

Software Engineering

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IT 382

Software Engineering

Lecture 1



Chapter 1: Introduction

This chapter introduces the basic concepts related to software engineering.

LECTURE OUTLINE

- ◉ Understand what software engineering is and why it is important.
- ◉ Understand that the development of different types of software systems may require different software engineering techniques.
- ◉ Understand some ethical and professional issues that are important for software engineers.
- ◉ Introducing case studies.

SOFTWARE IMPORTANCE

- ❖ The economies of ALL developed nations are dependent on software.
- ❖ More and more systems are software controlled
- ❖ Expenditure on software represents a significant fraction of GNP in all developed countries.
- ❖ Software engineering is concerned with theories, methods and tools for professional software development.

SOFTWARE COSTS

- ❖ Software costs often dominate computer system costs. The costs of software on a PC are often greater than the hardware cost.
- ❖ Software costs more to maintain than it does to develop. For systems with a long life, maintenance costs may be several times development costs.
- ❖ Software engineering is concerned with cost-effective software development.

SOFTWARE PRODUCTS

❖ Generic products

- Stand-alone systems that are marketed and sold to any customer who wishes to buy them.
- Examples – PC software such as graphics programs, project management tools; CAD software; software for specific markets such as appointments systems for dentists.

❖ Customized products

- Software that is commissioned by a specific customer to meet his own needs.
- Examples – embedded control systems, air traffic control software, traffic monitoring systems.

PRODUCT SPECIFICATION

❖ Generic products

- The specification of what the software should do is owned by the software developer and decisions on software change are made by the developer.

❖ Customized products

- The specification of what the software should do is owned by the customer for the software and they make decisions on software changes that are required.

WHAT IS SOFTWARE?

Computer programs and associated documentation. Software products may be developed for a particular customer or may be developed for a general market.

WHAT ARE THE ATTRIBUTES OF GOOD SOFTWARE?

Good software should deliver the required functionality and performance to the user and should be maintainable, dependable and usable.

WHAT IS SOFTWARE ENGINEERING?

Software engineering is an engineering discipline that is concerned with all aspects of software production.

WHAT ARE THE FUNDAMENTAL SOFTWARE ENGINEERING ACTIVITIES?

Software specification, software development, software validation and software evolution.

WHAT IS THE DIFFERENCE BETWEEN SOFTWARE ENGINEERING AND COMPUTER SCIENCE?

Computer science focuses on theory and fundamentals; software engineering is concerned with the practicalities of developing and delivering useful software.

WHAT IS THE DIFFERENCE BETWEEN SOFTWARE ENGINEERING AND SYSTEM ENGINEERING?

System engineering is concerned with all aspects of computer-based systems development including hardware, software and process engineering. Software engineering is part of this more general process.

WHAT ARE THE KEY CHALLENGES FACING SOFTWARE ENGINEERING?

Coping with increasing diversity, demands for reduced delivery times and developing trustworthy software.

WHAT ARE THE COSTS OF SOFTWARE ENGINEERING?

Roughly 60% of software costs are development costs, 40% are testing costs. For custom software, evolution costs often exceed development costs.

WHAT ARE THE BEST SOFTWARE ENGINEERING TECHNIQUES AND METHODS?

While all software projects have to be professionally managed and developed, different techniques are appropriate for different types of system. For example, games should always be developed using a series of prototypes whereas safety critical control systems require a complete and analyzable specification to be developed. You can't, therefore, say that one method is better than another.

WHAT DIFFERENCES HAS THE WEB MADE TO SOFTWARE ENGINEERING?

- ❖ The web has led to the availability of software services and the possibility of developing highly distributed service-based systems.
- ❖ Web-based systems development has led to important advances in programming languages and software reuse.

WHAT IS MEANT BY MAINTAINABILITY?

- ❖ Software should be written in such a way so that it can evolve to meet the changing needs of customers.
- ❖ This is a critical attribute because software change is an inevitable requirement of a changing business environment.

WHAT IS MEANT BY DEPENDABILITY AND SECURITY?

- ❖ Software dependability includes a range of characteristics including reliability, security and safety.
- ❖ Dependable software should not cause physical or economic damage in the event of system failure.
- ❖ Malicious users should not be able to access or damage the system.

WHAT IS MEANT BY EFFICIENCY?

- ❖ Software should not make wasteful use of system resources such as memory and processor cycles.
- ❖ Efficiency therefore includes responsiveness, processing time, memory utilization, etc.

WHAT IS MEANT BY ACCEPTABILITY?

- ❖ Software must be acceptable to the type of users for which it is designed.
- ❖ This means that it must be understandable, usable and compatible with other systems that they use.

SOFTWARE ENGINEERING

❖ Software engineering is an engineering discipline that is concerned with all aspects of software production from the early stages of system specification to maintaining the system after it has gone into use.

