# 605.601 - Foundations of Software Engineering

# Final Examination

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Please answer any five (5) questions. Please type your answers below the question under "Answer".

1. (a) What is a Use Case? Please provide an example. A Use Case is a written list of actions or event steps that illustrate the interactions between a role and a system to achieve a goal. For example, a use case of a web application for a restaurant would be processing orders for the customers. The customers' orders would include selecting available items from the restaurant menu, adding up their prices, calculating the overall tax and other charges and finally providing the users with options to process their payments.

   (b) Please elaborate on how you describe a Use Case. I would describe a Use Case as a list of steps that describe how a user would utilize my software product. For example, if I developed a mobile application that keeps track of a user's workout routine, a Use Case would be the client selecting from a list of available exercises to curate their routine. A simpler Use Case would be the client saving their routines in the application using local storage or a cloud database.

   (c) Do you think there is a difference between a Use Case and a User Story? Do you have any preference in using any of them? Although both of the approaches are similar in concept, they both serve different purposes. A User Story is usually more superficial than a Use Case. A User Story focuses more on the general requirements rather than the design implementation of the system. I personally do not favor one approach over the other since I believe they are both essential to good software development methodology.

(d) Since you may have used Use Cases in your group projects, can you list one or two benefits or limitations in using the Use Cases? One limitation of Use Cases in the course projects I noticed was that there were no standard definitions for the design. Some portions of the Use Case language and graphics followed the course instructions, but the other portions had to be customized and interpreted specifically for the project. Another limitation I noticed was that it was not possible to fit in non-interactive requirements in the system, such as built-in functions and algorithms.

2. (a) What does design mean to you? What are the major steps in a software design process? In the software development process, design is the process of transforming project requirements into software components. The major steps in the software design process are:

    i. representing the system architecture

    ii. modeling the interfaces interacting with users, other systems, and internal components

    iii. designing the individual components

(b) What does separation of concerns mean to you? Separation of concerns is a design principle for separating a convoluted design problem into modular pieces to be handled independently.

(c) Are you familiar with the fundamental principles of design? Please list any three principles that you know. Yes, I am familiar with the fundamental principles of design. Three examples principles are:

    i. the quality of the design should be emphasized during implementation and not afterwards

    ii. the design should be prepared to accommodate changes in future updates

    iii. the design should exhibit uniformity and integration

(d) What does architecture mean to you? Can you describe the relationship between design and architecture? Architecture in software design refers to the software

system structures and how thy interact independently and with the system as a whole.

(e) Why do we need architecture? Can you describe a basic form of architecture? Please elaborate.

3. (a) What does an architectural style mean to you?

(b) Do you believe that architectural style can add value to software engineering? And why?

(c) What are the different types of architectural frameworks do you know of? Please provide an example.

(d) How do you analyze an architectural design? Please list the steps.

(e) Why would a software engineer use a partitioned architecture? Please describe in your own words.

4. (a) What is a software component (from a design perspective)?

(b) What are the different views that a component can be presented as?

(c) What does 'refactoring' mean to you? Does the concept of refactoring have any value to you as a software engineer? And why?

(d) What is a design pattern?

(e) How are the design patterns used in software engineering?

5. (a) What is software testing? Describe fault, error, and failure.

(b) Why do you think testing is important for software engineering?

(c) Can you provide an example of software testing? How does software testing impact software development?

(d) Can you describe how software testing can help an entire software development team?

(e) Please define what software tester means to you. What are the different types of software tester you know of? Can a software tester help improve the quality of a software?

6. (a) does 'Agility' mean to you? Do you believe 'Agility' must be a common characteristic of any software today?

   (b) is 'Agile' methodology? Do you agree with the Manifesto of Agile software development?

   (c) do you define DevOps? Do you see the difference between Agile and DevOps? If so, why? If not, why not?

   (d) you had an opportunity to proceed with your group project, which software development approach would you use – Agile or DevOps? Please elaborate.

   (e) In a real practice, how would you decide to use waterfall, iterative and incremental, Agile or DevOps? Do you have any preference?