

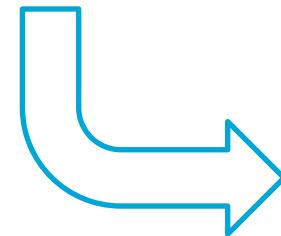
# Software Engineering Primer for the Capstone Project

Carolin Brandt



# Lecture Goal

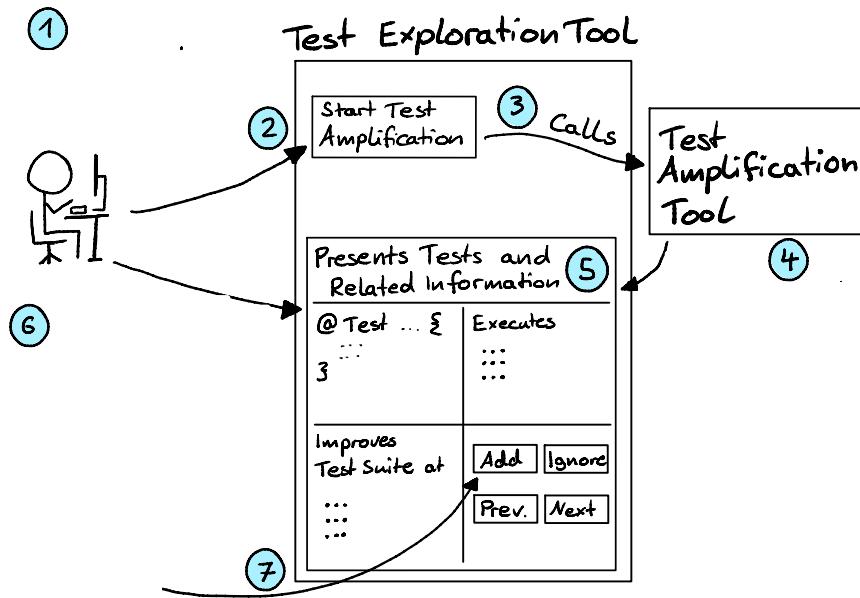
- Help you succeed in the capstone project
- From a team-that-writes-code-together perspective
- Based on scientific insights on **collaborative, large scale software development**



- Software Engineering
- Requirements Engineering
- Project Management

# Who am I

- Carolin Brandt
- 3rd year PhD Student, Software Engineering
- Automated testing tools collaborating with software developers
- Passion: Software Quality

