about the required & existing systems
            - Interviewing:
                - closed (pre-determined questions) or open, or mixed
                - Not good for understanding domain requirements: Stakeholder can unintentionally overlook them since they are already familiar with the domain

            - Ethnography: Social scientist analyzing how people work



                - Important social & organizational factors can be observed
                - Effective for understanding existing processes
                - Cannot identify new features to be added to a system
        - Specifying user & system requirements from the gathered info.
    - Req.s classification & organization
    - Req.s prioritization & negotiation
        - Conflicts are resolved here
    - Req.s specification
        - Req.s are documented here

- Problems:
    - Stakeholders may have unstable decisions
    - Stakeholders express req.s in their own terms
    - Stakeholders' req.s may conflict
    - Organizational & political factors may influence the req.s
    - Stakeholders & business environment may change -> Req.s change during analysis process

- User stories: Real-life system usage examples
    - Practical situation -> stakeholders can relate and comment

- Scenarios: Structured form of user stories
    - Should include starting situation, normal event flow, what can go wrong, state when scenario finishes, other concurrent activities

Requirements specification

- Process of documenting the req.s

- Requirements are written using natural language + diagrams & tables

- Problems with NL:
    - Lack of clarity: Hard to be precise without being complex
    - Functional & nonfunc. req.s may get mixed up
    - Several req.s can be expressed together

- Form-based specifications: Definition of function/entity, description of inputs, outputs, computations, pre & post conditions, any side effects of the function

- Tabular specification: Supplements NL
    - Useful when there are alternative courses of action

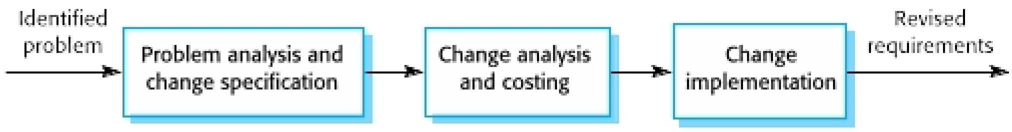
- Use-cases: Identifies an interaction and involved actors
  - A set of use-cases should describe all possible interactions with the system
- SW Req. document should describe "what" the system should do rather than "how" it should do
- Incremental development -> Less detail in req.s document

Requirements Validation

- Validating that the requirements define the system that the customer really wants
- Important: Errors in req.s are costly
- Check:
  - Validity (whether system provides func.s tht best supports customer's needs)
  - Consistency
  - Completeness
  - Realism (whether implementation with given budget & tech is possible)
  - Verifiability (whether the req.s can be tested)
- Techniques:
  - Reviews (systematic manual analyses)
    - Both client and contractors should be involved
    - Formal or informal
    - Check: Verifiability, comprehensibility, traceability (whether origin of the req. is clear), adaptability (whether the req. can be changed wtihout large impact on other req.s)
  - Prototyping
  - Test-case generation

Requirements Management

- Managing changing req.s during req. engineering and system development
  - New req.s emerge as system is being developed and after is deployed
- Req.s mng. planning:
  - Req.s identification: Needed so that a req. can be cross-referenced with other req.s
  - Change management process: Set of activities to assess impacr & cost of changes
  - Traceability policies: Define relationships between req.s
  - Tool support



CH5 - System Modeling

- Representing system using a graphial notation - almost always based on UML
- Models of existing systems are used during req. eng. to clarify its purpose & as a basis for strengths and weaknesses -> Lead to req.s for new system
- Models of new systems are used during req. eng. to explain req.s to other stakeholders
  - Engineers use it to discuss design proposals & document system for implementation
- Model driven engineering: Possible to implement system (partially or completely) from model

System Perspectives

- External perspective: Model context or environment
- Interaction perpective: Model interactions between system & environment or between system components
- Structural perspective: Model organization of system or the structure of processed data
- Behavioral perspective: Model how the system responds to events

UML Diagram Types

- Activity diagrams
- Use-case diagrams: Shows system - environment interactions
- Sequence diagrams: Shows actor - system interactions and interactions between system components
- Class diagrams: Shows object classes and the associations inbetween
- State diagrams: Shows the system's reactions to internal & external events

Context Models

- Shows system's operational context & boundaries
  - Social and organizational concerns affects the boundary
  - Boundary position profoundly affects system req.s
  - Simply shows other systems in the environment, not how it is used or developed
    - Process models show how they are used
      - UML Activity diagrams may be used to define process models
- Architectural model: Shows relationship among systems

Interaction Models

- Use-case and sequence diagrams may be used to model inter-system and inter-component interactions

Use-case Diagrams

- Each use case represents a discrete task that involves external interaction with a system
  - Actors in a use case may be people or other systems

