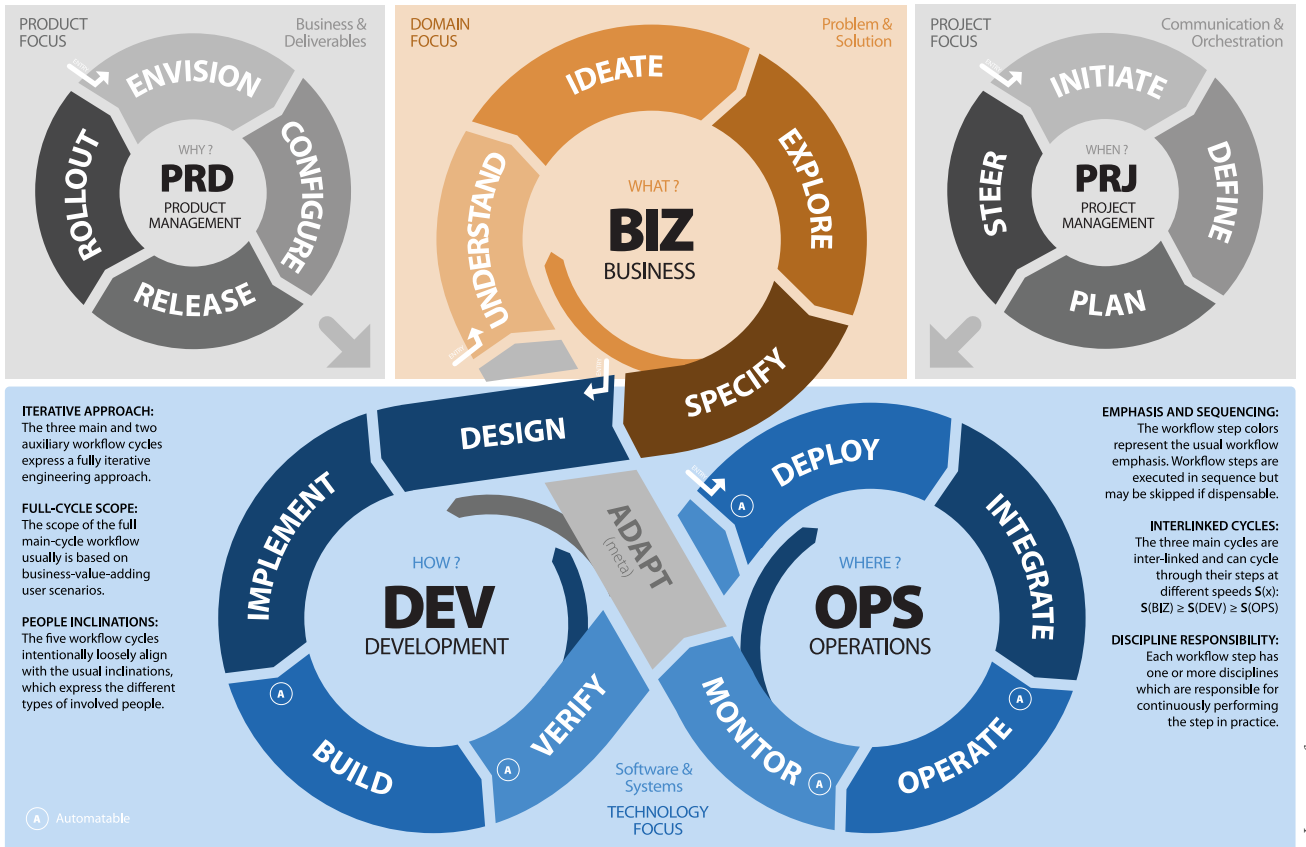




Software Engineering in der industriellen Praxis (SEIP)

Dr. Ralf S. Engelschall



The Workflow Model describes the work segregation in Software Engineering. In the **Workflow**, three main and two auxiliary workflow cycles express the iterative approach. The full main-cycle workflow is usually based on business-value-adding user scenarios.

The three main cycles are interlinked and can cycle through their steps at different speeds, $S(x)$, with $S(BIZ)$ is greater or equal $S(DEV)$, which in turn is greater or equal $S(OPS)$. Because the cycles with earlier steps should not slow down the cycles not later steps.

The step colors represent workflow emphasis. Workflow steps are executed in sequence but may be skipped if dispensable.

