

95.20 Métodos y Modelos en Ingeniería de Software I

Cap.13: Desafíos de la Ingeniería de Software



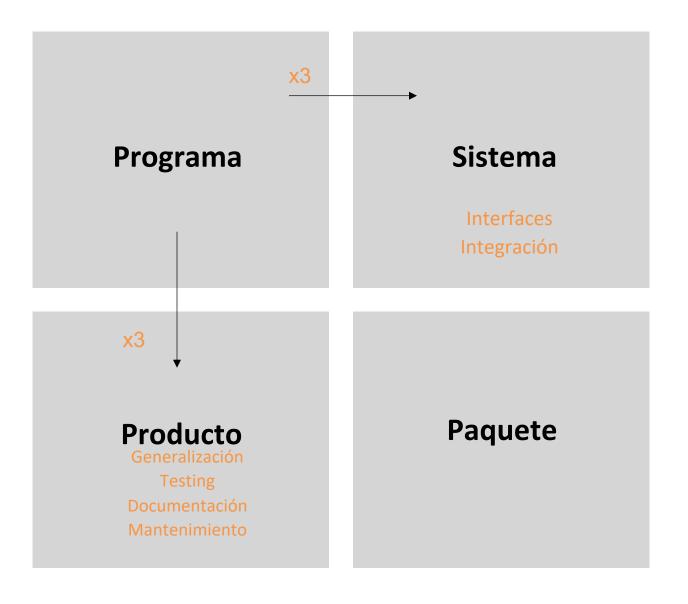


Análisis del problema

Descomposición del problema en partes

Síntesis de la solución

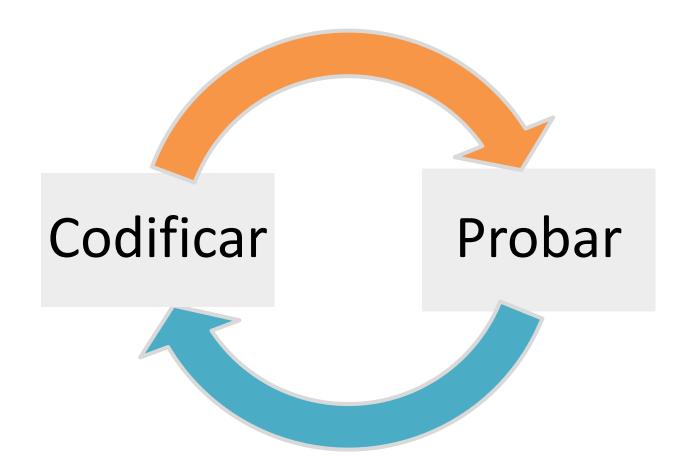
Integración de los elementos en un todo coherente

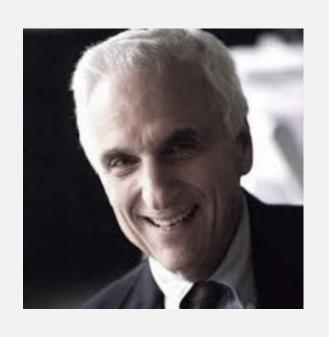


[Brooks Cap.1]

