



# **Software Engineering in der industriellen Praxis (SEIP)**

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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.

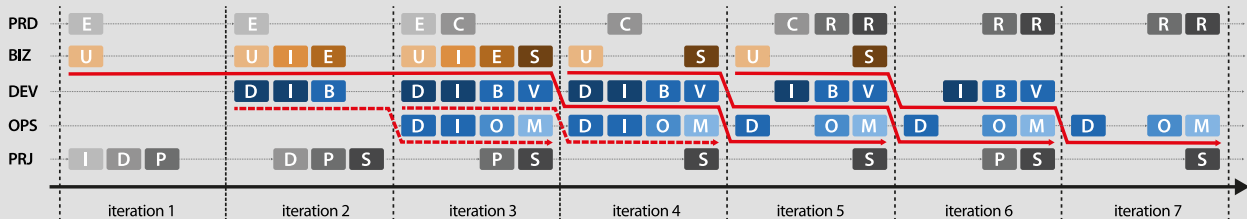
		business-oriented & domain-specific				constructive & technological				infrastructural & technological				analytical & domain-specific				postoperational & postoperational			
		AN	EX	UXP	UD	AR	SVA	DEV	REF	CF	DL	ASW	DPA	OPS	REV	AC	CP	TRN	PRO	MG	AD
		Requirements Engineer	Business Architect	User Experience Expert	User Interface Designer	Software Architect	System Architect	Software Developer	Software Developer	Configuration Manager	Build Manager	System Engineer	System Administrator	Software Tester	Software Tester	Technical Writer	Product Trainer	Product Owner	Project 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	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.

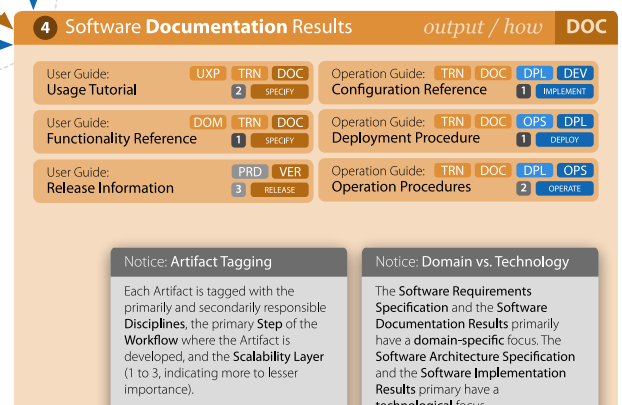
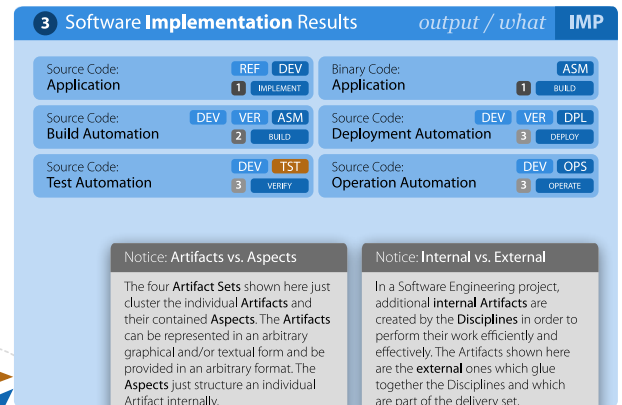
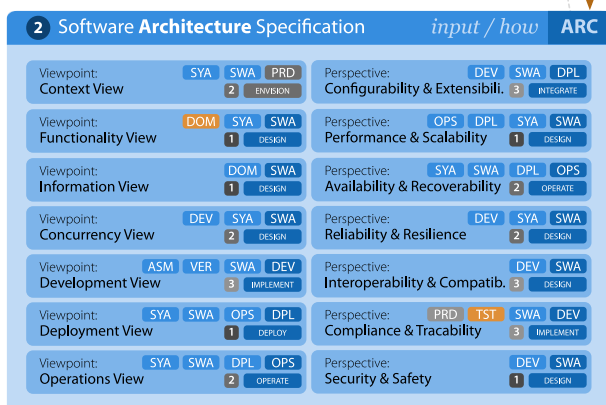
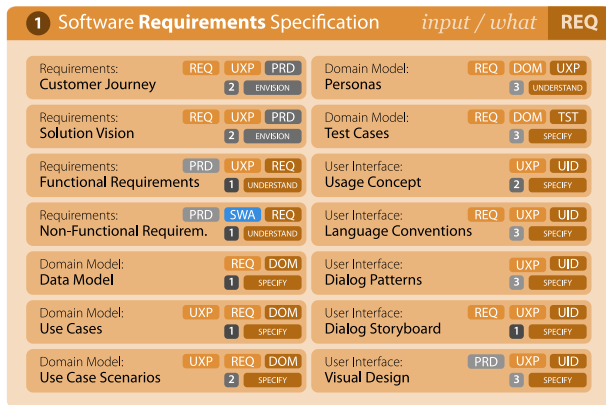
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## Questions