The ten discipline areas of Software Engineering express the different roles of involved people. The five inclinations express the different types of involved people. Hence the Workflow consists of exactly five cycles.

Questions

- ❓ What does the Workflow-Model of Software Engineering describe?



Software Engineering, on an operational level, can be alternatively understood through 20 distinct **Steps** which are continuously performed within the **Software Engineering Workflow**. Each Step belongs to one primarily responsible Discipline and zero or more secondarily responsible Disciplines.

Workflow Steps are the adequate concept to understand which activities have to be performed in each iteration of a **Software Engineering Process**.

Questions

- ? Which concept allows one to best understand which activities have to be performed in a Software Engineering Process?

1. WORKFLOW CYCLES

The workflow has five cycles which continuously iterate through their steps. Workflow steps are executed in each cycle in sequence, but may be skipped if dispensable in a particular iteration of the process. The length of an iteration is arbitrary, but can be e.g. about 1/3 of a Scrum sprint.

2. WORKFLOW STEPS:

The workflow steps describe a logical activity which has to be performed. Each step relates to one or more discipline areas and their corresponding disciplines, which express the operative responsibilities for each workflow step. In each discipline individual roles act.

3. WORKFLOW ROLES:

The workflow roles are held by individual persons. Each role is primarily responsible for a particular workflow step. In addition, each role can be secondarily responsible for other workflow steps or at least actively support those steps.

4. PROJECT SCHEDULE:

To create a particular project execution schedule, the five cycles, their iterations and their steps have to be mapped onto a timeline. The cycles are mapped onto (horizontal) timeline tracks, the iterations are mapped onto (vertical) timeline phases, and the steps are mapped onto timeline activities.

5. PROCESS FLOWS (THE CRUX):

The activities across the cycles can (and should) be linked into individual (diagonal) waterfall-like flows, although the execution schedule, from the perspective of the cycles, is fully iterative. There are multiple such flows in parallel and they are usually highly interleaved on the project timeline in order to maximally utilize the team.

6. PROCESS ADAPTION:

In the meta-step ADAPT, the process is adapted by choosing which workflow steps are required for the next iteration. The major input for this decision is the current solution state and the feedback on it by the customer.

		business-oriented & domain-specific				constructive & technological				infrastructural & technological				analytical & domain-specific				process-oriented & process-oriented			
		AN		EX		AR	DEV		CF	DL		AC	CP		MG	AD					
		Requirements Engineer	Business Architect	User Experience Expert	User Interface Designer	Software Architect	Software Developer	Software Developer	Configuration Manager	Build Manager	System Engineer	System Administrator	Software Tester	Software Tester	Technical Writer	Product Trainer	Product Owner	Product Manager	Project Coach	Change Manager	
PRD	ENVISION	+	+	+																	
	CONFIGURE	+	+																		
	RELEASE		+																		
	ROLLOUT								+											+	
BIZ	UNDERSTAND	+	+	+																	
	IDEATE	+	+	+																	
	EXPLORE	+	+																		
	SPECIFY	+	+					+													
DEV	DESIGN	+	+	+																	
	IMPLEMENT																				
	BUILD																				
	VERIFY	+	+																		
OPS	DEPLOY																				
	INTEGRATE																				
	OPERATE																				
	MONITOR	+	+	+																	
PRJ	ADAPT	+	+	+																	
	INITIATE																				
	DEFINE	+	+																		
	PLAN	+	+																		
	STEER	+	+																		

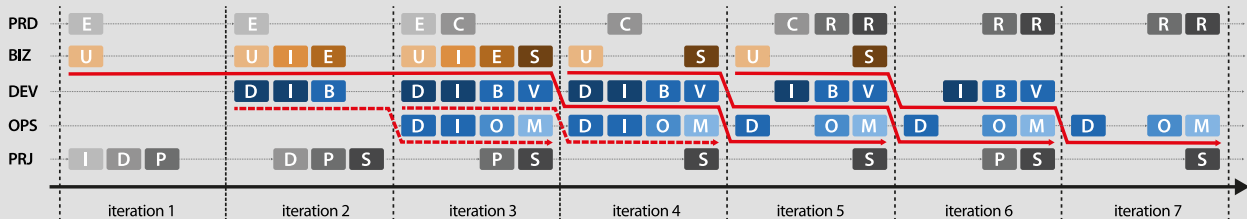
■ responsible (primarily)

■ responsible (secondarily)

+

+ supporting

■ responsible (primarily)
■ responsible (secondarily)
+ supporting



The workflow has five main cycles which continuously iterate through their steps. Workflow steps are executed in each cycle in sequence but may be skipped if dispensable.