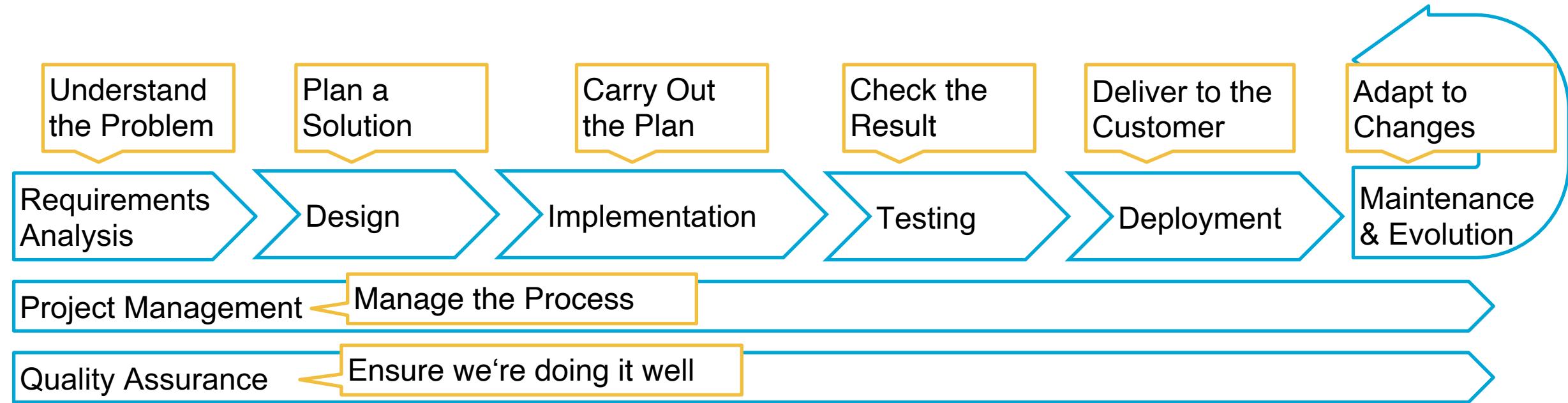


# Software Engineering

Simplified

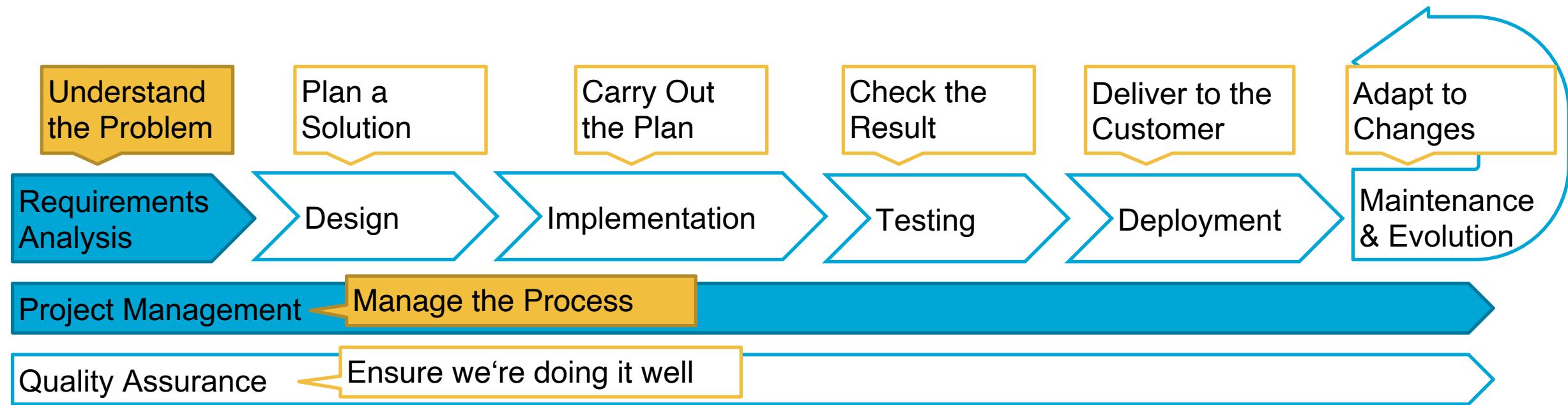
What does  
Engineering  
mean for you?

- Build complex software systems in a timely manner and with high quality. [Pre05]



Do your fields  
have similar  
processes?  
What differs?

# Focus for Today



# Lecture Structure

First Hour

## Requirements Engineering

Negotiation  
Documentation & Quality

Q&A

## Project Management

Scrum  
How to have a meeting

Q&A

Second Hour

## In Project Groups

Review of Initial Requirements  
Preparation for Client Meeting

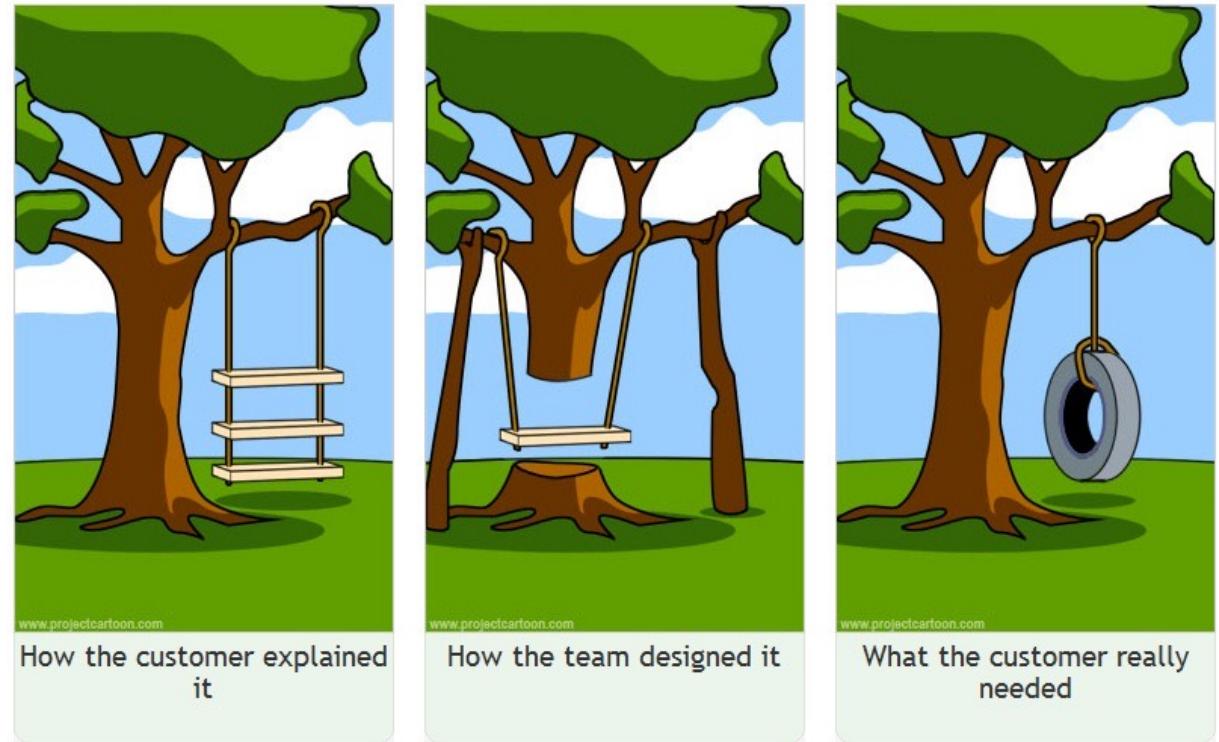
Q&A

# Requirements Engineering

Make sure you're solving the right problem

# Why do we need requirements (engineering)?

- Agree on what will be done in the project
- Software: 1.000.000 possible solutions
- Create a shared understanding



# Definition: Requirement

- Description on what the system should do:

the services that it provides,

Functional

and the constraints on its operation.

Non-Functional

Product or Process: Usability, Performance, Ethics, Report

## Capstone Examples:

- Extract the social network structure in each city of the set
- Evaluate the performance of the clustering and classification algorithms
- Train the DECODE architecture on the TU Delft HPC cluster
- Get familiar with handling medical data (CT images, 3D dose distributions).

