

# Software Engineering Approach

Lecture – 1

Introduction to Software Engineering Approach  
(CSE 4658)

# Course Details

- Credit: 4; Grading Pattern: 6
- Software Engineering

What Is Software Engineering? Working Well on Teams, Knowledge Sharing, Engineering for Equity, How to Lead a Team, Leading at Scale, Measuring Engineering Productivity, Style Guides and Rules, Code Review, Documentation, Testing Overview, Unit Testing, Testing Doubles, Larger Testing, Deprecation, Version Control and Branch Management, Code Search, Build Systems and Build Philosophy, Static Analysis, Dependency Management

**Text:** Software Engineering at Google Lessons Learned from Programming Over Time: Titus Winters, Tom Mansreck, and Hyrum Wright, O'REILLY

# Evaluation

INTERNAL	
PARTICIPATION	5
WEEKLY ASSIGNMENTS	20
MID TERM	15
INTERNAL TOTAL	40
EXTERNAL	
END TERM	60
EXTERNAL TOTAL	60



# Chapter-1

What Is Software Engineering?

# Organization of the Structure (Chapter-1)

1. Software Engineering vs. Programming
2. Software Characteristics
3. Software Failure Rate
4. Software Engineering - defining
5. Time and Change
6. Hyrum's Law
7. Timeline of the developer workflow
8. Tradeoffs and Costs
9. Evolution of Pattern of Technology
10. Types of Software
11. Stakeholders in Software Engineering
12. Software Quality
13. Software Crisis

# Software Engineering vs. Programming

Programming is about writing code. You take a task and write code to solve it.

Software engineering is when you take that piece of code and consider:

- How will this task evolve?
- How will this code adapt to those changes?
- What does this code encourage others to do?
- How does this code encourage other programmers to use it?
- How will I understand this code in 5 months?
- How will a busy team member jumping around grok this?
- What happens when the business becomes bigger?
- When will this code stop being good enough?
- How does it scale?
- How does it generalize?
- What hidden dependencies are there?
- considering the long-term effects of your code. Both direct and indirect.
- You always face the underlying concern of "*What's the expected lifespan of this code?*".

# Program vs Software

## Program

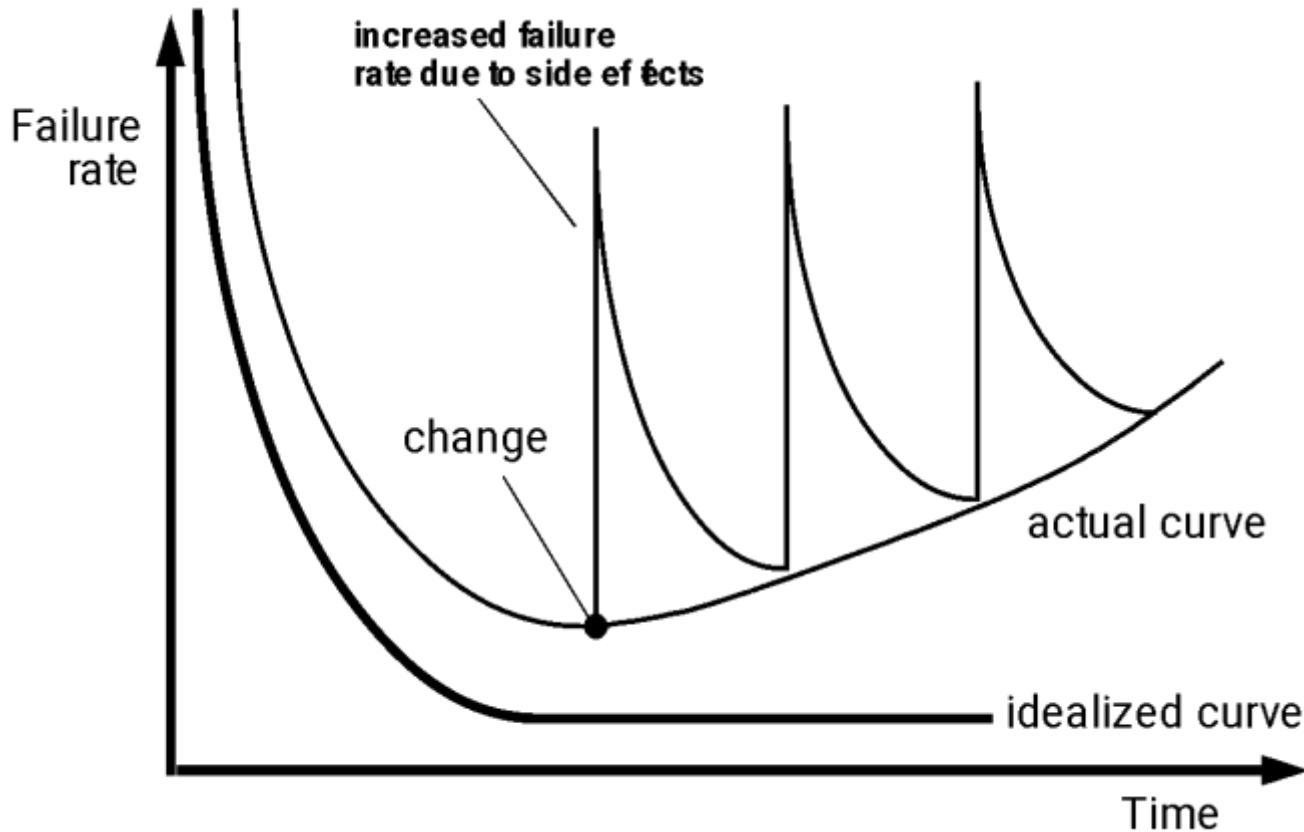
- Usually **Software** in size
- Author himself is sole user
- Single developer
- Lacks proper user interface
- Lacks proper documentation
- Ad hoc development