- ? 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.

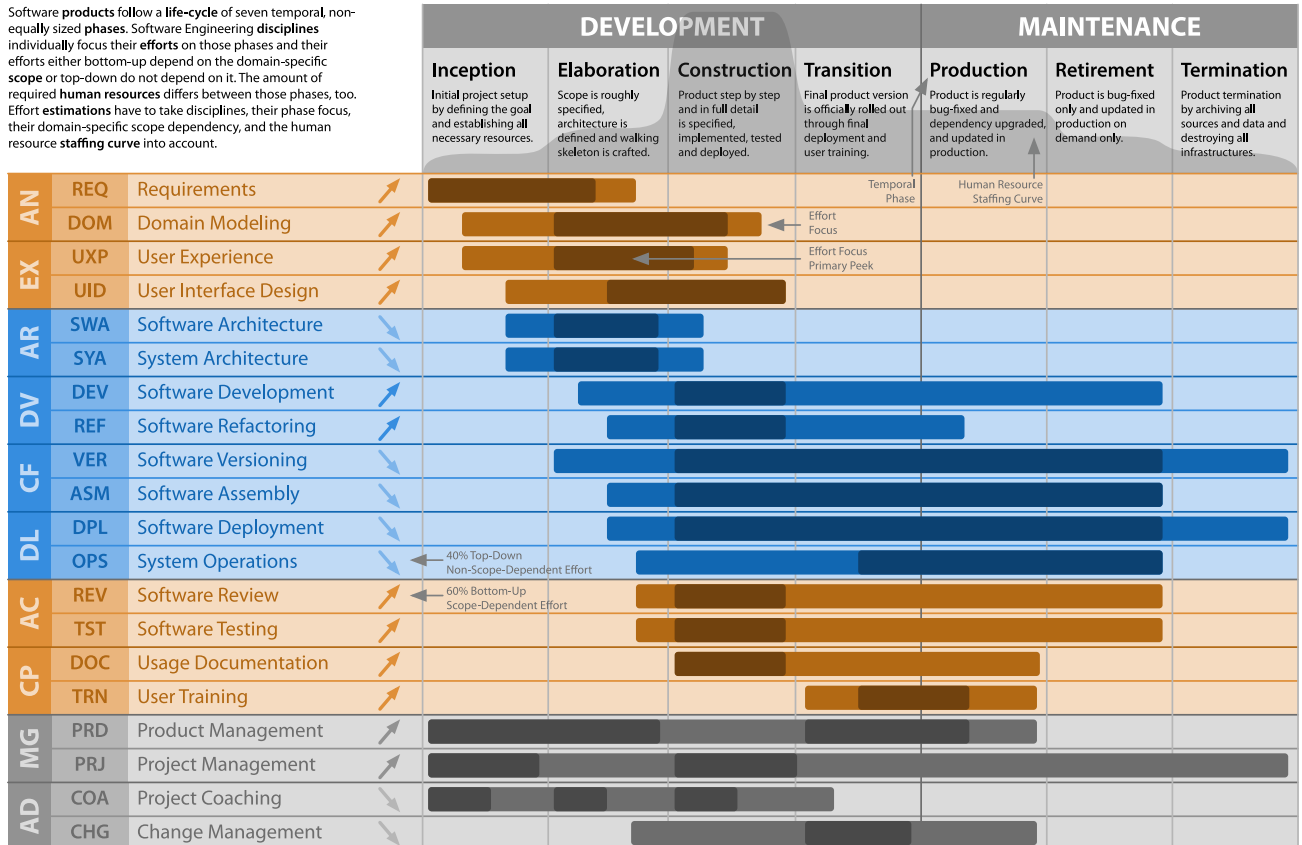
Each **Artifact** is tagged with the primarily and secondarily responsible **Disciplines**, the primary **Step** of the Workflow where the Artifact is developed, and the Scalability Layer (1 to 3, indicating more to lesser importance).

