

Software Engineering

Week 11: Other Aspects in Software Engineering

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Software Engineering

Software Organizations

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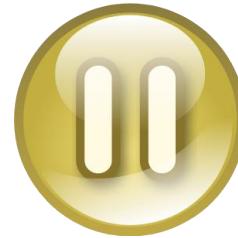
Purpose of a Software Company

Provide value to potential users of the software system



Reflection Spot

Imagine that you are a software developer working in a software company that wants to build the Amazon Seller Portal. What are other types of roles in a software company?



Please pause the video and written down your responses

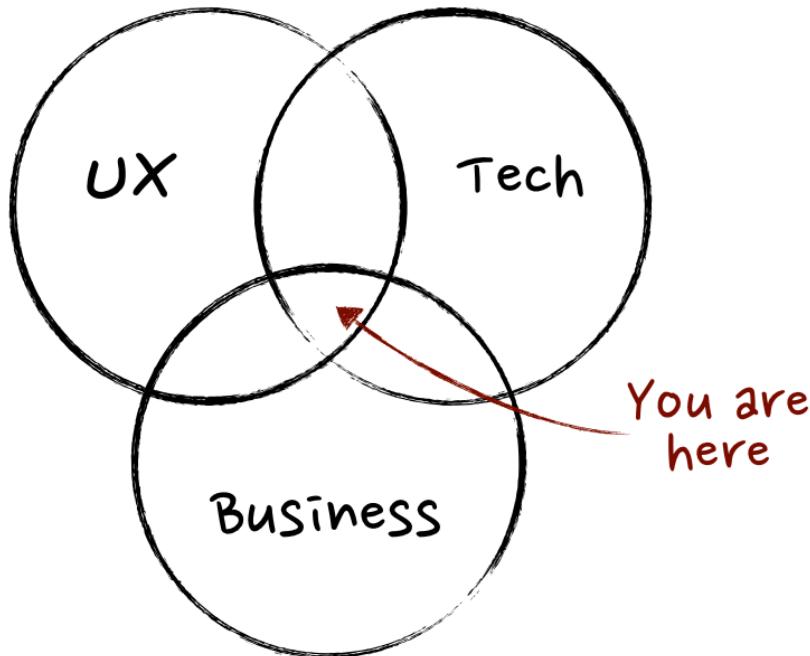


Marketing Team

- Look for opportunities in the market - to provide value
- Conduct market research, identify audiences