- Large
- Large number of users
- Team of developers
- UI is an important aspect
- Well documented & user-manual prepared
- Systematic development

# Software Characteristics

- Software is intangible
  - Hard to understand development effort
- Software is easy to reproduce
  - Cost is in its *development*
  - In other engineering products, manufacturing is the costly stage
- Software is easy to modify
  - People make changes without fully understanding it
- Software does not ‘wear out’
  - It deteriorates by having its design changed:
    - erroneously, or
    - in ways that were not anticipated, thus making it complex

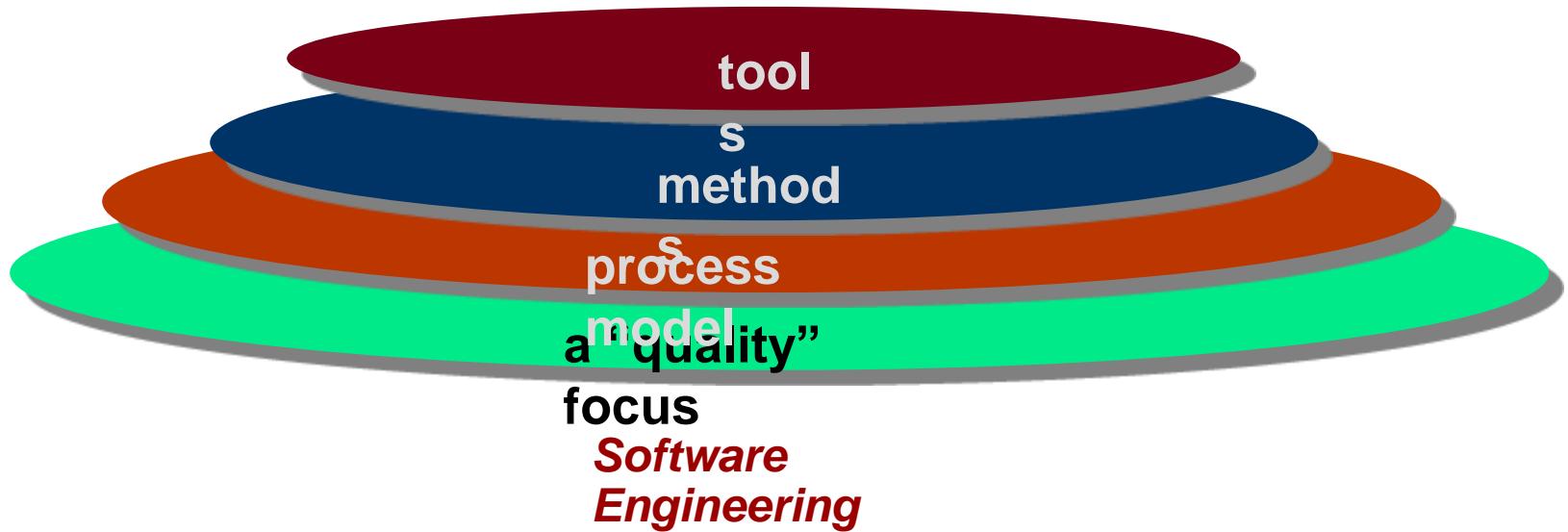
# Software Failure Rate



# Software Engineering - Defining

- Engineering approach to develop software.
  - It discusses systematic and cost effective techniques for software development.
- The process of solving customers' problems by the systematic development and evolution of large, high-quality software systems within cost, time and other constraints
- The application of a systematic, disciplined, quantifiable approach to the development, operation, maintenance of software; that is, the application of engineering to software. (IEEE)