- Represented as a diagram for overview and also in a more detailed textual form

Sequence Diagrams

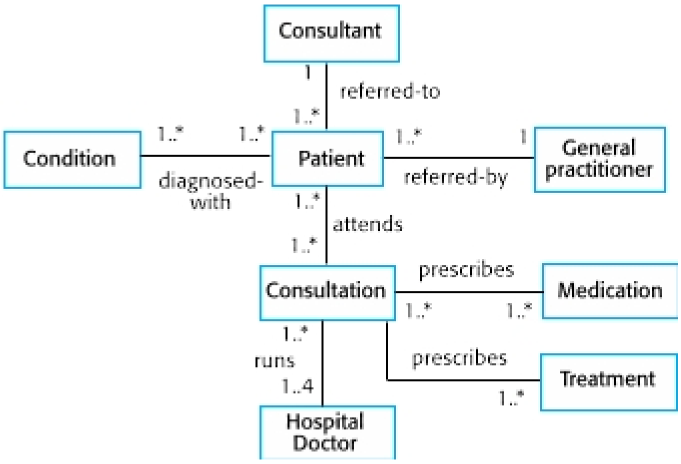
- Part of UML showing sequence of interactions taking place during a particular use-case

Structural Models

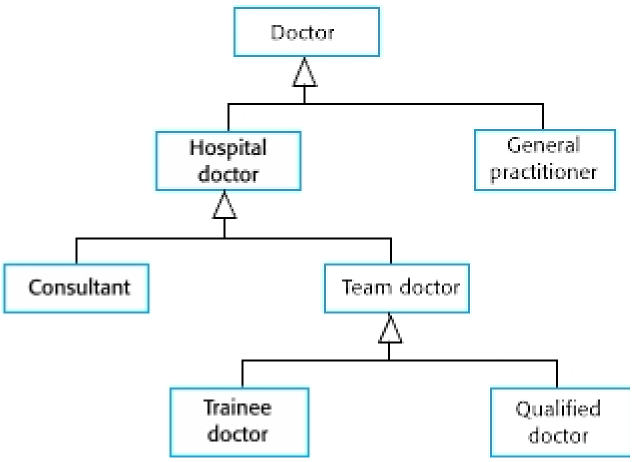
- Display system organization in terms of its components and their relationships
- Static models: show structure of system design, dynamic models: show system organization during execution
- Created when system architecture is being created & discussed

Class Diagrams

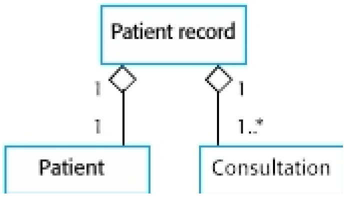
- Object Class: General definitiob of one kind of system obejct
    - During early stages of SW engineering: objects represent an entity in the real world



- Generalization: Base class - Derived class relation

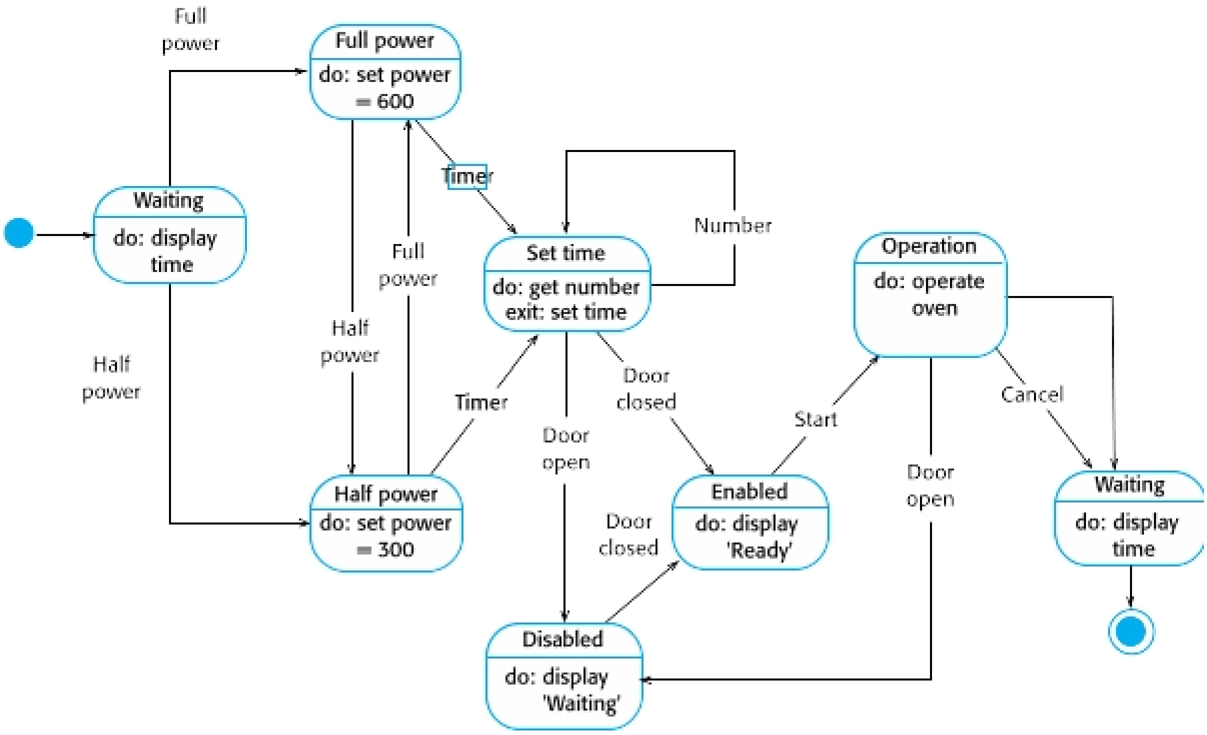


- Aggregation association: Class is composed of other classes
    - Subclasses do not depend on aggregating class to be able to exist - similar to an "array - array element" relation