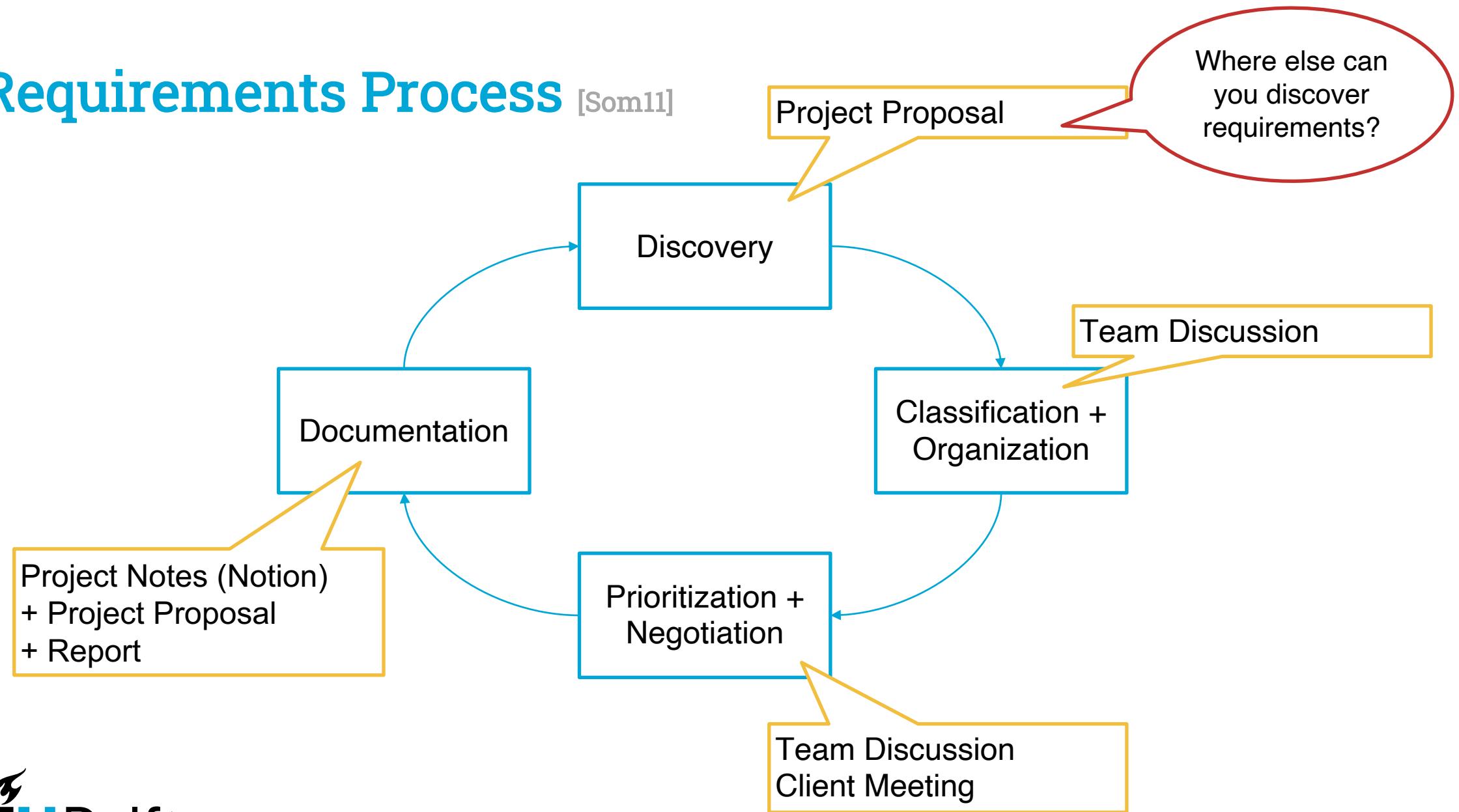
# Requirements come from Stakeholders

- Anyone who has a direct interest in or benefits from the system that is developed. [Pre05]
- Client, Users, Supervisors, Developers (you!)
- Talk to / Consider each one
- Be aware of conflicting needs



# Requirements Process

[Som11]



# Documenting Requirements

- Make a template
- Specify the actor: “The system ...“ “The students ...“ “The client ...“
- Don’t be afraid to write requirements on multiple levels / steps!  
“Evaluate performance...“
  - “Calculate metric x“
  - “Measure time needed for y“
  - “For algorithms a, b and c“

Note down  
as much as possible  
- for yourself  
- as a group

## Capstone Examples:

- Extract the social network structure in each city of the set
- Evaluate the performance of the clustering and classification algorithms

What questions  
come up when  
you read this?

# Prioritizing Requirements

- MoSCoW Model
- **Must** have  
must be satisfied for project to not fail
- **Should** have  
important and valuable, but not essential
- **Could** have  
interesting enhancement, but only to be worked on if others are done
- **Won't** have  
explicitly excluded from this project (but might be interesting for the future)

How many % per category should you fulfill?

How do you decide the priority?

Why do we make could and won't explicit?

# What is a Good Requirement?

ISO 29148

- Unambiguous
  - Feasible
  - Verifiable
  - Necessary
  - Traceable
- 
- All together:
    - Consistent
    - Complete

The requirements should be ideally be SMART:  
Specific,  
Measureable,  
Attainable,  
Realistic,  
Timely.

What could be improved in these requirements?