The workflow steps are annotated with discipline areas to express operative responsibilities. In each area, multiple roles act.

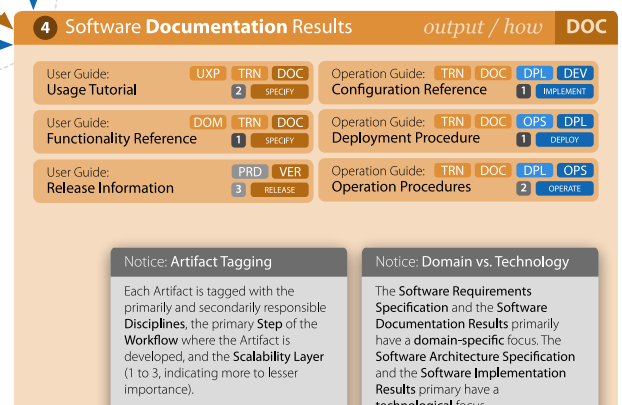
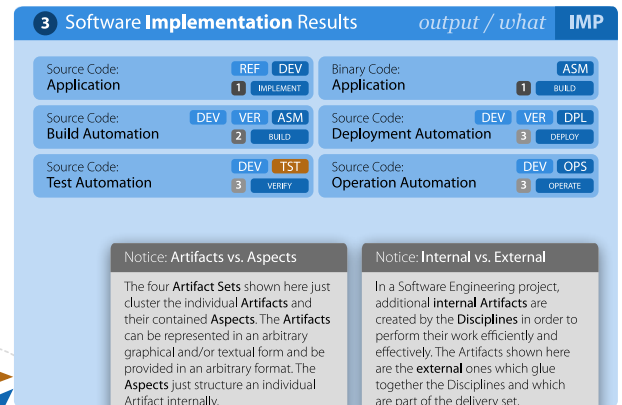
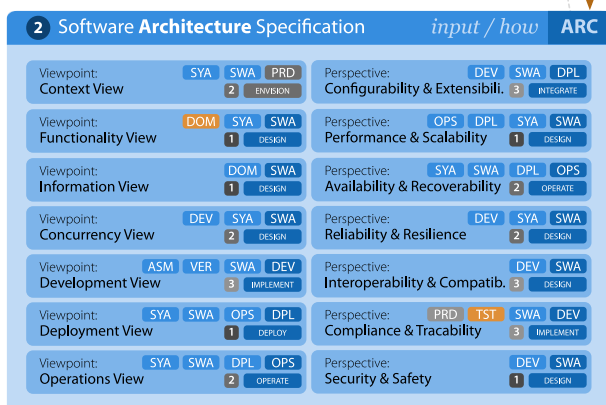
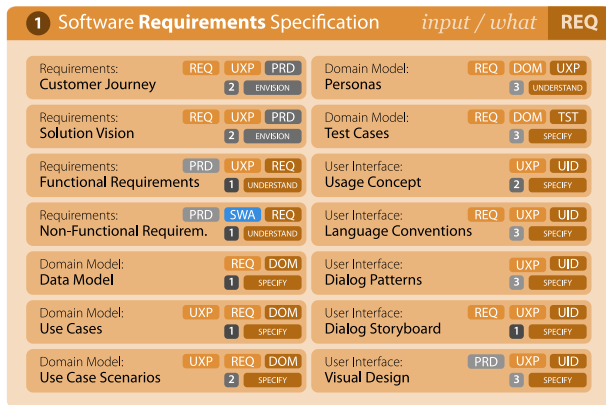
The workflow roles are held by individual persons. Each role is primarily responsible for a particular workflow step. In addition, each role can be secondarily responsible for other workflow steps or at least actively support those steps.

To create a particular project execution schedule, the five cycles, their iterations and their steps have to be mapped onto a timeline. The cycles are mapped onto (horizontal) timeline tracks, the iterations are mapped onto (vertical) timeline phases, and the steps are mapped onto timeline activities.