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



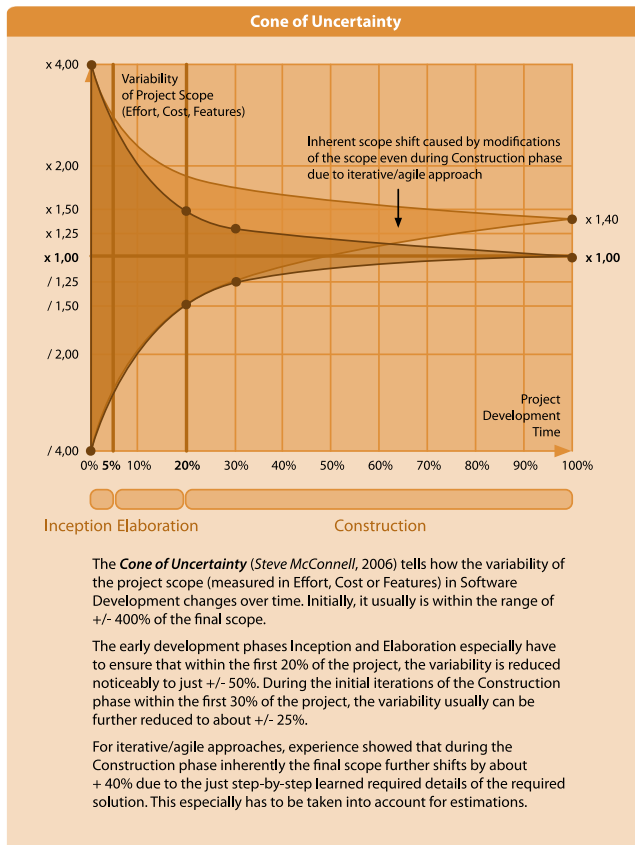
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**Effort estimations** have to take disciplines, their phase focus, their domain-specific scope dependency, and the human resource staffing curve into account.

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?



The **Cone of Uncertainty** tells how the variability of the project scope (measured in Effort, Cost or Features) in Software Development changes over time. The early development phases Inception and Elaboration especially have to ensure that the variability is reduced noticeably.

For iterative/agile approaches, experience showed that during the Construction phase, inherently the final scope further shifts due to the just step-by-step learned required details of the required solution.

The Elaboration phase is especially important for the creation of the **Walking Skeleton**, where all the technical integrations of libraries, frameworks, build procedures, etc., are done without already implementing any domain-specific functionalities.

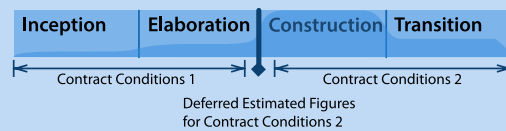
### Essential Elaboration Phase

### Walking Skeleton:

The *Walking Skeleton* (or *Technical Breakthrough*) is the design and implementation of the bare technical foundation of an application, still *without* any domain-specific functionalities. It is made during the Elaboration phase with the primary purpose to establish a stable integration of all technical aspects (libraries, frameworks, build procedures, etc) onto which the domain-specific functionalities later can be successively put onto.



### Agile Fixed-Price Contracts:



The **Agile Fixed-Price** is an agile variant of a fixed-price contract, not a fixed-price project with an agile development process.



There are two important inherent aspects:

First, the contract contains two types of conditions: one (usually *Time & Material* but fixed duration based) for the Inception and Elaboration phases in order to make experiences and to gather necessary figures, and one (usually *Fixed-User-Story* and/or *Fixed-Price* based) for the Construction and Transition phases based on deferred estimated figures, gathered in the Elaboration phase.

Second, the Fixed-Price aspect of the contract is actually based on an amount of User-Stories (resulting in costs by multiplying them with either an average hourly rate of an engineer or individual rates based on engineer job levels), which the customer can 1:1 exchange during the project for different deliverables.