Behavioral models

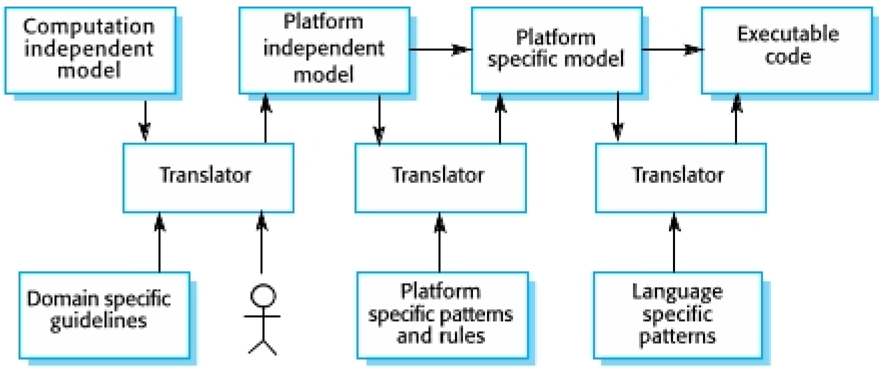
- Models a system's dynamic behavior during execution
  - Show expected response to environmental stimulus
- Types of environmental stimuli:
  - Data: input to be processed by system
  - Events: Trigger system processing
    - May or may not have associated data
- Data-driven models: Show sequence of actions in processing input & generating associated output
  - Most busines systems are data-driven, minimal external event processing
  - Shows end-to-end processing in a system -> Useful in req.s analysis
- Event-driven models: Shows system's response to external & internal events
  - Most real-time systems are event-driven, minimal data processing
  - Based on assumption that a system has finite states & events/stimuli cause transition between states
  - State machine models: Show system's responses to internal & external events



    - Statechart in UML are used to represent state machine models

Model-Driven engineering

- Principal outputs of development are models rather than programs
    - Programs are later generated from models
    - Increases abstraction: Engineers no longer have to be concerned with details related to programming languages or execution platforms
    - Method is still in developments
    - Cheaper code generation but developing translators for new platforms may be expensive
- Model-driven architecture (MDA): Model a system using a subset of UML modules, at different levels of abstraction, generate implementation from model. In principle, it is possible to generate a working program without manual intervention.
    - Computation-independent model (CIM) / Domain model: Model important domain abstractions in a system
    - Platform-independent model (PIM): Model operation without referencing implementation
        - Usually described using UML to show response to stimuli & static system structure
    - Platform-specific model (PSM): Transformation of PIMs for specific platforms
        - Can be layered according to added details



- Iterative approach of MDA suggests agile, however up-front modeling contradicts.
    - Can be used in agile if PIM-to-program transformation can be fully automated
- MDA has limited adoption:
    - Limited tool availability for model conversion between abstraction levels
    - The abstractions that are useful for discussions may not be the right abstractions for implementation
    - For most complex systems, req. eng, security, dependability, backwards compatibility, testing etc. are more significant problems than implementation
    - Prevalance of agile has diverted attention away from MDA

CH6 - Architectural Design

- Concerned with overall structure & organization of a SW system
    - Results with an "architectural model" identifying relation between system components -> Critical link between design and req.s engineerings
    - Early stage of agile processes

- Refactoring architecture affects many system components -> expensive
- Architectural abstraction:
    - Small scale: arch. of individual programs & its components
    - Large scale: arch. of large systems involving other systems & programs
- Explicit architecture benefits:
    - Used for discussion & communication with stakeholders
    - Analyzing system for wherher it can meet its nonfunc. requirements
    - An architecture can be reused for other systems
- Box & line diagram representations of architecture: Very abstract but good for communication with stakeholders

Architecture and system characteristics

- Performance: Localize crititcal operations, minimize communications, use "larger" components
- Security: Use layered architecture with critical assets in the inner layers
- Safety: Localise safety-critical features in a small number of sub-systems.
- Availability: Include redundant components and mechanisms for fault tolerance.
- Maintainability: Use replacable components

Architectural views

- Relate different views using use-cases & scenarios:
    - Logical view: Show key abstractions in the system as objects & object classes
    - Process view: Show how the system is composed of interacting processes at run-time
    - Development view: Show how the SW is decomposed for development
    - Physical view: Show how HW & SW components are distributed across processors in system
- Represent views with UML or architectural description lang.s (ADLs)