The activities across the cycles can (and should) be linked into individual (diagonal) waterfall-like flows, although the execution schedule, from the perspective of the cycles, is fully iterative. There are multiple such flows in parallel, and they are usually highly interleaved on the project timeline in order to maximally utilize the team.

Questions

- How can maximum utilization of the team be achieved in Software Engineering, despite a division of labor?



The four **Artifact Sets** just cluster the individual **Artifacts** and their contained **Aspects**. The **Artifacts** can be represented in an arbitrary graphical and/or textual form and be provided in an arbitrary format. The **Aspects** just structure an individual Artifact internally.

In a Software Engineering project, additional **internal Artifacts** are created by the **Disciplines** in order to perform their work efficiently and effectively. The shown Artifacts are just the **external** ones which glue together the Disciplines and which are part of the delivery set.

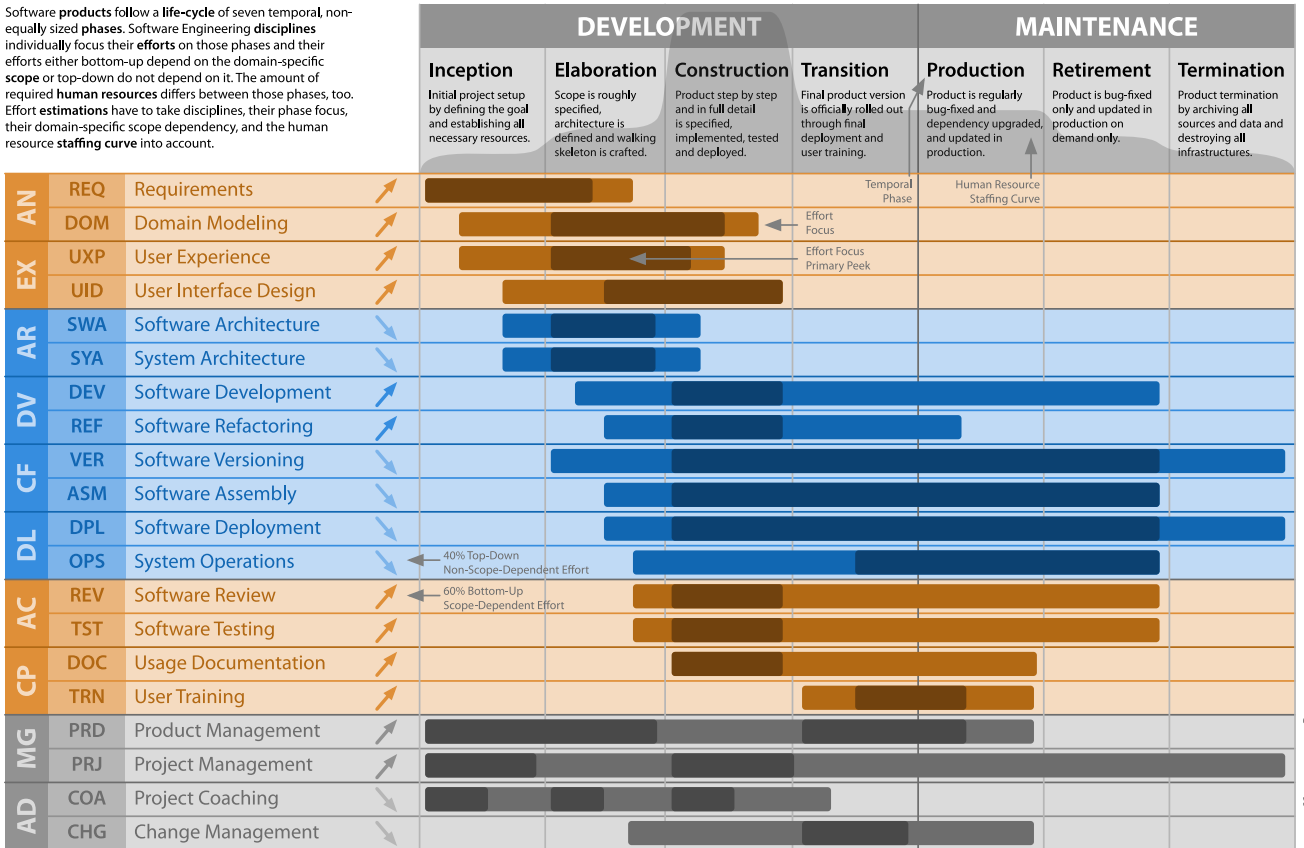
Each **Artifact** is tagged with the primarily and secondarily responsible **Disciplines**, the primary **Step** of the Workflow where the Artifact is developed, and the Scalability Layer (1 to 3, indicating more to lesser importance).

