



# *COMP 354: Introduction to Software Engineering*

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## Software Development and Software Engineering

Based on Chapter 1 of the textbook



# Programming vs. Software Development

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## **Programming:**

- Requirements are given/fixed.
- Select data structures and algorithms.
- Program to implement
- Test the program.

## **Software Development:**

- Find/fix the requirements.
- Design/discuss the architecture and code.
- Implement the design.
- Test the software.
- Maintain the software.



# Nature of Software: Defining Software

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Software is:

- 1) **Instructions (computer programs)** that when executed provide desired features, function, and performance;
- 2) **Data structures** that enable the programs to adequately manipulate information.
- 3) **Documentation** that describes the operation and use of the programs.



# Legacy Software

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## Why must software change?

- Software must be adapted to meet the needs of new computing environments or technology.
- Software must be enhanced to implement new business requirements.
- Software must be extended to make it interoperable with other more modern systems or databases.
- Software must be re-architected to make it viable within a network environment.



# How it all Starts

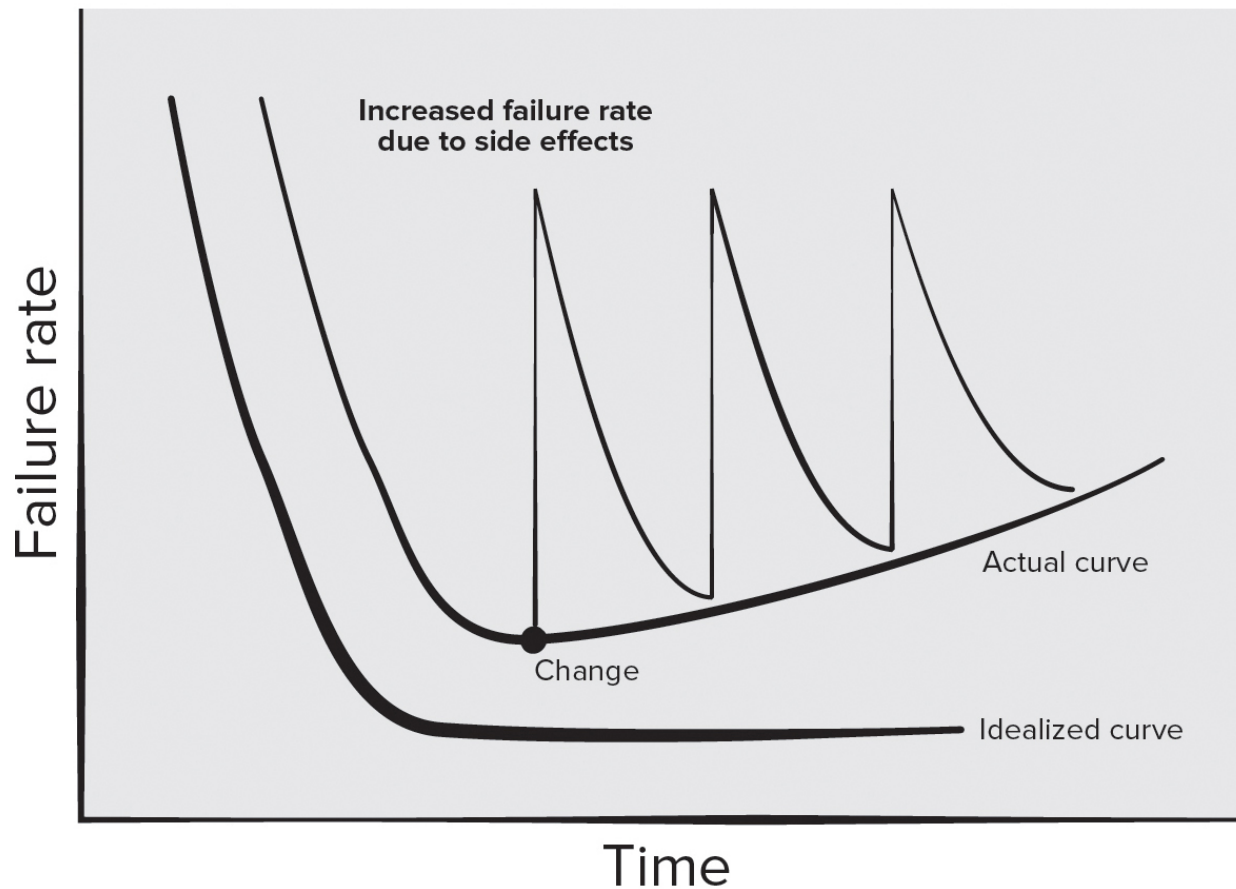
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Every software project is precipitated by some business need

