

* **Software Construction**:- refers to the detailed creation of working software through a combination of Coding, verification, unit testing, integration testing, debugging (KAs) Knowledge Area

[Software Requirements, Software Construction, Software Testing, Software engineering Management, Software Configuration Management]

KA linked to all other KAs, but it is most strongly linked to [Software Design, Software Testing] **why??**

[Software design, Testing] **لماذا؟** Software is construction process
 ↓ input
 ← output

← KA [Software design, Testing] **في المراحل** activities.

[Construction, Software design, Testing] **في المراحل** *

lifecycle process **بشكل مستمر**

Construction prior to design **لأنه لا يمكن**

KA

Design work is performed during The Construction activity

Testing KA

Software engineers **Test**, integration **Test** test their work

Information Required for processes such as Maintenance, support, safety

DATE / / OBJECT

KA

Software Configuration Management

Software Construction produces the highest number of Configuration Items that need to be managed in a software project (Source files, documentation, Test Case ---).

1- operating system.

2. physical Machine.

3- File → (Configuration file)

4- API → Technical interface.

developer change in setting without APP
How application is run in your computer

Software Quality Important in all the TCAs,

Computer Foundations KA (algorithms, Coding practices)

design → Construction of software products)
project management

Management of Construction can present considerable challenges].

With You Step By Step

* BREAKDOWN OF TOPICS FOR SOFTWARE CONSTRUCTION:-

* Software Construction Fundamentals

1. Minimizing Complexity
 2. Anticipating change.
 3. Constructing For Verification.
 4. Reuse.
 5. Standards in Construction.
- design as well as Construction

1- Minimizing Complexity:-

1. creation of Code is simple and readable rather than clever.
2. Making use of Standards [Requirement Validation, analysis, process, specification].
3. Modular Design [Construction Design]
4. numerous other specific Techniques [coding]
5. Construction - Focused Quality.

2- anticipating change [code]

Most Software change overtime

1. change environment

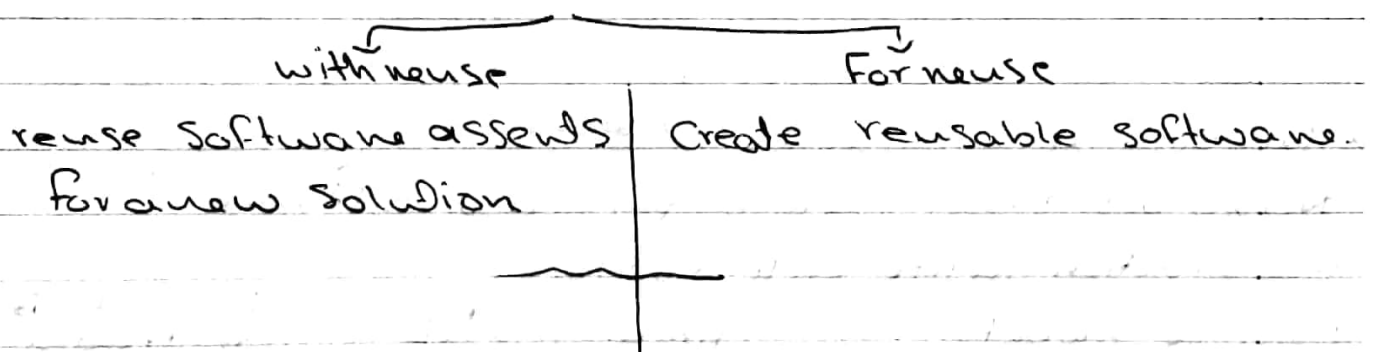
Build extensible software ← software engineers will enhance software product without disrupting the underlying structure.

3. Construction For Verification:-

get Faults by Software engineers writing the Software as well as tester, user [Code view, unit testing, organizing code to automated testing, Hard To understand among other].

4. Reuse:- ^{existing} using different assets in solving different problems.

- Source code - COTS (Commercial off-the-shelf libraries).
- best ~~practiced~~ practiced systematically
- productivity - quality - cost improvement.



5. Standards in Construction:-

- | | |
|----------|----------------------|
| internal | external development |
|----------|----------------------|
- Cost.
 - Quality
 - efficiency
 - achieving security
1. Communication Method (standard for document formats and contents)
 2. language
 3. Coding standard.
 4. platform (interface standard for operating system call).

5. Tool/1 Diagram, UML

unified modeling language

With You Step By Step

DATE /

OBJECT

For use in specific Project

external

internal Standard 4

use external standard for

Construction language

1. Construction tool
2. technical interface.
3. interaction between

KA → KAS

1. minimizing Complexity
2. anticipating change.
3. Constructing for notification.
4. activities.