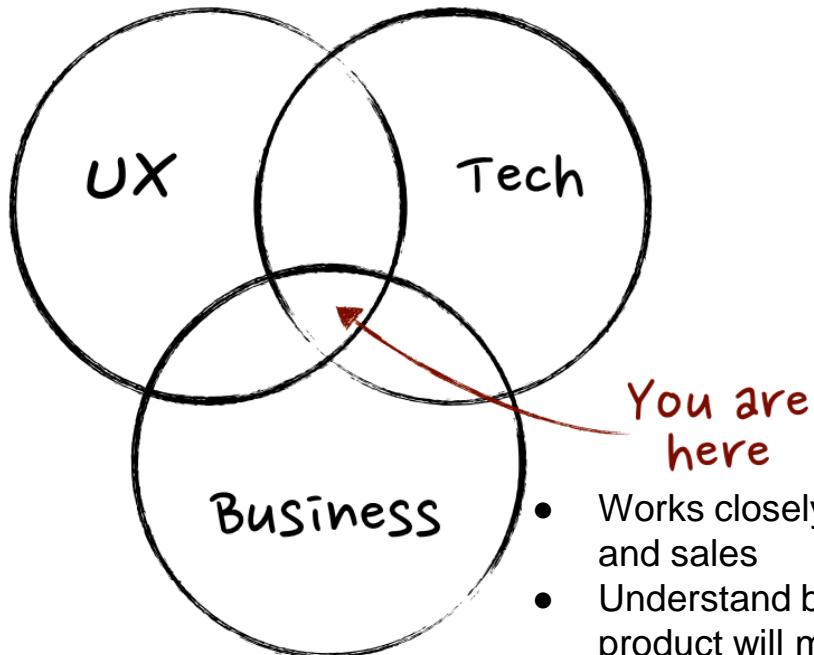
Product Managers



<https://medium.com/@bfgmartin/what-is-a-product-manager-ce0efdcf114c>

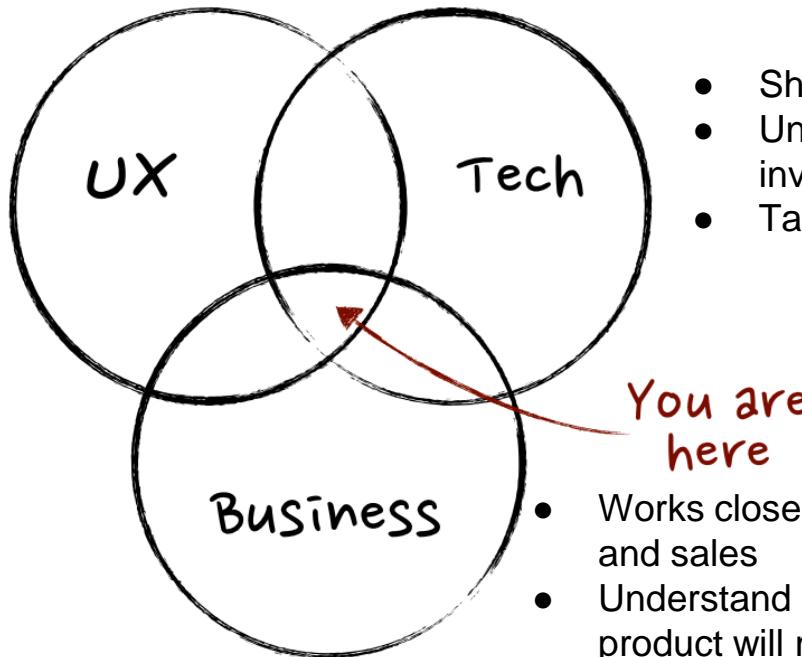
Software Engineering

Product Managers



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Product Managers



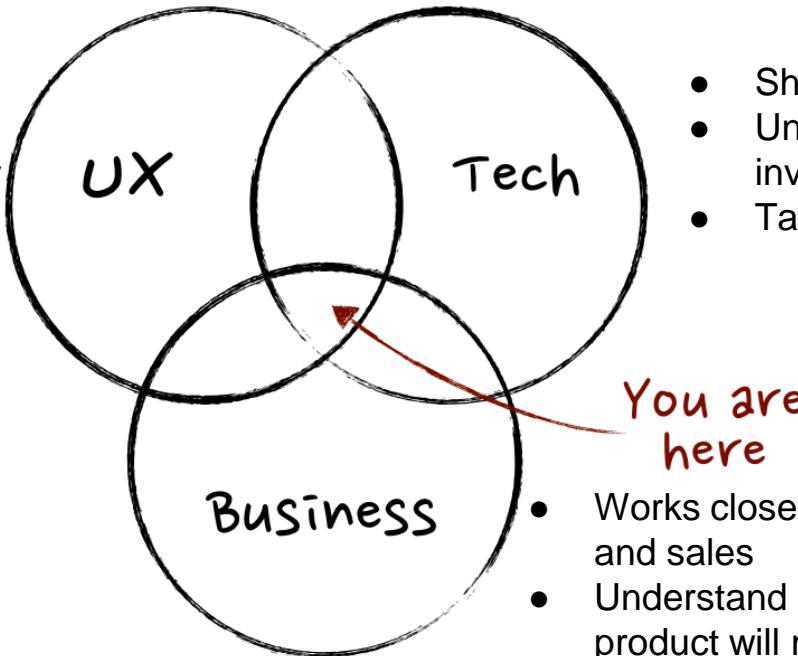
- Should know the technology stack
- Understand the level of effort involved
- Take important technical decisions.

- Works closely with marketing teams and sales
- Understand business goals - how the product will maximise return on investment

<https://medium.com/@bfgmartin/what-is-a-product-manager-ce0efdcf114c>

Product Managers

- Passionate about the user
- What does the user want



- Should know the technology stack
- Understand the level of effort involved
- Take important technical decisions.

You are
here

- Works closely with marketing teams and sales
- Understand business goals - how the product will maximise return on investment

<https://medium.com/@bfgmartin/what-is-a-product-manager-ce0efdcf114c>

Designers

- User Experience (UX) roles
- Transform requirements to solutions
- Talk to users, create prototypes



Software Engineers

- Write code with others in the team to implement requirements



Software Engineers

- Write code with others in the team to implement requirements
- Software engineers don't get to decide what product is made, or what problems the product solves (most of the time)



Engineering Managers

- In large organizations - transmitting information between higher and lower parts
- Also known as project manager
 - Organizing and prioritizing work
 - Coordinating between different teams
 - Resolving interpersonal conflict between engineers



Sales Team

- Sell the product it to users that marketing team has identified
- Provide feedback to marketing, product, and design teams regarding the product, which engineers then address.