The crux of an Agile Fixed-Price contract is: first, during the Inception and Elaboration phases the supplier can shrink the *Cone of Uncertainty* and this way its risks dramatically, and second, during the Construction and Transition phases the customer still remains flexible in scope.

Because of the **Cone of Uncertainty**, **Agile Fixed-Price** project contracts usually differentiate between the early phases Inception and Elaboration and the main phases Construction and Transition. The contract conditions of the latter usually depend on figures which seriously can only be estimated at the end of the Elaboration phase.

## Questions

❓ What is especially developed in the project phase "Elaboration"?



## 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.

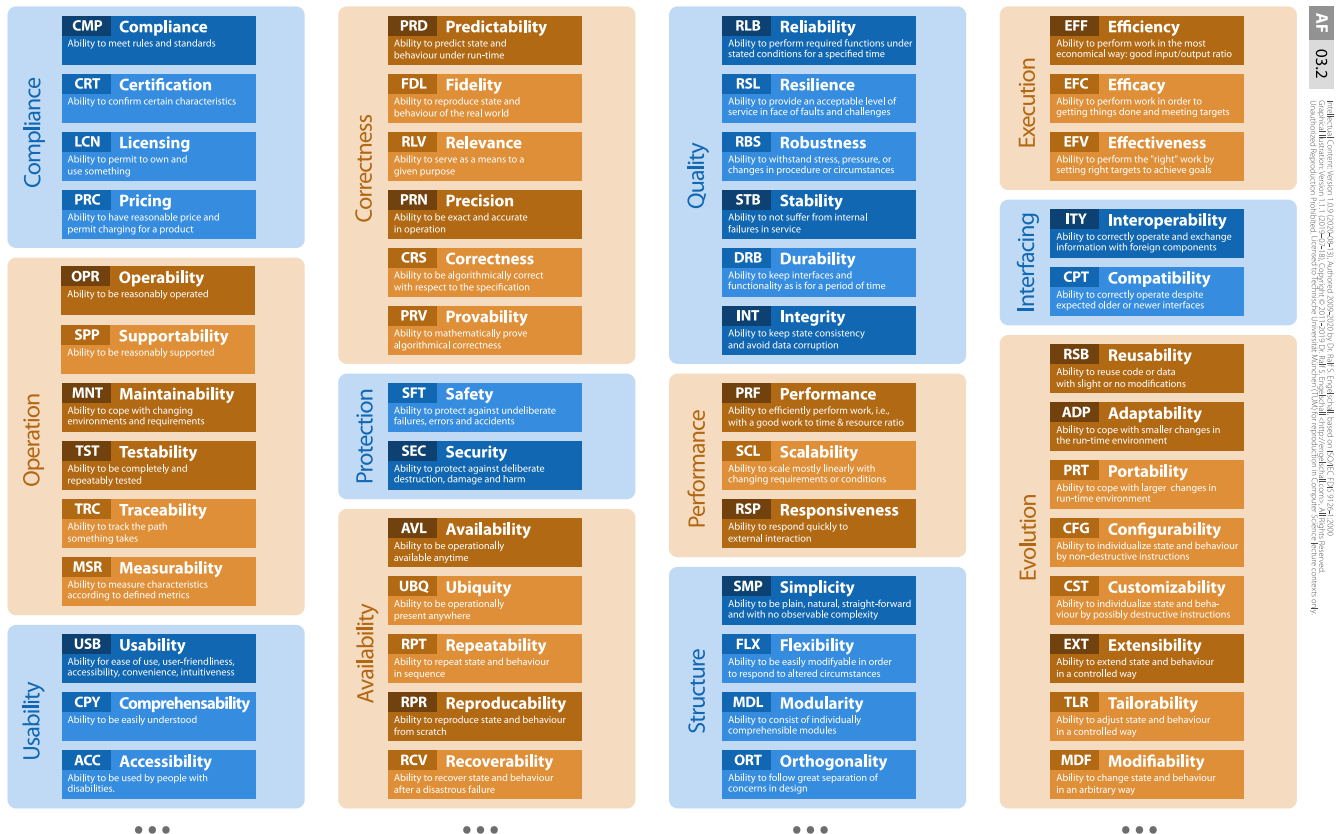
Requirements should be “SMART”: **Specific, Measurable, Achievable, Relevant and Time-Bound**.

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**!