## Capstone Examples:

- Must take clinical imaging data from various modalities as input (e.g. CT, MRI, echo)
- Must annotate meeting transcripts to create a training dataset
- Must reliably align two complete recordings corresponding to the same written character

# Negoition

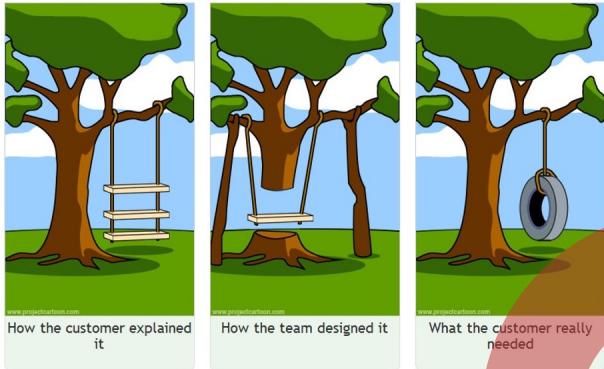
- Client wishes vs. what you can deliver
- Initial agreement
- Potential re-negotiation

# Common Problems

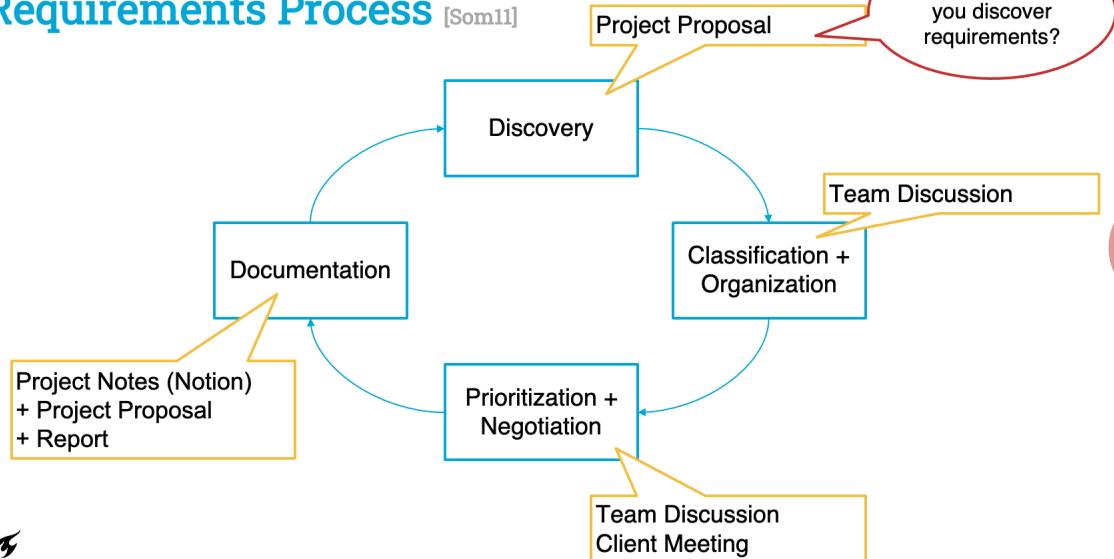
- Missunderstanding: written requirements are the main result
- → **Information exchange and shared understanding**  
between developers and with client are the real value
- What the client says they want vs. what they need
- Stakeholder domain and vocabulary

## Why do we need requirements (engineering)?

- Agree on what will be done in the project
- Software: 1.000.000 possible solutions
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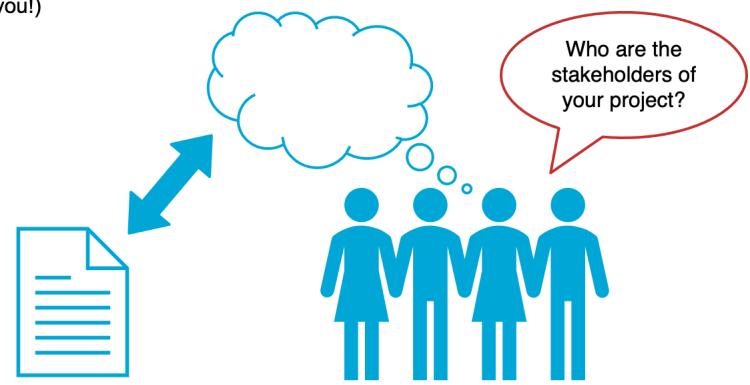