The **Software Requirements Specification** and the **Software Documentation Results** primarily have a **domain-specific** focus. The **Software Architecture Specification** and the **Software Implementation Results** primarily have a **technological** focus.

Questions

- ? What focus has the **Software Requirements Specification**?

Software products follow a **life-cycle** of seven temporal, non-equally sized **phases**. Software Engineering **disciplines** individually focus their **efforts** on those phases and their efforts either bottom-up depend on the domain-specific **scope** or top-down do not depend on it. The amount of required **human resources** differs between those phases, too. Effort **estimations** have to take disciplines, their phase focus, their domain-specific scope dependency, and the human resource **staffing curve** into account.



Software products follow a **life-cycle** of seven temporal, non-equally sized **phases**. Software Engineering **disciplines** individually focus their **efforts** on those phases, and their efforts either bottom-up depend on the domain-specific **scope**, or their efforts top-down do not depend on it. The amount of required **human resources** differs between those phases, too.

Effort estimations have to take disciplines, their phase focus, their domain-specific scope dependency, and the human resource staffing curve into account.

Furthermore, the seven sequential phases especially do not conflict with agile process models: agile time **periods** (named "sprints" in Scrum) merely subdivide the individual phases.

Questions

- ? What is the Software Engineering **Phase** called, which has the greatest personnel requirements and in which primarily the functionalities are realized?

Requirements Specification

A binding document that specifies the requirements for a solution, by focusing on the WHAT and WHY of the solution — and *not* giving instructions for the HOW.

The documented set of requirements has to be: correct, unambiguous, complete, consistent, ranked, verifiable, modifiable, and traceable.



Requirement Classes

FR Functional (Shall Do)

A condition or capability that a solution must have to provide its service in terms of its behaviour and information. Think: Functionality.



NFR Non-Functional (Shall Be)

A condition, property or quality that a solution must have to satisfy a contract, standard, or other formally imposed obligation. Think: Constraints and “-ilities”.



Requirement Interdependencies

POS Positive (Backing)

One requirement supports the other (e.g. for NFRs: Maintainability and Comprehensibility usually support Adaptability, Portability, Modifiability, etc., and Scalability usually supports Availability, etc.)



NEG Negative (Trade-Off)

One requirement interferes with the other (e.g. for NFRs: Security usually interferes with Efficiency, Usability, Performance, etc., and Orthogonality can interfere with Usability)



Requirement Characteristics

S Specific

The requirement is precise, unambiguous, and clear on what should be done.



M Measurable

The requirement can be verified when it has been achieved by use of a particular test.



A Achievable

The requirement is achievable given existing circumstances and feasible and viable solutions.



R Relevant

The requirement is relevant to the goals of the context.



T Time-Bound

The requirement can be achieved within a reasonable time frame.



Requirement Life-Time

E Enduring

The requirement lasts forever, as it is derived from core activities and organisational structures.



V Volatile

The requirement can be temporary, as it might change over time.



Requirement Expression

```
[<req-id>] <req-name>:
<subject/actor>
SHALL
<result/action/condition>
BECAUSE
<rationale>
```



The **Requirements Specification** is a binding document in which primarily the WHAT and WHY of the solution is specified, however not the concrete technical HOW. The set of requirements must be correct, unambiguous, complete, consistent, prioritized, verifiable, changeable and traceable.

There are two types of requirements: **Functional Requirement** (“Shall Do”, functionality) and **Non-Functional Requirements** (“Shall Be”, Conditions, in English often expressed with words ending in “-ility”). The architect primarily takes care of the latter.