❖ **Engineering discipline**

- Using appropriate theories and methods to solve problems bearing in mind organizational and financial constraints.

❖ **All aspects of software production**

- Not just technical process of development. Also project management and the development of tools, methods etc. to support software production.

IMPORTANCE OF SOFTWARE ENGINEERING

- ❖ More and more, individuals and society rely on advanced software systems. We need to be able to produce reliable and trustworthy systems economically and quickly.
- ❖ It is usually cheaper, in the long run, to use software engineering methods and techniques for software systems rather than just write the programs as if it were a personal programming project.
- ❖ For most types of system, the majority of costs are the costs of changing the software after it has gone into use.

SOFTWARE PROCESS ACTIVITIES

- ❖ **Software specification**, where customers and engineers define the software that is to be produced and the constraints on its operation.
- ❖ **Software development**, where the software is designed and programmed.
- ❖ **Software validation**, where the software is checked to ensure that it is what the customer requires.
- ❖ **Software evolution**, where the software is modified to reflect changing customer and market requirements.

GENERAL ISSUES THAT AFFECT MOST SOFTWARE

❖ Heterogeneity

- Increasingly, systems are required to operate as distributed systems across networks that include different types of computers and mobile devices.

❖ Business and social change

- Business and society are changing incredibly quickly as emerging economies develop and new technologies become available. They need to be able to change their existing software and to rapidly develop new software.

❖ Security and trust

- As software is intertwined with all aspects of our lives, it is essential that we can trust that software.

SOFTWARE ENGINEERING DIVERSITY

- ❖ There are many different types of software systems and there is no universal set of software techniques that is applicable to all of these systems.
- ❖ The used software engineering methods and tools depend on
 - the type of application being developed,
 - the requirements of the customer and
 - the background of the development team.

APPLICATION TYPES

❖ Stand-alone applications

- These are application systems that run on a local computer, such as a PC. They include all necessary functionality and do not need to be connected to a network.

❖ Interactive transaction-based applications

- Applications that execute on a remote computer and are accessed by users from their own PCs or terminals. These include web applications such as e-commerce applications.

❖ Embedded control systems

- These are software control systems that control and manage hardware devices. Numerically, there are probably more embedded systems than any other type of system.

APPLICATION TYPES (CONT.)

❖ Batch processing systems

- These are business systems that are designed to process data in large batches. They process large numbers of individual inputs to create corresponding outputs.

❖ Entertainment systems

- These are systems that are primarily for personal use and which are intended to entertain the user.

❖ Systems for modelling and simulation

- These are systems that are developed by scientists and engineers to model physical processes or situations, which include many, separate, interacting objects.

APPLICATION TYPES (CONT.)

❖ Data collection systems

- These are systems that collect data from their environment using a set of sensors and send that data to other systems for processing.

❖ Systems of systems

- These are systems that are composed of a number of other software systems.

SOFTWARE ENGINEERING FUNDAMENTALS

❖ Some fundamental principles apply to all types of software system, irrespective of the development techniques used:

- Systems should be developed using a managed and understood development process. Of course, different processes are used for different types of software.
- Dependability and performance are important for all types of system.
- Understanding and managing the software specification and requirements (what the software should do) are important.
- Where appropriate, you should reuse software that has already been developed rather than write new software.

SOFTWARE ENGINEERING AND THE WEB

- ❖ The Web is now a platform for running application and organizations are increasingly developing web-based systems rather than local systems.
- ❖ Web services allow application functionality to be accessed over the Web.
- ❖ Cloud computing is an approach to the provision of computer services where applications run remotely on the 'cloud'.
- ❖ Users do not buy software but pay according to use.

WEB SOFTWARE ENGINEERING

- ❖ Software reuse is the dominant approach for constructing web-based systems.
- ❖ When building these systems, you think about how you can assemble them from pre-existing software components and systems.
- ❖ Web-based systems should be developed and delivered incrementally.
- ❖ It is now generally recognized that it is impractical to specify all the requirements for such systems in advance.
- ❖ User interfaces are constrained by the capabilities of web browsers.

WEB-BASED SOFTWARE ENGINEERING

- ❖ Web-based systems are complex distributed systems, but the fundamental principles of software engineering discussed previously are as applicable to them as well as any other types of system.

SUMMARY

- ❖ Software engineering is an engineering discipline that is concerned with all aspects of software production.
- ❖ Essential software product attributes are maintainability, dependability and security, efficiency and acceptability.
- ❖ The high-level activities of specification, development, validation and evolution are part of all software processes.
- ❖ The fundamental notions of software engineering are universally applicable to all types of system development.

SUMMARY

- ❖ There are many different types of systems and each requires appropriate software engineering tools and techniques for their development.
- ❖ The fundamental ideas of software engineering are applicable to all types of software systems.



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