## Requirements Process [Som11]



## Requirements come from Stakeholders

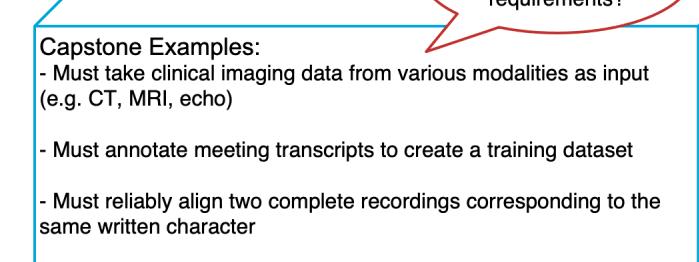
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- All together:
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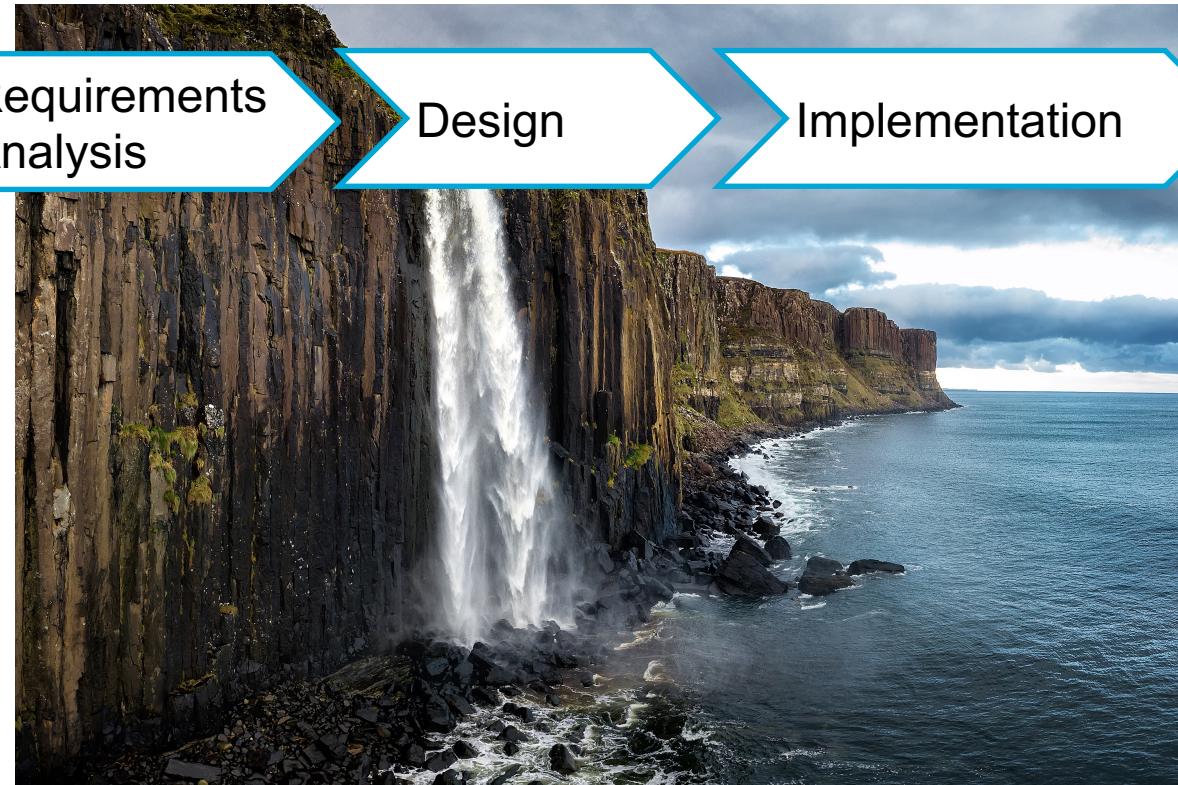