# Software Engineering: A Layered Technology





## Time and Change

- You're performing a task that hasn't yet been done for this project; more hidden assumptions have been baked-in
- The engineers trying to do the upgrade are less likely to have experience in this sort of task.
- The size of the upgrade is often larger than usual, doing several years' worth of upgrades at once instead of a more incremental upgrade.

## Hyrum's Law

If you are maintaining a project that is used by other engineers, the most important lesson about “it works” versus “it is maintainable” is what we’ve come to call Hyrum’s Law:

With a sufficient number of users of an API, it does not matter what you promise in the contract: all observable behaviours of your system will be depended on by somebody.



## Efforts and Costs

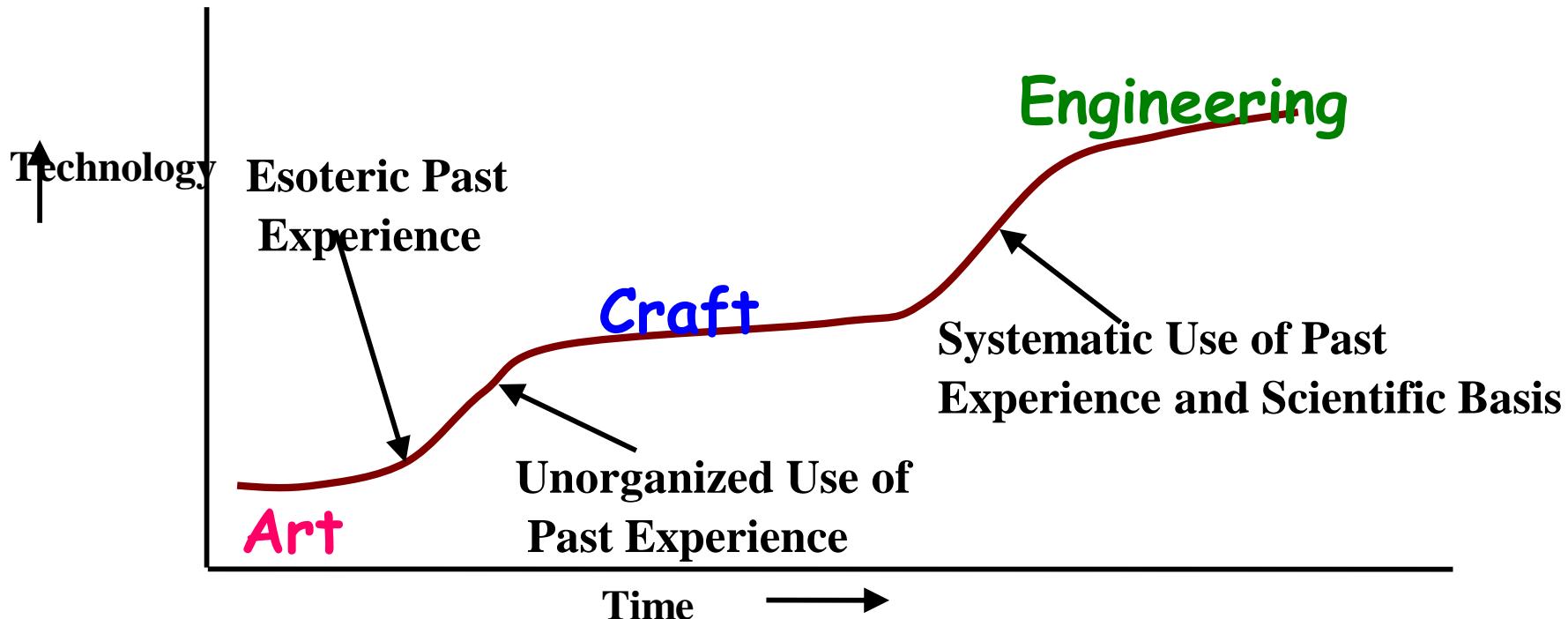
“Cost” roughly translates to effort, and can involve any or all of these factors:

- Financial costs (e.g., money)
- Resource costs (e.g., CPU time)
- Personnel costs (e.g., engineering effort)
- Transaction costs (e.g., what does it cost to take action?)
- Opportunity costs (e.g., what does it cost to “not” take action?)
- Societal costs (e.g., what impact will this choice have on society at large?)