- The need to correct a defect in an existing application
- The need to adapt a 'legacy system' to a changing business environment
- The need to extend the functions and features of an existing application, or
- The need to create a new product, service, or system.

# Wear versus Deterioration

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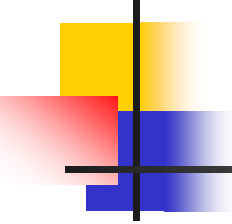




# What is Software?

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- Software is developed or engineered it is not manufactured in the classical sense.
- Software doesn't "wear out" but is does deteriorate.
- Although the industry is moving toward component-based construction, most software continues to be custom-built.



# Essence of Software Engineering Practice

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1. **Understand the problem** (communication and analysis).
2. **Plan a solution** (modeling and software design).
3. **Carry out the plan** (code generation).
4. **Examine result for accuracy** (testing & quality assurance).





# Understand the Problem

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- Who has a stake in the solution to the problem?
  - That is, who are the stakeholders?
- What are the unknowns?
  - What data, functions, and features are required to properly solve the problem?
- Can the problem be compartmentalized?
  - Is it possible to represent smaller problems that may be easier to understand?
- Can the problem be represented graphically?
  - Can an analysis model be created?



# Plan a Solution

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- Have you seen similar problems before?
  - Are there patterns that are recognizable in a potential solution? Is there existing software that implements the data, functions, and features that are required?
- Has a similar problem been solved?
  - If so, are elements of the solution reusable?
- Can subproblems be defined?
  - If so, are solutions readily apparent for the subproblems?
- Can you represent a solution in a manner that leads to effective implementation?
  - Can a design model be created?



# Carryout the Plan

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- Does the solution conform to the plan?
  - Is source code traceable to the design model?
- Is each component part of the solution provably correct?
  - Has the design and code been reviewed, or better, have correctness proofs been applied to algorithm?



# Examine the Result

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- Is it possible to test each component part of the solution?
  - Has a reasonable testing strategy been implemented?
- Does the solution produce results, that conform to the data, functions, and features that are required?
  - Has the software been validated against all stakeholder requirements?



# Defining the Discipline

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The IEEE definition:  
Software Engineering:

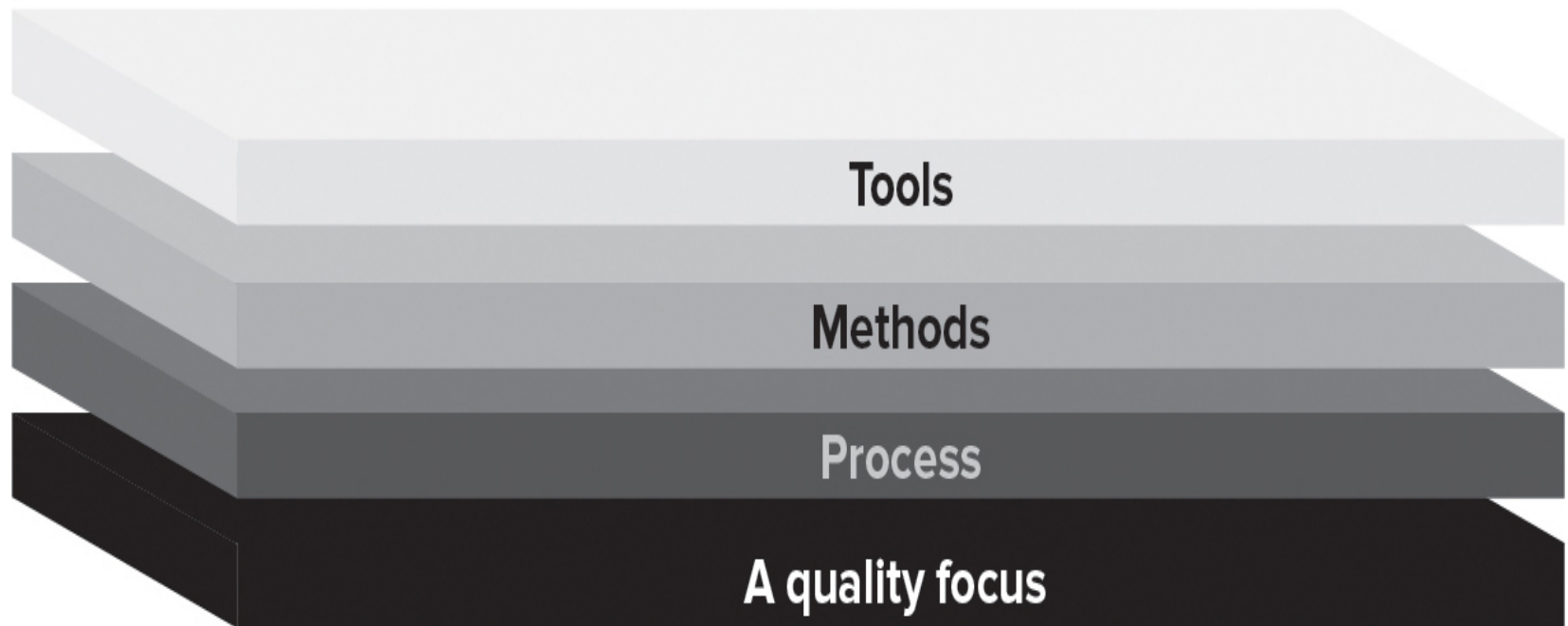
1. The application of a **systematic, disciplined, quantifiable approach** to the **development, operation, and maintenance** of software; that is, the application of engineering to software.
2. The study of approaches as in (1).



# Software Engineering Layers

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# Process Framework Activities

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- Communication
  - Planning
  - Modeling
  - Analysis of requirements
  - Design
- Construction
  - Code generation
  - Testing
- Deployment



# Umbrella Activities

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- Software project tracking and control.
- Risk management.
- Software quality assurance.
- Technical reviews.
- Measurement.
- Software configuration management.
- Reusability management.
- Work product preparation and production.



# Process Difference Requiring Adaptation



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- Overall flow of activities, actions, and tasks and the interdependencies among them.
- Degree to which actions and tasks are defined within each framework activity.
- Degree to which work products are identified and required.
- Manner in which quality assurance activities are applied.
- Manner in which project tracking and control activities are applied.
- Overall degree of detail and rigor with which the process is described.
- Degree to which the customer and other stakeholders are involved with the project.
- Level of autonomy given to the software team.
- Degree to which team organization and roles are prescribed.



# General Principles

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1. **The Reason It All Exists** – provide value to users.
2. **KISS (Keep It Simple, Stupid!)** – design simple as it can be.
3. **Maintain the Vision** – clear vision is essential.
4. **What You Produce, Others Will Consume.**
5. **Be Open to the Future** - do not design yourself into a corner.
6. **Plan Ahead for Reuse** – reduces cost and increases value.
7. **Think!** – placing thought before action produce results.



# Software Application Domains

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- System software.
- Application software.
- Engineering/Scientific software.
- Embedded software.
- Product-line software.
- Web/Mobile applications.
- AI software (robotics, neural nets, game playing).