Architectural patterns

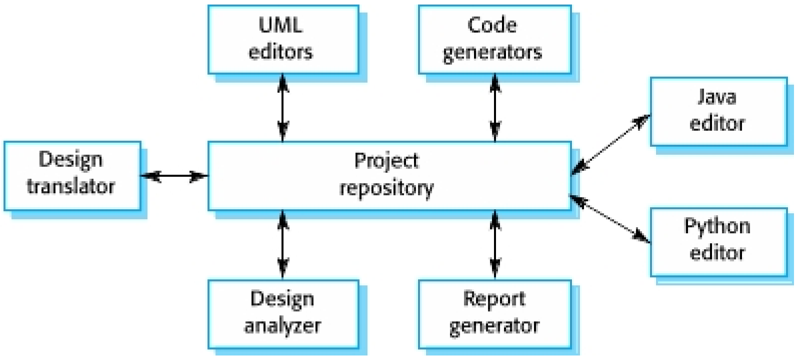
- Patterns: means of representing, sharing, reusing knowledge
    - architectural pattern: stylized description of good design practice, which has been tried and tested in different environments
    - Should include info. about when they are useful and when they are not
    - May be represented using tabular & graphical descriptions

Layered architecture

- Used to model sub-systems interface

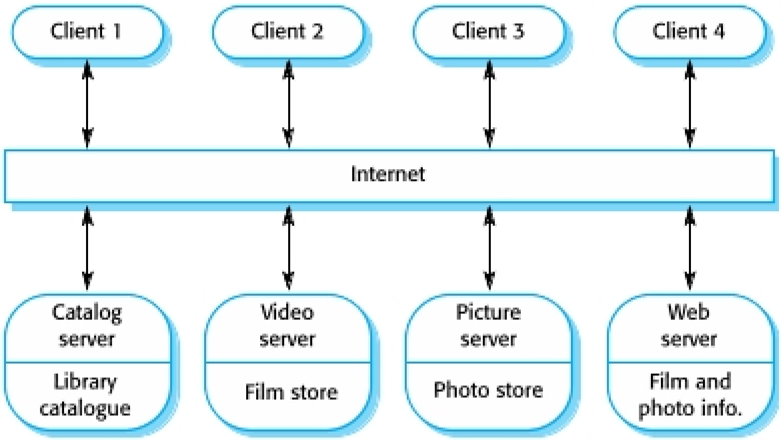
- Organizes system into a set of "abstract machine" layers
  - Each provides a set of services
- Supports incremental development
  - A layer changes -> only adjacent layers affected
- Example: layers from OS to the user interface

Repository architecture



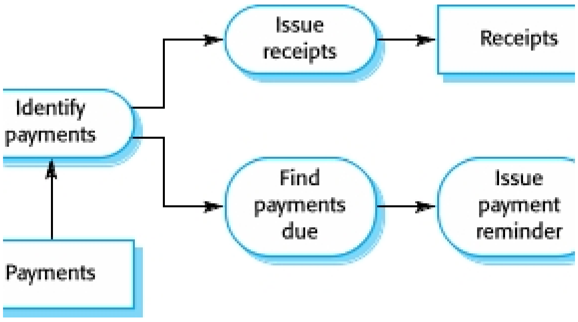
- Efficient data sharing mechanism when large amounts of data is shared among subsystems
  - Shared data held in central database instead of each subsystem maintaining their own databases

Client-server architecture



- Distributed system model which shows how data and processing is distributed across a range of components
  - Can be implemented on a single computer
  - Set of stand-alone "servers" providing specific services, "clients" calling these services & "network" providing clients access to the servers

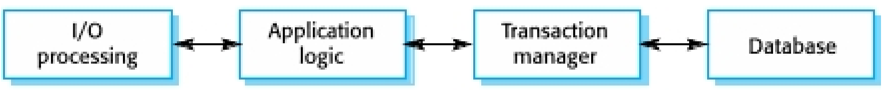
Pipe & Filter architecture



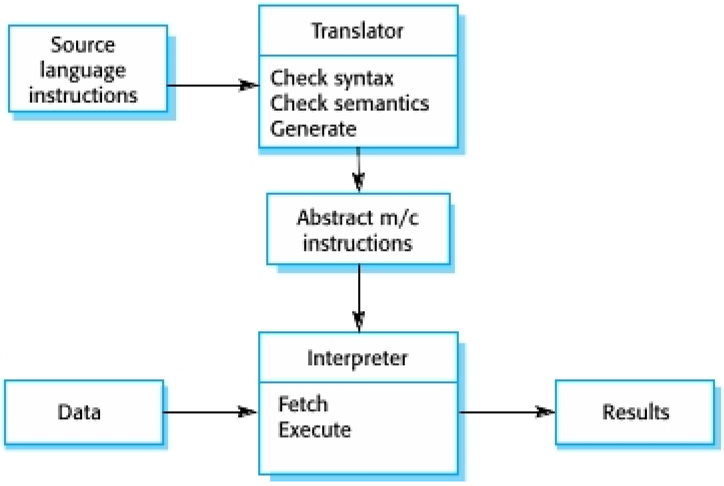
- Input -> functional transformations -> output
- If transformations are sequential: "batch sequential model", used extensively in data processing systems
- Not very suitable for interactive systems

Application architectures

- Architecture for a type of system that may be configured and adapted to fulfill specific requirements.
- Used as:
  - A starting point for architectural design.
  - A design checklist.
  - Way of organising the work of the development team.
  - Means of assessing components for reuse.
  - To discuss application types.
- Two widely used generic app. architectures:
  - Transaction processing systems