Support Team

- Resolve problems that clients have



Support Team

- Resolve problems that clients have
- Provide feedback to product, design, and engineering about the product and its defects/shortcomings



Data Scientists

- Analyze data generated from different teams, users
- Help organization make better decisions
- E.g. -
 - Help marketing team analyze business data
 - Track sales targets
 - Help engineers understand patterns on app usage



Ethics and Policy Specialists

- People with background in law, social science, policy
- Shape the terms of service of the software product, software licenses, privacy policy etc.
- Important for any company that works with data



References

Material for this video taken from

Cooperative Software Development by

Dr. Amy J. Ko, University of Washington

Chapter 2 - Organizations

<https://faculty.washington.edu/ajko/books/cooperative-software-development/organizations>



Software Engineering

Communication, Collaboration and Productivity

Dr. Sridhar Iyer, IIT Bombay

Dr. Prajish Prasad, FLAME University



Conceptual Integrity

Everyone on a team has the same understanding of what is being built and why



Conceptual Integrity

Everyone on a team has the same understanding of what is being built and why

Effective communication ensures conceptual integrity



Reflection Spot

How do you think software engineers communicate with each other? What tools do they use?



Please pause the video and written down your responses



Knowledge Sharing Tools

- Main Purpose - used for sharing documents and archiving decisions



Issue Tracker - Knowledge Sharing Tools

- JIRA, Pivotal Tracker
- Track different issues
- History of who all worked on these issues



GitHub Pages - Knowledge Sharing Tools

- Many libraries, frameworks are hosted on Github -
E.g. - Vue.js

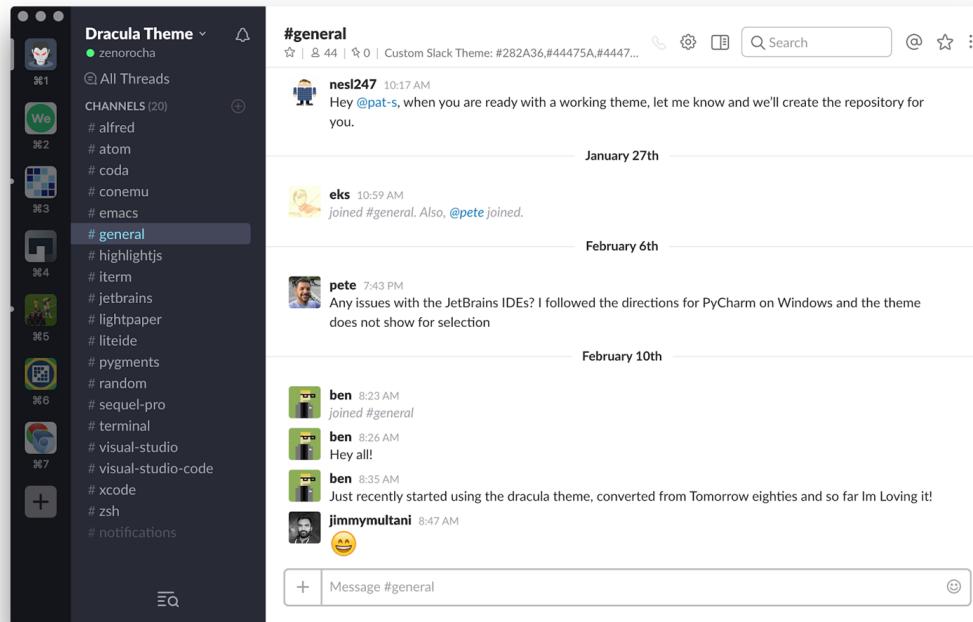
The screenshot shows the GitHub repository page for 'vuejs/vue'. The 'Code' tab is selected, displaying a list of recent commits. The commits are as follows:

- yyx990803 chore: cache bust svg [ci skip] (6 days ago)
- wip: port @vue/component-compiler-utils (3 months ago)
- benchmarks chore(benchmark:ssr): createRenderer function path error (#12601) (2 months ago)
- compiler-sfc feat: add exports field + mjs build (3 months ago)
- dist fix add missing export from `vue.runtime.esm.js` (#12648) (2 months ago)
- examples ci: e2e test fix (3 months ago)
- packages release: v2.7.10 (15 days ago)
- scripts fix(build): fix mjs dual package hazard (2 months ago)
- src fix fix parent of multi-nested HOC \$el not updating (#12757) (15 days ago)
- test fix fix parent of multi-nested HOC \$el not updating (#12757) (15 days ago)
- types fix(types): Add missing type parameter constraints (#12754) (16 days ago)
- .editorconfig chore: https link to editorconfig.org (#11267) (3 years ago)
- .git-blame-ignore-revs chore: exclude trivial refactors from `git blame` results (#12550) (3 months ago)
- .gitignore workflow: fix release check + remove dist file from git index (3 months ago)