# Evolution Pattern

- Every technology in the initial years starts from an **art**.
- Over time, it graduates to a **craft** and finally emerges as an **engineering discipline**.
  - Example: Iron making, paper making, software development, or building construction.
- i.e. say iron making:
  - The esoteric knowledge got transferred from generation to generation as a family secret
  - Slowly a tradesman shared their knowledge with their apprentices and the knowledge pool continues to grow.
  - Much later, through a systematic organization and documentation of knowledge, and incorporation of scientific basic, modern steel making technology emerged.

# Evolution of Pattern of Technology



# Types of Software - I

- Customized
  - For a specific customer according to requirement.
- Generic
  - Used by a diverse range of customers
  - Sold on open market (Ms. Windows, Oracle, ...)
  - Often called
    - COTS (Commercial Off The Shelf)
    - Shrink-wrapped
- Embedded
  - Built into hardware
  - Hard to change

# Types of Software - II

- Real time software
  - E.g. control and monitoring systems
  - Must react in time
  - Safety often a concern
- Data processing software
  - Used to run businesses
  - Accuracy and security of data are key
- Some software has both aspects

# Generic versus Custom S/W

## Generic

- The specification is owned by the product developer.
- The developer can quickly decide to change the specification in response to some external change.
- Users of generic products have no control over the software specification so cannot control the evolution of the product.
- The developer may include/exclude features and change the user interface which may affect user's business processes and add extra training costs when new versions of the system are installed. Again it may limit the customer's flexibility to change their own business processes.

- The specification is owned and controlled by the customer as the domain, requirement and environment being unique to the customer.
- changes have to be negotiated between the customer and the developer and may have contractual implications.

# Quiz - I

- Classify the following software according to whether it is likely to be **custom**, **generic** or **embedded** (or some **combination**); and whether it is **data processing** or **real-time**.
    - A system to control the reaction rate in a nuclear reactor.
    - A program that runs inside badges worn by nuclear plant workers that monitors radiation exposure.
    - A program used by administrative assistants at the nuclear plant to write letters.
    - A system that logs all activities of the reactor and its employees so that investigators can later uncover the cause of any accident.
    - A program used to generate annual summaries of the radiation exposure experienced by workers.
    - An educational web site containing a Flash animation describing how the nuclear plant works.
- Cust & RT, Embd & RT, Gen and RT, Gen and DP, Cust and DP, Cust and RT

# Stakeholders in Software Engineering

- Users
  - Those who use the software
- Customers
  - Those who pay for the software
- Software developers
- Development Managers
- All four roles can be fulfilled by the same person

# Case Study: ATM stake holders

- Bank customers
- Representatives of other banks
- Bank managers
- Counter staff
- Database administrators
- Security managers
- Marketing department
- Hardware and software maintenance engineers
- Banking regulators

# Software Quality

- Usability
  - Users can learn it fast and get their job done easily
- Efficiency
  - It doesn't waste resources such as CPU time and memory
- Reliability
  - It does what it is required to do without failing
- Maintainability
  - It can be easily changed
- Reusability
  - Its parts can be used in other projects, so reprogramming is not needed

# Quiz - II

- Find most and the least important attributes for each of the following systems.
  - A web-based banking system, enabling the user to do all aspects of banking on-line.
  - An air traffic control system.
  - A program that will enable users to view digital images or movies stored in all known formats.
  - A system to manage the work schedule of nurses that respects all the constraints and regulations in force at a particular hospital
  - a - rel, eff, b- rel, reusa, c- usa, eff, d- maint, reusa , e- maint, eff
  - An application that allows you to purchase any item

# Software Quality and the Stakeholders

## **Customer:**

solves problems at an acceptable cost in terms of money paid and resources used



## **Developer:**

easy to maintain;  
easy to design;  
easy to reuse its parts

## **User:**

easy to learn;  
efficient to use;  
helps get work done

## **Development manager:**

pleases customers  
sells more and costing less to develop and maintain

# Software Quality: Conflicts and Objectives

- The different qualities can conflict
  - Increasing efficiency can reduce maintainability or reusability
  - Increasing usability can reduce efficiency
- Setting objectives for quality is a key engineering activity
  - You then design to meet the objectives
  - Avoids 'over-engineering' which wastes money
- Optimizing is also sometimes necessary
  - e.g. obtain the highest possible reliability using a