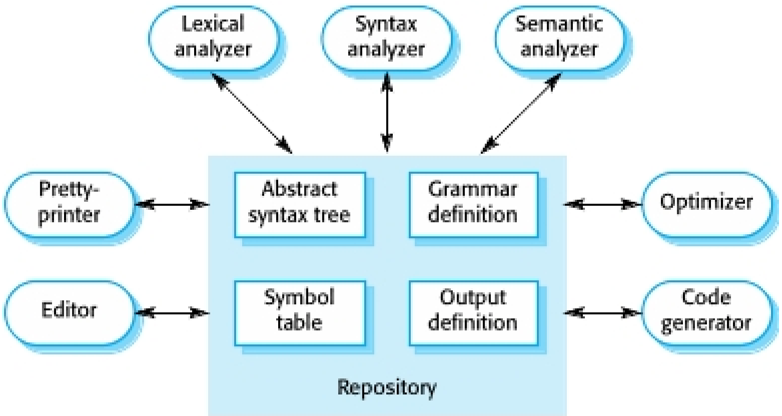


    - Data centered app.s provessing user requests & updating info in a system database
    - Users make asynchronous requests for service which are then processed by a transaction manager
    - E-commerce sys.s, reservation sys.s, etc.
  - Language processing systems

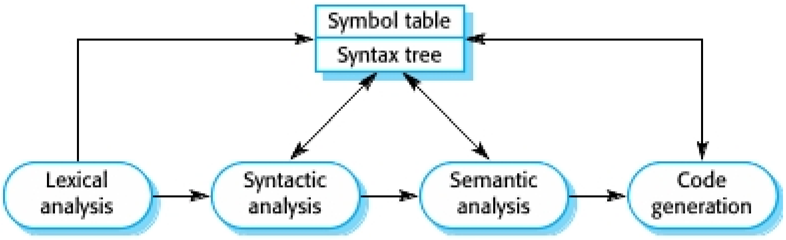


- App.s where user specifies intentions in a formal language, which is processed & interpreted by the system
- Compilers, command interpreters etc.
- Compiler components:
    - Lexical analyzer: Converts language tokens to internal form
    - Symbol table: holds info. about names of entities used in text
    - Syntax analyzer
    - Syntax tree: internal structure of the program being compiled
    - Semantic analyzer: Uses info. from syntax tree & symbol table to check semantic correctness of text
    - Code generator: "Walk" syntax tree to generate abstract machine code

Repository compiler architecture:



Pipe & filter compiler architecture:



Information systems architecture

- Can be organized in layers
  - Layers: UI, User communications, info. retrieval, system database...
  - Transaction-based since interaction with these systems generally involves database transactions

CH7 - Design & Implementation

- Implementation: Realizing the design as a program

- Developing a modifiable "off the shelf system": design process is concerned with the configuration features

Object-Oriented Design With UML

- Involve developing a number of different system models - may not be cost-effective for small systems

- Common activities include:

1) Defining system context & interactions

- Defines relationship between software and external environment

- Establishes system boundaries - helps decide which features to implement

- **System context model:** Demonstrates other systems

- **Interaction model:** e.g. Use case model & descriptions

2) Designing system architecture

- Organize components in an architectural pattern (e.g. layered, client-server...)

3) Identifying object classes

- Relatively difficult & an iterative process
  - Considering tangible entities & scenerio based analysis (as in use case model) helps

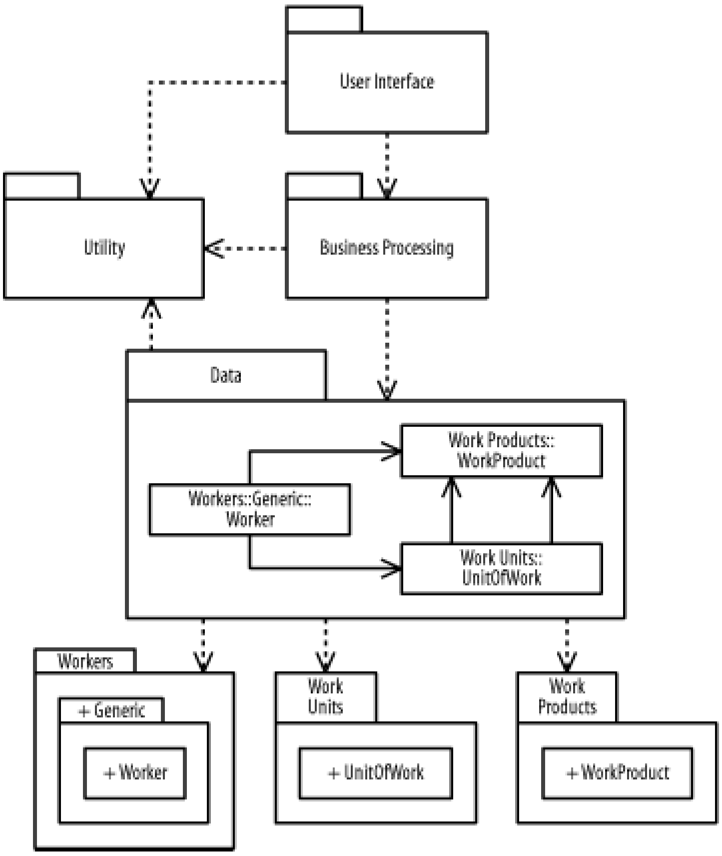
- In the system's verbal description: Generally objects & attributes correspond to nouns, operations & services correspond to verbs