(use for specific Projects)

OMG (object Management
software
interface group).

ISO, IEEE

International Organization

* Management Construction :- ¹⁻ Construction life-cycle in Models ²⁻

Numerous Model Created to develop software

1. Construction in life Cycle Models:-

→ iterative models

Mix (design - Code - test)

Construction activity

linear model (طريقة التسلسل) construction

Construction an activity

نشاطات البناء

included detailed requirements

detailed planning

→ Grouping of

activities as Construction

extensive design work / planning

نشاطات البناء

Construction (Design, requirements)

→ agile develop

→ evolutionary prototyping.

coding activity

water Fall, Staged-delivery life cycle Model.

sema

NOTEBOOK & STATIONERY

2. Construction planning

1. اختيار Construction Method هو الأساس فلا يتم اختياره قبل ما يبدأ في

Construction. \leftarrow يتأثر على كل المبادئ بناءة جزء واحد.

2. ويهتم أيضا ازاى Components تكونت وارتبطت

example:- (incremental integration)

Soft ware Quality - Management processes

التي تأتى من منهج! Method \rightarrow The allocation of Task

3. Construction ~~Measurement~~ Measurement:-

Measured - including Code developed, Code Modified,

Code Reuse, Code destroyed, Code Complexity, Code

inspection, Fault Fix, Fault Find

* practical Considerations:-

World

\rightarrow Construction

Constraints

\rightarrow ~~World~~

practical Considerations

1- Construction Design:-

(KA) Software Design \leftarrow design activity

Construction Design \leftarrow بناءة برصه على

\leftarrow Smaller - Scale - modifier \rightarrow an anticipated gap.

في سلا learning

DATE / /

OBJECT

reliability.

Construction language:-

Finite state

Construction + Tuple notation (Compiler)
Configuration language:- Text-based Configured
 Files used in unix / windows
Menu-style selection → Some program
 create Construction.

Application programming language

Toolkit language 1- Tk Toolkit
 ntk toolkit

2. More Complex than Configuration language.

Scripting languages:-

batch files (Macros)

used application programming language

Programming languages:- Most Flexible Type of
 Construction language.

(information about
 specific application.

development
 process

دetailed

Kind of notation

Linguistic	Formal	Visual
Textual string استخدام اللفظي	لفظي	رسمي
Pattern في	String	graphical
Sentence-like syntax	More → definitions	representation
Semantic	definition backed	
قوي و به قوة	upon by precision	
لستوف لسطح اب وقت	on ambiguity	
المستقر	Semantic base	
(الناج ع)	of most form	
	system program	
	unbiomity	
	natural	

DATE / /

OBJECT

*Coding:- → apply To Software Construction coding activity:-

- 1- create understandable Source code [Naming Conventions, Source code layout].
- 2- use Control Structure.
- 3- use classes, variables named Constants.
- 4- Handling error.
- 5- prevent of Code level security.
- 6- Threads, database lock.
- 7- Source Code organization (DOP).
- 8- Code documentation.
- 9- Code Running.

Construction Testing between Test and Debug
 الفرق بين الاختبار والتجريب
 الاختبار هو وجود في الكود والتجريب هو اكتشاف اخطاء الكود

← unit testing

→ integration testing

Construction For reuse

Create Reusable Software
 (Libraries, Component).

Construction with reuse

Create new Software with
 The use of existing software
 → application with
 open source library
 off-the-shelf
 better of same Quality
 as newly develop

← With New Step By Step

Construction Quality

Faults ← design + Requirement



Construction → low Quality & security.

Numerous Techniques as it is constructed

1. unit - integration Testing
2. test-First development.
3. inspection.

Integration

1- الأجزاء إلى أجزاء integration

2- دمج Test إلى دمج و دقة المنتج قبل طيحه أجزاء

3- Creating Scaffolding To support interim versions of the software.

2- استوف points إلى Test الموزع Software

phased integration incremental

[big bang] → write test program in small

يأخذ الجميع لياقة pieces, أجزاء

لأجزاء جزئية استوف 1- error location

في version 2- improve progress.

3. Monitoring earlier product delivery.

4. Improve Customer relation.

incremental Integration:- building and integration one unit at a time.

	1	2	3	4
3	•			
2				
1				

DATE / / OBJECT

Construction technologies:-

API Design and use:-

application programming interface (API)

Software
Analysis

{ Find Bugs ←
PMD ← Case
check style ←

With You Step By Step