ISO 29148

# Project Management

How to organize developing together

# Software Process Model



Requirements Analysis

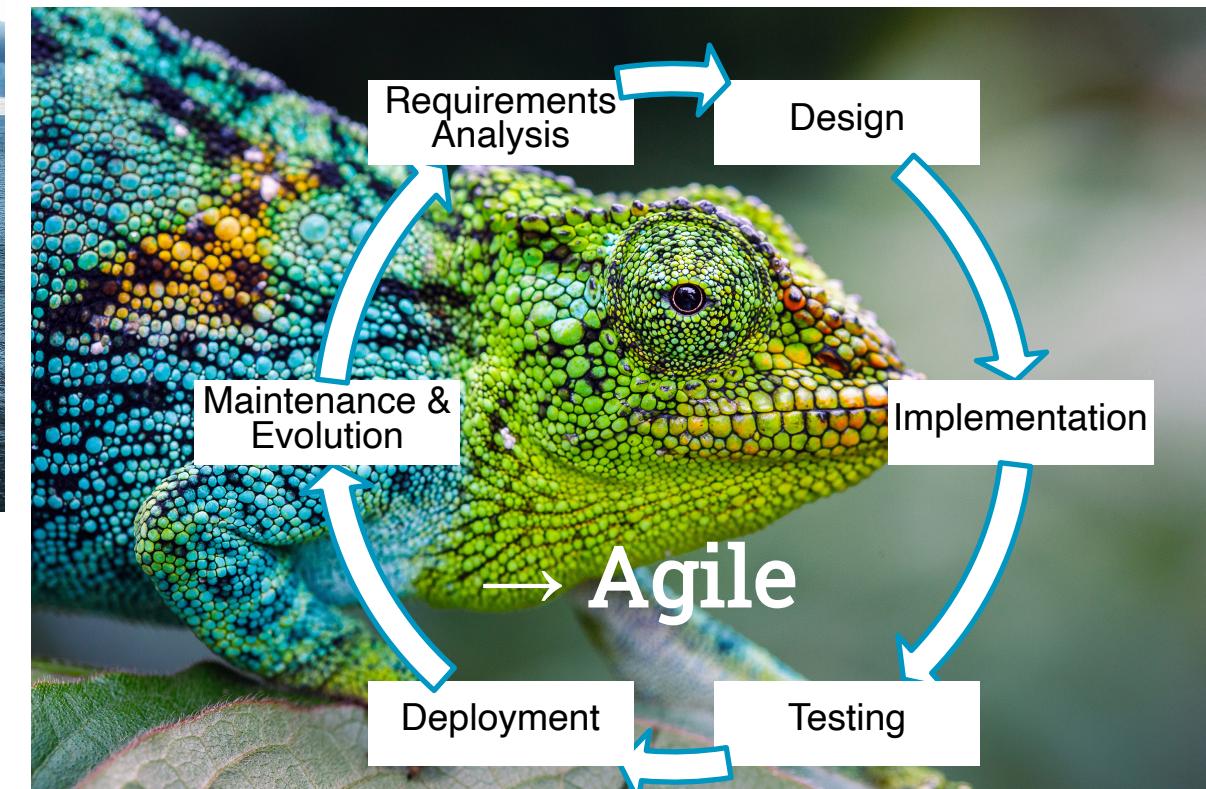
Design

Implementation

Testing

Deployment

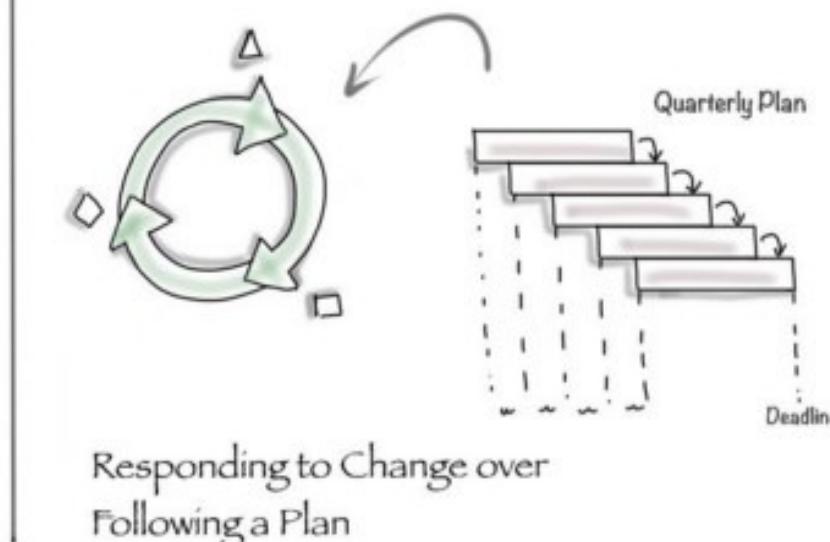
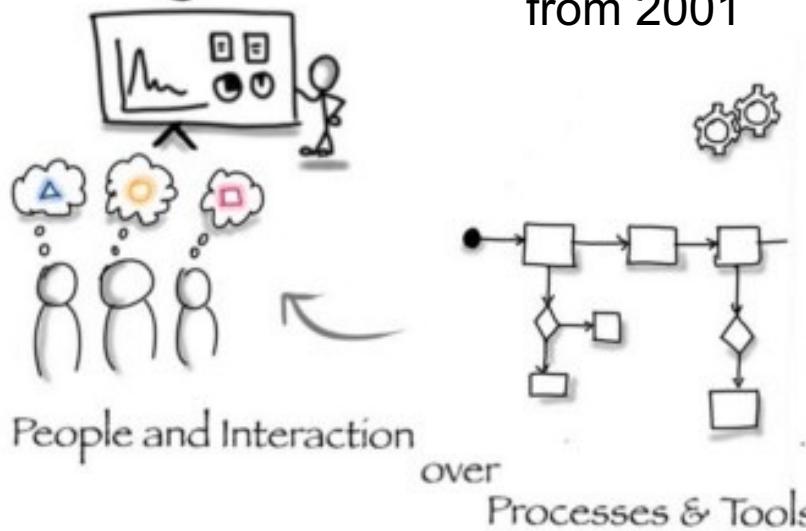
Maintenance & Evolution



# Agile Manifesto

from 2001

by:  
Information Artist



# Scrum: One way of Agile Development

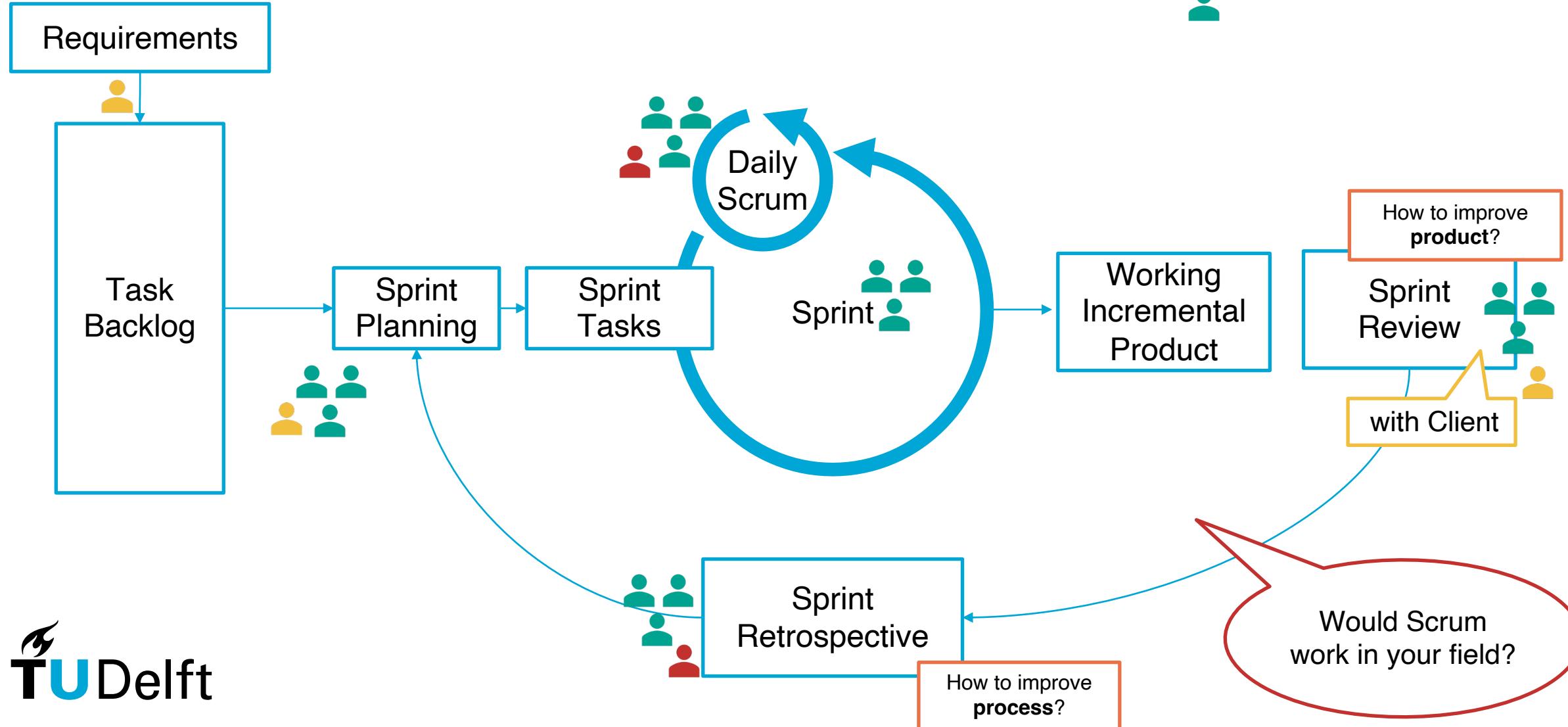
Any Rugby  
Players / Fans  
here?