The repository has 3,510 commits, 13 branches, and 283 tags. The 'About' section describes Vue.js as a progressive, incrementally-adoptable JavaScript framework for building UI on the web. It includes links to `v2.vuejs.org`, a Readme, MIT license, Code of conduct, 199k stars, 6.1k watching, and 32.8k forks. The 'Releases' section shows v2.7.10 as the latest release, which was updated 15 days ago. There are 240 releases in total.



Slack - Knowledge Sharing Tools



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Stack Overflow - Knowledge Sharing Tools

- Helps to resolve issues that you are facing
- Provides links to additional learning resources



Importance of Knowledge Sharing Tools

- Knowledge of one project might be needed in another project. Useful if it is documented and archived properly



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- When people leave the organization - specialised knowledge goes along with them



Importance of Knowledge Sharing Tools

- Knowledge of one project might be needed in another project. Useful if it is documented and archived properly
- When people leave the organization - specialised knowledge goes along with them
 - Mitigation - “cross-training” - rotating developers between projects



Productivity

- Traditionally - work done per unit time



Productivity

- Traditionally - work done per unit time
- Difficult to define in software engineering -
Not necessarily no of lines of code



Productivity

- Traditionally - work done per unit time
- Difficult to define in software engineering -
Not necessarily no of lines of code
- E.g. - delivered the features assigned to you, while
ignoring other team members - harms the team's
productivity



Productivity - Right Tools

- Project management tools -

- Enables all members of the team to get a big picture as well as detailed view of progress
- E.g. JIRA, Pivotal Tracker



Productivity - Right Tools

- Project management tools -
 - Enables all members of the team to get a big picture as well as detailed view of progress
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- Development tools
 - IDEs, features in IDEs help developers become more productive



References

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Cooperative Software Development by

Dr. Amy J. Ko, University of Washington

- Chapter 3 - Communication

<https://faculty.washington.edu/ajko/books/cooperative-software-development/productivity>

- Chapter 4 - Productivity

<https://faculty.washington.edu/ajko/books/cooperative-software-development/communication>



Software Engineering

What Makes a Great Software Engineer?

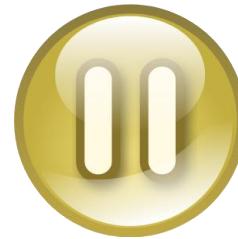
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Reflection Spot

What do you think are the qualities and skills that are required to be a good, effective software engineer?



Please pause the video and written down your responses



What Makes A Great Software Engineer?

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Abstract—Good software engineers are essential to the creation of good software. However, most of what we know about software-engineering expertise are vague stereotypes, such as ‘excellent communicators’ and ‘great teammates’. The lack of specificity in our understanding hinders researchers from reasoning about them, employers from identifying them, and young engineers from becoming them. Our understanding also lacks breadth: what are all the distinguishing attributes of great engineers (technical expertise and beyond)? We took a first step in addressing these gaps by interviewing 59 experienced engineers across 13 divisions at Microsoft, uncovering 53 attributes of great engineers. We explain the attributes and examine how the most salient of these impact projects and teams. We discuss implications of this knowledge on research and the hiring and training of engineers.

Index Terms—Software engineers, expertise, teamwork

In this study, we sought to remedy the lack of specificity, breadth, and rigor in prior work by investigating the following about *software* engineers:

- What do expert software engineers think are attributes of great software engineers?
- Why are these attributes important for the engineering of software?
- How do these attributes relate to each other?

To answer these questions, we performed 59 semi-structured interviews, spanning 13 Microsoft divisions, including several interviews with architect-level engineers with over 25 years of experience. The contribution of this effort is a thorough, specific, and contextual understanding of software engineering expertise, as viewed by expert software engineers.

<http://dl.acm.org/citation.cfm?id=2818839>



Decision Making

- Macro decisions -
 - design and architecture level
 - E.g. which libraries, frameworks to use

- Micro decisions
 - Algorithms, data structures for a particular module



Rational Decision Making Process

1. Identify the decision to be made
2. Systematically identify alternatives
3. Think through potential outcomes
4. Evaluate which of the outcome is best for the given context
5. Make a decision



Course Summary

- Software processes - Different processes used in software development
- Tools - Used to build software - capture requirements, software planning, development, testing
- Code - how to organize your code, best practices