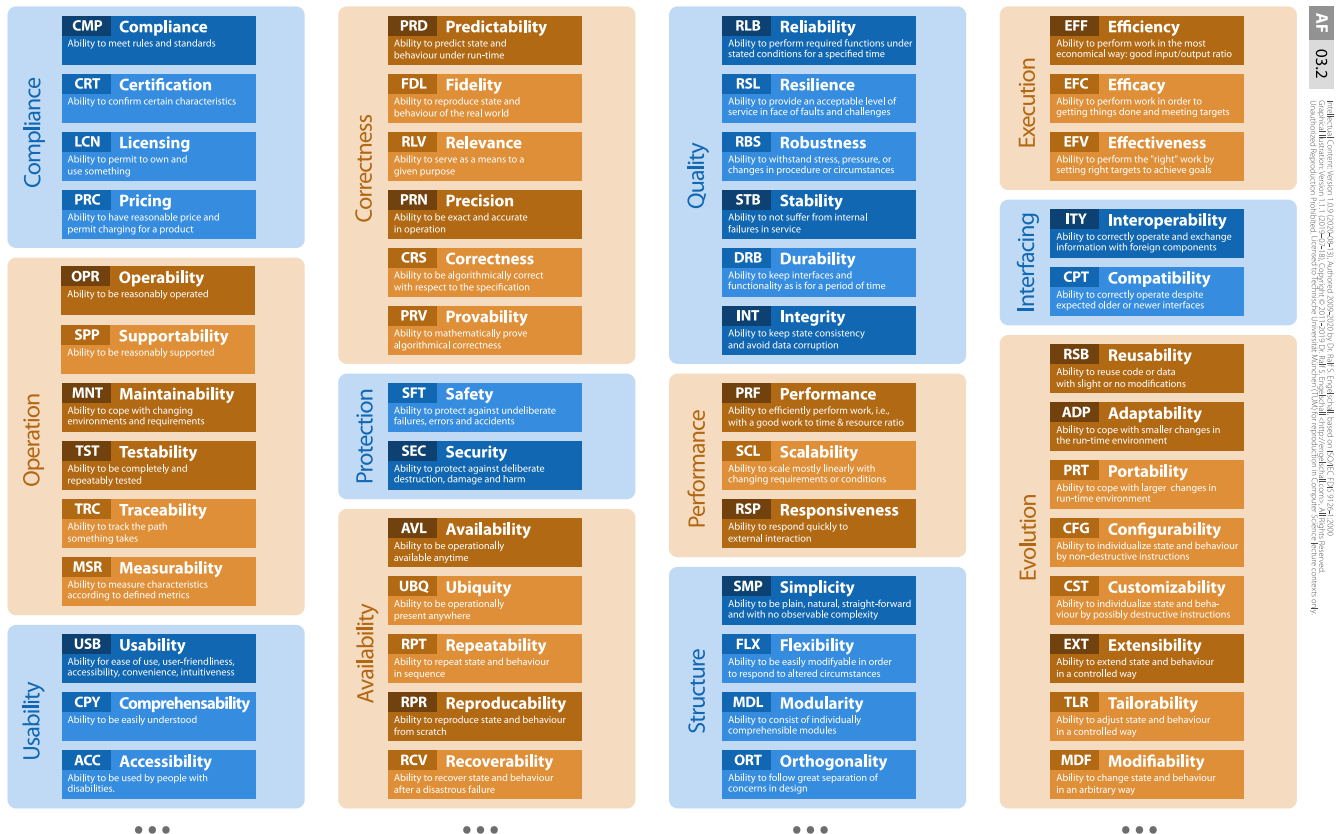
Requirements can also be reciprocally positive (backing) or negative (trade-off). The architect also primarily takes care of the latter.

Requirements should be “SMART”: **Specific, Measurable, Achievable, Relevant and Time-Bound**.

In addition, requirements are either **Enduring** (fixed) or **Volatile** (unstable). The architect should pay attention to the latter.

Questions

- ? What kind of **requirements** should the architect primarily keep in mind and should be explicitly addressed by him in the solution finding?



There are potentially many **Non-Functional Requirements**. For any solution, one must therefore first determine the actual quantity of such Requirements. This quantity must be minimized by the Architect!

For every contractually stipulated Requirement, one should take into account that it is clearly defined since there are great similarities between Requirements and the differences are sometimes very subtle.

A few of the Non-Functional Requirements that almost always have to be considered in practice are **Maintainability, Usability, Security, Availability, Reliability, Performance, Responsiveness and Adaptability.**

Questions

- ❓ Name 3 in practice frequently considered **Non-Functional Requirements**!