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# Scrum: One way of Agile Development

-  Product Owner
-  Scrum Master
-  Development Team



# How to have a (Client) Meeting

- **Pre-Meeting:** Prepare with the whole team beforehand (possibly with TA)
  - Agenda
  - Questions
  - Desired outcome
- **Have the meeting**
  - Designated note-taker
  - Time keeper / Meeting leader
- **Post-Meeting:**
  - What did we learn? → adapt plans
  - Discuss unclear things, surprises

1-2 Days

30 min

Team Lead Responsibility  
vs. Active Roles

# Documentation



complete user documentation ahead of time



keeping track of what the team does

Capstone Progress Document

Where to find everything



Decisions + Rationale

Industry Example: Architecture Decision Record

[short title of solved problem and solution]

Context and Problem Statement

...

Decision Drivers

•...

Considered Options

•...

Decision Outcome

Chosen option: "[option 1]", because ...

Positive Consequen

•...

Negative Consequences

•...

Pros and Cons of the Options

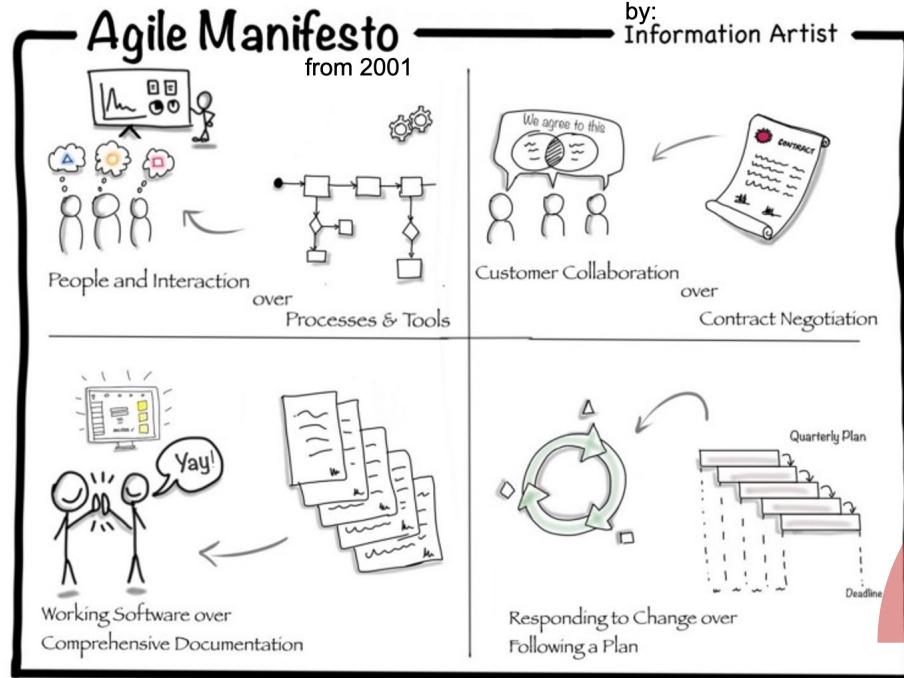
[option 1]

[description]