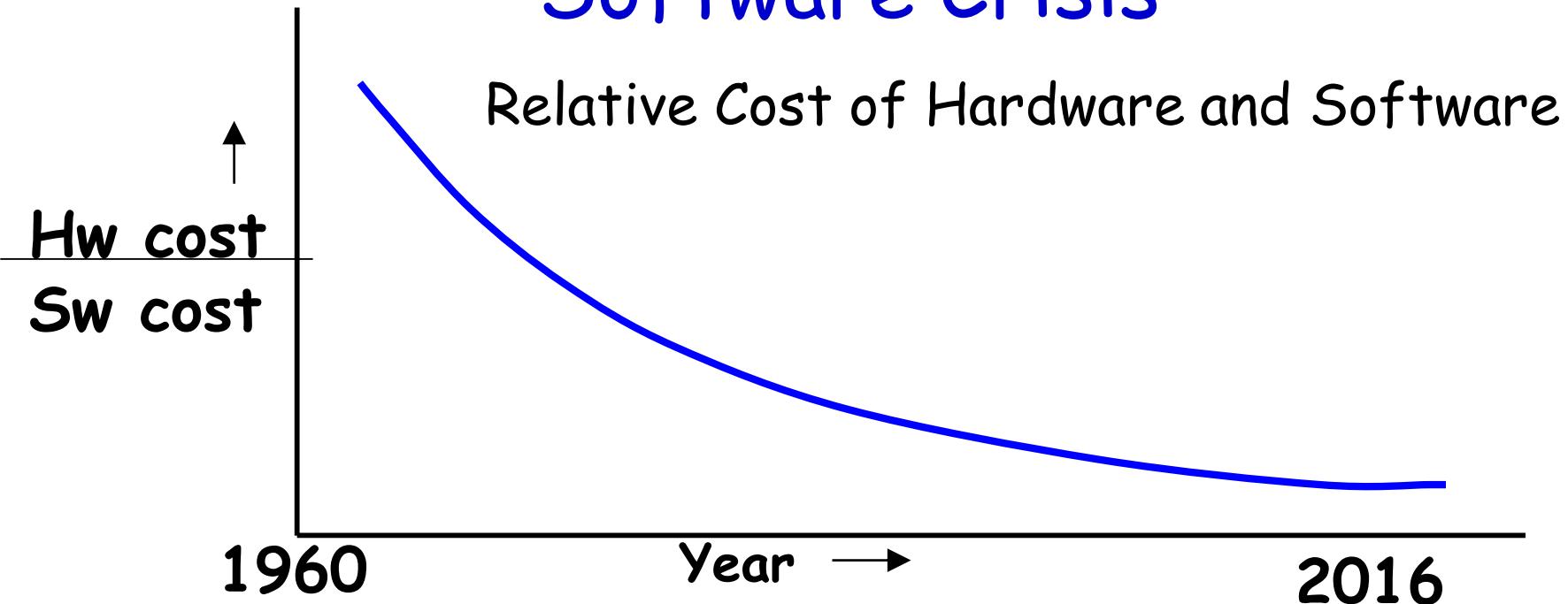
# Quiz- III

- How do you think each of the four types of stakeholders would react in each of the following situations?
- **Problem:** A new system that will completely automate the work of one individual in the customer's company.
  - Case a:
  - You discover that the cost of developing the system would be far more than the cost of continuing to do the work manually, so you recommend against proceeding with the project.
  - Case b: You implement a system according to the precise specifications of a customer.
  - However, when the software is put into use, the users find it does not solve their problem.

# Software Crisis

- Software products:
  - fail to meet user requirements.
  - frequently crash.
  - expensive.
  - difficult to alter, debug, and enhance.
  - often delivered late.
  - use resources non-optimally.
  - Relative Cost of Hardware and Software

# Software Crisis



- **Imagine:** When you buy a software, the hardware on which the software runs would come free with the software!!!

# Factors contributing to the software crisis

- Larger problems
- Lack of adequate training in software engineering
- Increasing skill shortage
- Low productivity improvements

**Thank You**