4) Developing design models

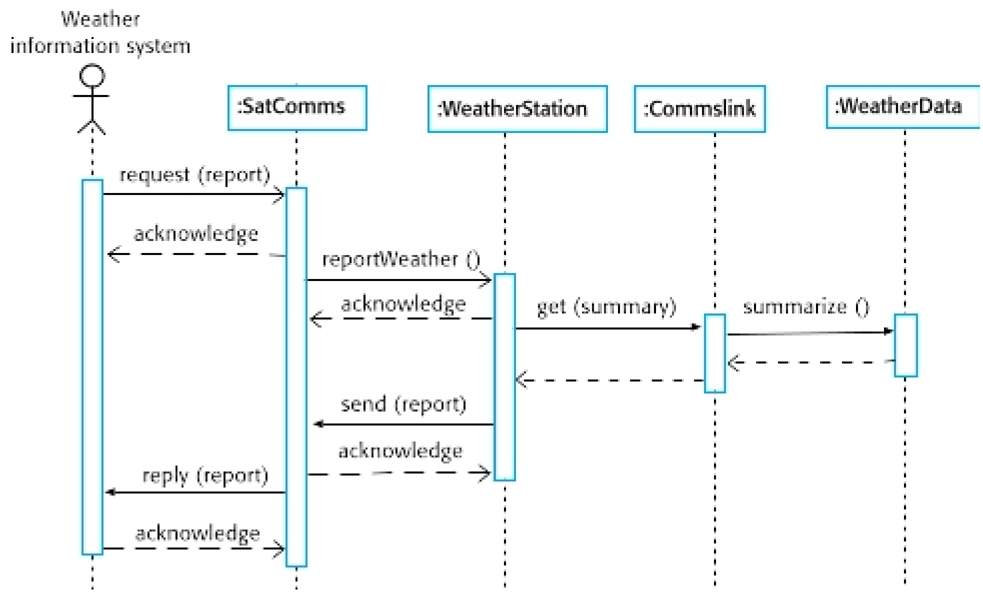
- **Design model:** Shows relations between objects/object classes
  - **Structural model:** Describes static structure of object classes & relationships
  - **Dynamic model:** Describes dynamic interactions between objects

Examples:

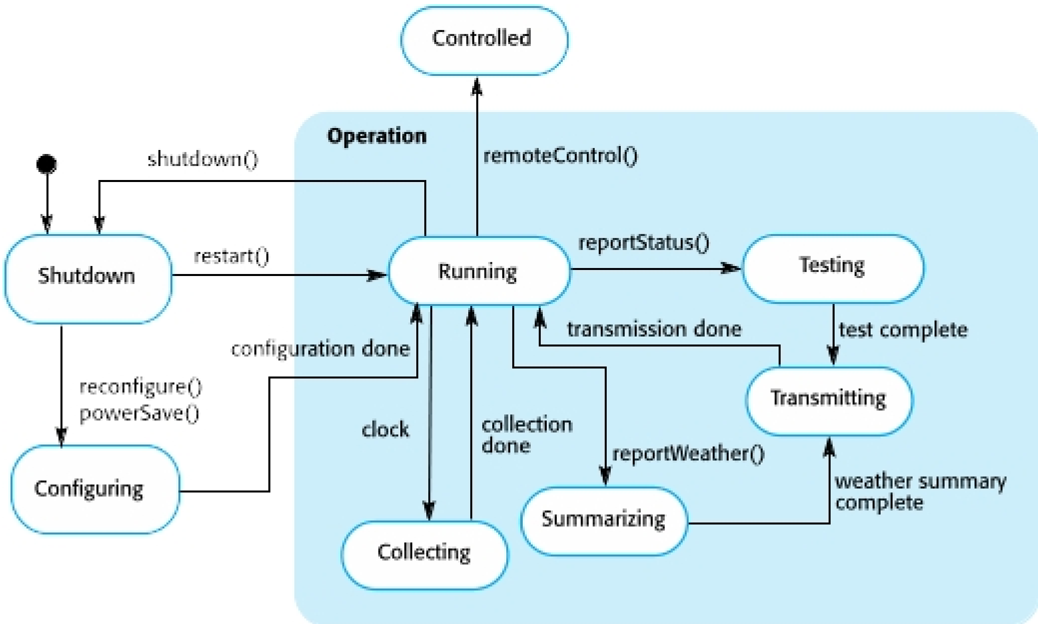
- **Subsystem models:** Show logically related groups of objects
  - Shown with "packages" in UML



- **Sequence models:** Show sequence of object interactions



- **State diagrams:** Show objects' response to service requests & triggered state transitions
  - Useful for modeling run-time behavior
  - Not needed / Unnecessarily complex for most objects



- Also use case models, aggregation models, generalisation models... etc

5) Specifying object interfaces

- Specifying interafaces allows designing objects in parallel

- UML: Class diagrams

Design Patterns

- Ways of reusing abstract knowledge: a description of a problem and the essence of its solution
- Consists of:
  - Name
  - Problem description
  - Solution description (as a template for design)
  - Consequences (& trade-offs)
- Pattern examples: Observer, Façade, Iterator, Decorator...