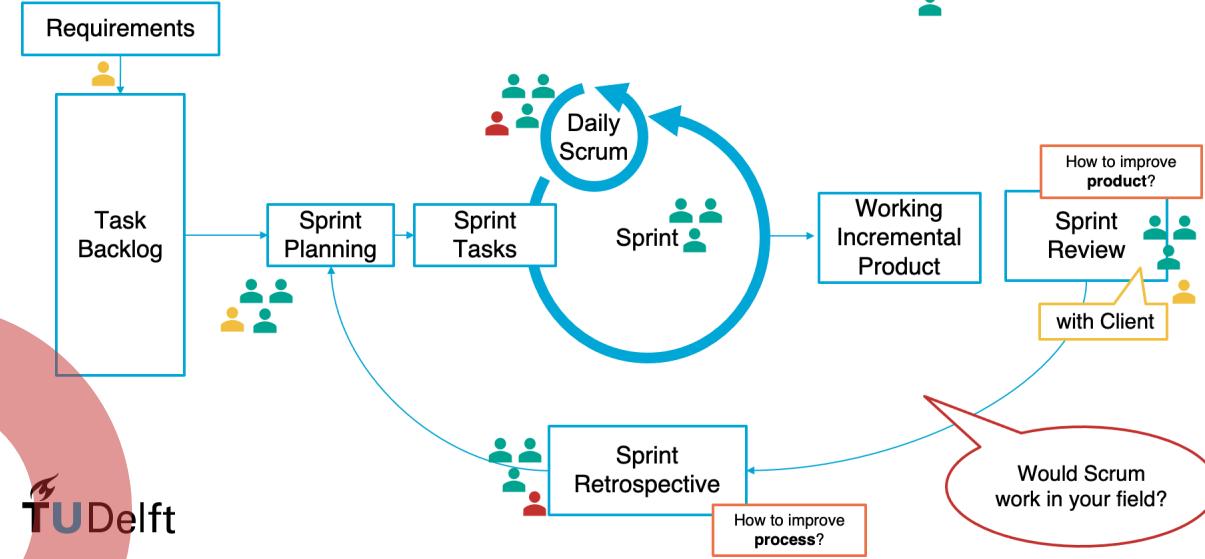
•Good, because ...

•Bad, because ...

How are decisions documented in your field?



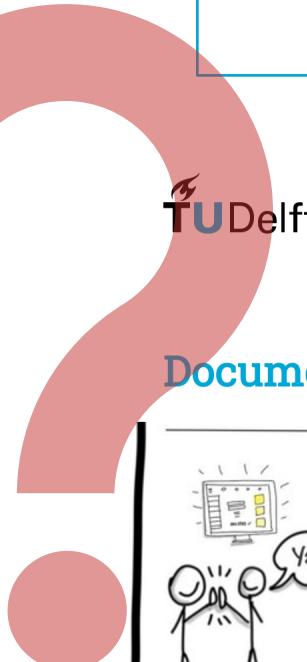
## Scrum: One way of Agile Development



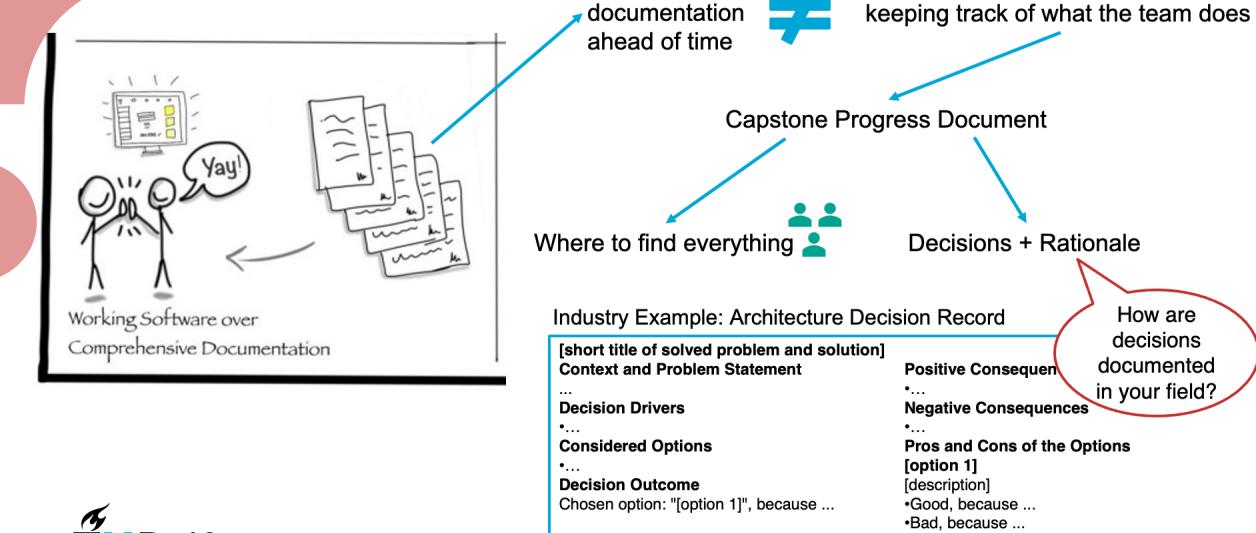
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Team Lead Responsibility  
vs. Active Roles



## Documentation



Let's get to work!



- **Review the initial requirements given by the client**
  - What do you (not) understand?
  - What extra information would you want from the client?
  - What would you look up online / in literature? Where?
  - How would you test that the requirement is fulfilled?
  - Can you see the steps needed to solve this requirement? Is it feasible for this project?
  - What could you offer in a negotiation?
- **(Start) preparing your proposed requirements**
  - Should requirements be broken down?
  - Are they functional or non-functional?
  - Where on the MoSCoW scale do you want them?
  - Can you write the requirement better?  
(Unambiguous, Feasible, Verifiable, Traceable, Necessary; Consistent, Complete)
  - What implementation steps are needed to fulfil this requirement?
- **Make a process plan:** How will you work together over this course?
  - When and where do you want to work?
  - How will you organize the project time?  
(Sprint length, meeting dates, deadlines)
  - Assign roles: project lead, project owner, scrum master, ...
  - Where and what will you document? Templates?
- **Can you start setting up your development environment?**

# Sources

- [Pre05] Pressman, Roger S. *Software engineering: a practitioner's approach*. Palgrave macmillan, 2005.
- [Som11] Sommerville, Ian. *Software Engineering*, 9/E. Pearson Education India, 2011.