Un modelo de desarrollo no escalable

Code & Fix

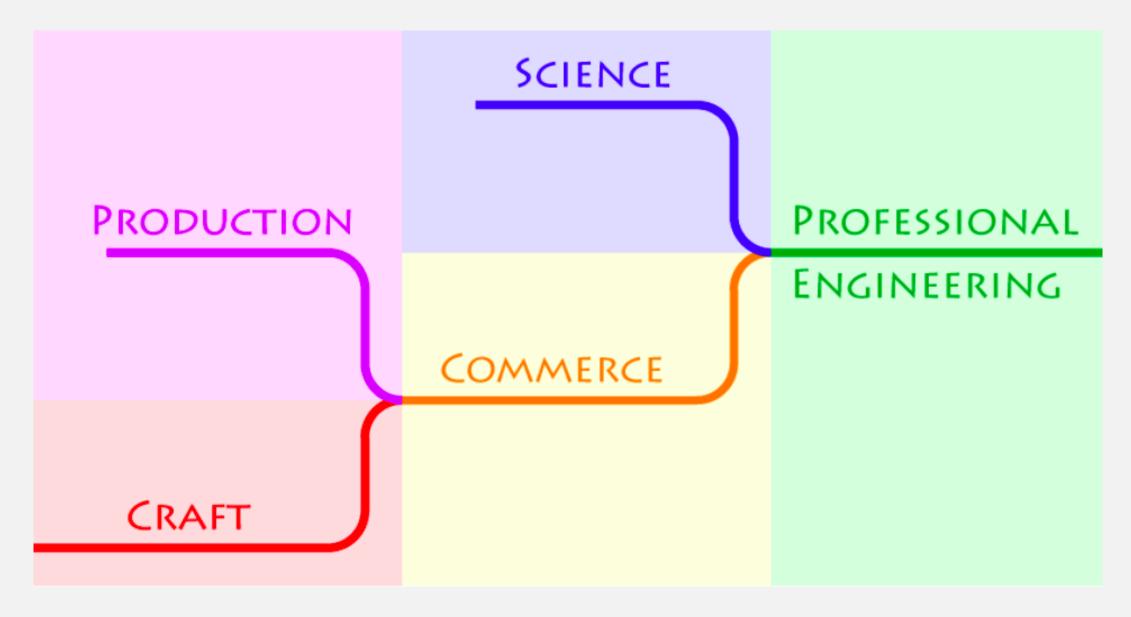




"Any organization that designs a system (defined broadly) will produce a design whose structure is a copy of the organization's communication structure."

Melvin Conway

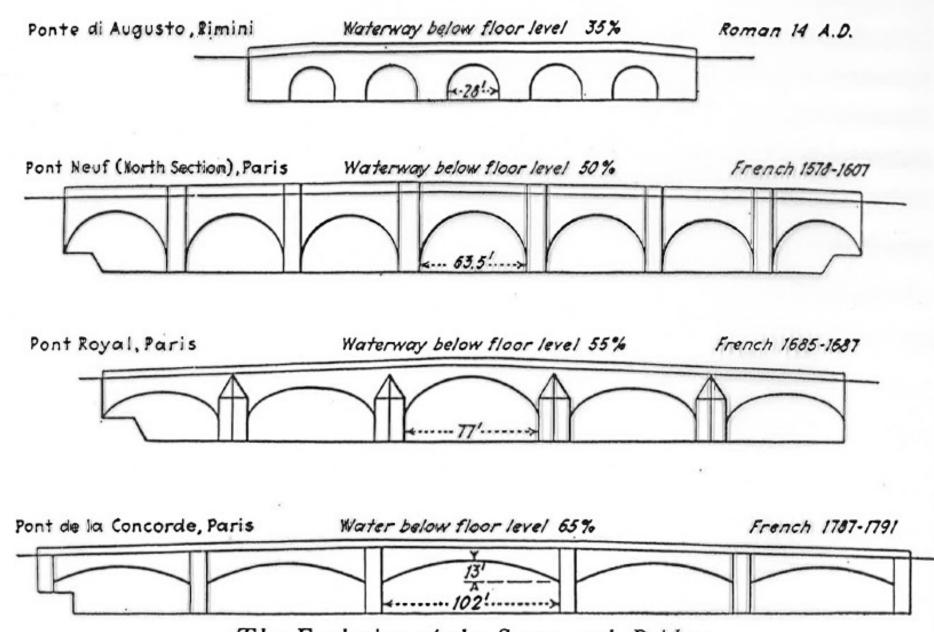




Virtuosos y amateurs con talento

Artesanos calificados

Profesionales educados



The Evolution of the Stone-arch Bridge

Adaptado de Progress toward an Engineering Discipline of Software Disponible en: http://gotocon.com/dl/got o-amsterdam-2015/slides/MaryShaw_ KEYNOTEProgressTow ardAnEngineeringDiscipl ineOfSoftware.pdf



Desafíos

Development, operations, and service must become one continuous and lean business process.

50 Years of Software Engineering: Progress and Perils Christof Ebert, Vector Consulting Services

IEEE Computer Society. IEEE Software, September/October 2018

Desafíos

Diez tecnologías de alto impacto en el futuro inmediato

- Inteligencia artificial y machine learning
- Conectividad y IoT
- Transformación digital y big data
- Software autónomo y agentes
- Computación móvil

- Internet y aplicaciones
- Desarrollo ágil
- Model-Driven Development y UML
- Procesamiento distribuido y paralelo
- Open source

Desafíos

Algunas predicciones para los próximos años



PROJECTIO PRODUCT MATERIAL MIK KERSTEN HANDERS POPENORD BY GENERAL MATERIAL MATERIAL

- An Age of Invention Will Pivot to an Age of Adoption
- Software Complexity Will Drive Specialization
- As Automation Grows, so Will the Demand for IT Professionals
- Coding Will Evolve into Domain Expertise and Data Modeling
- AI Will Become Its Own Field of Practice



"The best way to predict the future is to create it"

Peter Drucker