Implementation Issues

Reuse

- Existing code should be used as much as possible
- Reuse costs:
  - **Searching** for reusable software
  - **Buying** reusable software
  - **Adaptation** of reusable software
  - **Integrating** reusable software with each other

Reuse levels

- **Abstraction level:** Reuse knowledge of successful abstractions
- **Object level:** Reuse objects from an existing library
- **Component level:** Reuse collections of objects & object classes
- **System level:** Reuse entire application systems

Configuration management

- Supporting the system integration process so that all developers can access the project code and documents in a controlled way, find out what changes have been made, and compile and link components to create a system

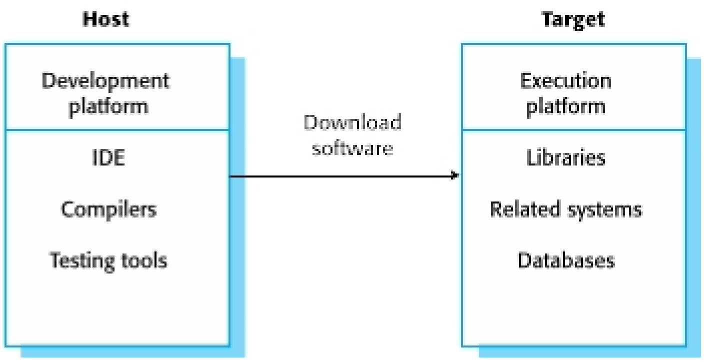
Config. man. activities

- Version management
- System integration (Define versions of used components)
- Problem tracking
- Release management

Host-Target Development

- Consider development & execution platform differences

- Sometimes more or less the same (e.g. Java Virtual Machine)
- Sometimes different (e.g embedded systems): Need simulations & testing



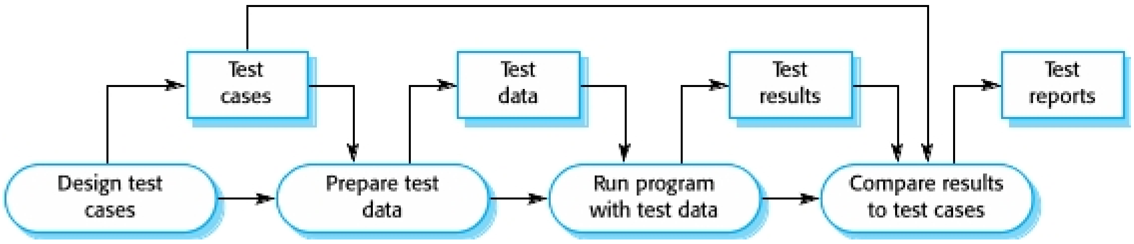
Open Source Developnent

- Avaliable source & volunteers are invited do particitpate in development
- Open source business: Selling support for software rather than software product itself
  - Intention: Cheaper & quicker development and forming a community of users
- Licensing: Open source sofware need not be freely used & manipulated. Restrictions may apply

CH8 - Software Testing

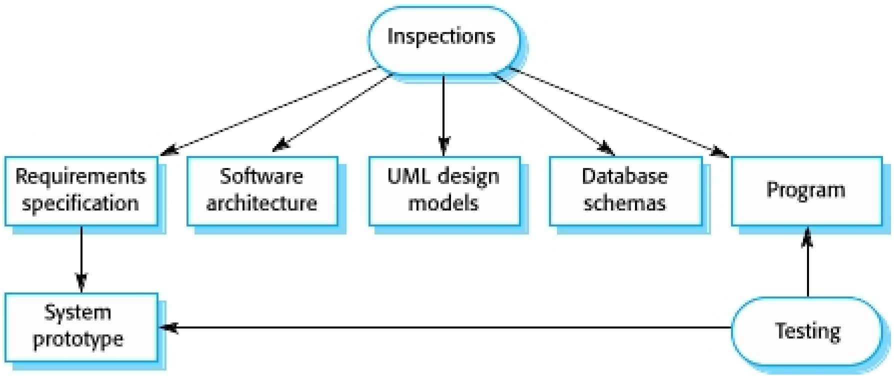
Program Testing

- Executing program with artificial data
- **Defect/Verification testing:** Discover possible defects before putting the program into use
  - Can use deliberately obscure test cases
  - Does not guarantee absence of errors
  - "Are we building the product right?"
- **Validation testing:** Demonstrate program to developers & customers
  - At least one test for each requirement in SRS
  - "Are we building the right product?"
- Verification & Validation (V&V) confidence dependss on softwaree purpose, user expectations, marketing environment
  - Early publishing to market is sometimes more important than finding defects



Software inspection

- **Software inspection:** static verification, **software testing:** dynamic verification



- Doesn't require execution
- Can check conformance with a standard
- Unlike testing, incomplete program can be verified without additional costs
- Unlike testing, cannot check performance, usability etc.
- Both inspections and testing should be used in V&V

Testing stages:

1) Development Testing

Unit testing

- Testing components individually (for defects)
- Example units:
  - Functions/Methods of an object
  - Object classes
  - Composite components & their interfaces
- Testing object classes: Inheritance is more difficult to test as tested information is not localized
- Should be automated whenever possible
  - Setup, call, assertion (checking) stages

Choosing unit testing cases:

- 2 unit test case types:
    - Normal operation (usual cases)
    - Abnormal inputs (edge cases)
- **Partition testing:** Process inputs with similar characterstics together, test inputs from each "equivalence class"
- **Guideline-based testing:** Tests reflecting previous experience, common errors, edge cases
    - Forcing system to generate all errors
    - Force input buffer overflow
    - Repeat same input multiple times
    - ... etc.

Component testing

- Testing composite components & showing that the component interface behaves in accordance with specification
- Assume unit tests within component are completed
- Interface types:
    - **Parameter interfaces:** Passed data between methods/procedures
    - **Shared memory intercafes:** Block of memory shared among methods/procedures
    - **Procedural interfaces:** Encapsulated procedure set of a sub-system to be called by other sub-systems
    - **Message passing interfaces**: Service requests among sub-systems
- Interface errors:
    - **Interface misuse:** A component calls another component erroneously
    - **Interface misunderstanding:** A caller component makes wrong assumptions about the called component
    - **Timing errors:** Caller and called components operate at different speeds and out-of-date or premature information is accessed

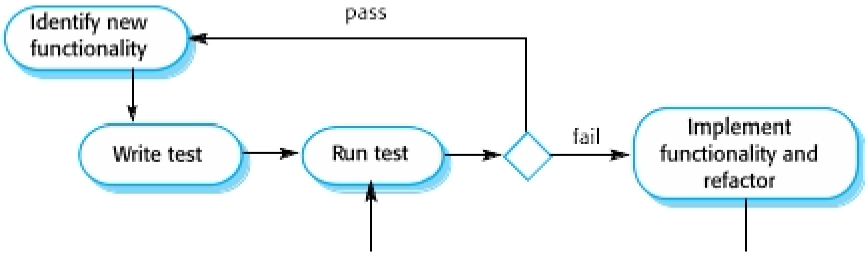
System testing

- Integrate components to create a system version & test it
    - Teams developing different components may come toghether for testing. Some companies have separate testing teams for system testing
- Test interaction and compatibility between components
    - "Emergent behavior" of the system

- Use-cases can be used as a basis as they usually force component interaction
- Exhaustive testing is impractical: Policies defining test coverages may be developed

Test-driven Development

- Write tests before increments, aim to pass tests during development. Do not move on to next increment until test is passed
  - Introduced as part of agile



Benefits

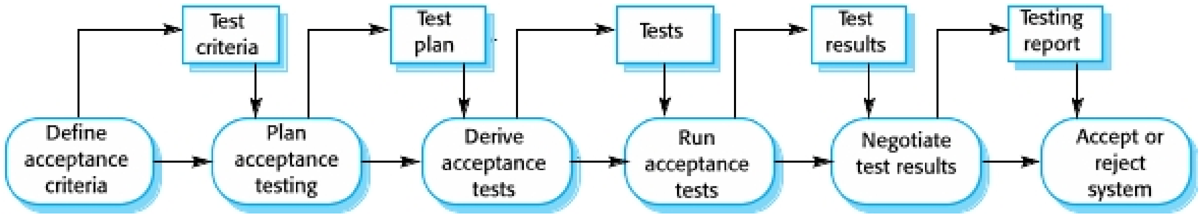
- **Code coverage:** every code segment is tested at least once
- **Regression testing:** Test suite is developed incrementally with the program - It can always be checked whether new code introduces new bugs
- **Simplified debugging**
- **System documentation:** Tests form a documentation describing what the code should be doing

2) Release Testing

- Testing a release which is for outside development team
- A form of system testing, except:
  - A team separate than development team should be responsible for testing
  - System testing focuses on verification, release testing focuses on validation
- Shows system delivers its specified functionality, performance and dependability, does not fail during normal use
- Usually black-box where tests are derived from system specification
- **Requirements-based testing:** Examine each requirement & develop test/s for them
- **Scenario testing:** Devise usage scenarios & use them to develop tests
- **Performance testing:** Testing emergent properties of system (e.g performance, reliability)
  - Steadily increase load until performance becomes unacceptable
  - Stress testing: Deliberately overload system to test failure behavior

3) User testing

- Users / customers provide input & system testing advice
- Essential since influences from user's working environment cannot be exactly replicated in a testing environment
    - User's environment affects reliability, performance, usability, robustness of a system
- **Alpha testing:** Users and developers work together
- **Beta testing:** A release is available to the users for them to experiment with and raise problems to developers
- **Acceptance testing:** Customers test whether system can be accepted from system dev.s & deployed.
    - Primarily for custom systems



    - In agile: Tests are defined by the user/customer. No separate acceptance testing process
        - Main problem is whether the user working with the team can represent a general user

CH10 - Dependable Systems

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