Chapter 1

- Software & Software Engineering

*Slide Set to accompany*

*Software Engineering: A Practitioner’s Approach, 7/e*

by Roger S. Pressman


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What is Software?

Software is: (1) *instructions* (computer programs) that when executed provide desired features, function, and performance; (2) *data structures* that enable the programs to adequately manipulate information and (3) *documentation* that describes the operation and use of the programs.
What is Software?

- *Software is developed or engineered, it is not manufactured in the classical sense.*
- *Software doesn't "wear out."*
- *Although the industry is moving toward component-based construction, most software continues to be custom-built.*
Wear vs. Deterioration

increased failure rate due to side effects
change
actual curve
idealized curve

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Software Applications

- system software
- application software
- engineering/scientific software
- embedded software
- product-line software
- WebApps (Web applications)
- AI software
Software—New Categories

- Open world computing—pervasive, distributed computing
- Ubiquitous computing—wireless networks
- Netsourcing—the Web as a computing engine
- Open source—"free" source code open to the computing community (a blessing, but also a potential curse!)
- Also … (see Chapter 31)
  - Data mining
  - Grid computing
  - Cognitive machines
  - Software for nanotechnologies
Legacy Software

Why must it change?

- software must be **adapted** to meet the needs of new computing environments or technology.
- software must be **enhanced** to implement new business requirements.
- software must be **extended** to make it interoperable with other more modern systems or databases.
- software must be **re-architected** to make it viable within a network environment.
Characteristics of WebApps - I

- **Network intensiveness.** A WebApp resides on a network and must serve the needs of a diverse community of clients.
- **Concurrency.** A large number of users may access the WebApp at one time.
- **Unpredictable load.** The number of users of the WebApp may vary by orders of magnitude from day to day.
- **Performance.** If a WebApp user must wait too long (for access, for server-side processing, for client-side formatting and display), he or she may decide to go elsewhere.
- **Availability.** Although expectation of 100 percent availability is unreasonable, users of popular WebApps often demand access on a “24/7/365” basis.
Characteristics of WebApps - II

- **Data driven.** The primary function of many WebApps is to use hypermedia to present text, graphics, audio, and video content to the end-user.

- **Content sensitive.** The quality and aesthetic nature of content remains an important determinant of the quality of a WebApp.

- **Continuous evolution.** Unlike conventional application software that evolves over a series of planned, chronologically-spaced releases, Web applications evolve continuously.

- **Immediacy.** Although *immediacy*—the compelling need to get software to market quickly—is a characteristic of many application domains, WebApps often exhibit a time to market that can be a matter of a few days or weeks.

- **Security.** Because WebApps are available via network access, it is difficult, if not impossible, to limit the population of end-users who may access the application.

- **Aesthetics.** An undeniable part of the appeal of a WebApp is its look and feel.
Software Engineering

- Some realities:
  - A concerted effort should be made to understand the problem before a software solution is developed
  - Design becomes a pivotal activity
  - Software should exhibit high quality
  - Software should be maintainable

- The seminal definition:
  - [Software engineering is] the establishment and use of sound engineering principles in order to obtain economically software that is reliable and works efficiently on real machines.
Software Engineering

- The IEEE definition:
  - *Software Engineering: (1)* The application of a *systematic, disciplined, quantifiable approach* to the *development, operation, and maintenance of software; that is, the application of engineering to software.* (2) *The study of approaches as in (1).*

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A Layered Technology

Software Engineering

tools
methods
process model

a “quality” focus

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A Process Framework

Process framework

Framework activities

work tasks
work products
milestones & deliverables
QA checkpoints

Umbrella Activities

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Framework Activities

- Communication
- Planning
- Modeling
  - Analysis of requirements
  - Design
- Construction
  - Code generation
  - Testing
- Deployment
Umbrella Activities

- Software project management
- Formal technical reviews
- Software quality assurance
- Software configuration management
- Work product preparation and production
- Reusability management
- Measurement
- Risk management
Adapting a Process Model

- the overall flow of activities, actions, and tasks and the interdependencies among them
- the degree to which actions and tasks are defined within each framework activity
- the degree to which work products are identified and required
- the manner in which quality assurance activities are applied
- the manner in which project tracking and control activities are applied
- the overall degree of detail and rigor with which the process is described
- the degree to which the customer and other stakeholders are involved with the project
- the level of autonomy given to the software team
- the degree to which team organization and roles are prescribed
The Essence of Practice

- Polya suggests:
  1. Understand the problem (communication and analysis).
  2. Plan a solution (modeling and software design).
  3. Carry out the plan (code generation).
  4. Examine the result for accuracy (testing and quality assurance).
Understand the Problem

- *Who has a stake in the solution to the problem?* That is, who are the stakeholders?
- *What are the unknowns?* What data, functions, and features are required to properly solve the problem?
- *Can the problem be compartmentalized?* Is it possible to represent smaller problems that may be easier to understand?
- *Can the problem be represented graphically?* Can an analysis model be created?
Plan the Solution

- *Have you seen similar problems before?* Are there patterns that are recognizable in a potential solution? Is there existing software that implements the data, functions, and features that are required?
- *Has a similar problem been solved?* If so, are elements of the solution reusable?
- *Can subproblems be defined?* If so, are solutions readily apparent for the subproblems?
- *Can you represent a solution in a manner that leads to effective implementation?* Can a design model be created?
Carry Out the Plan

- Does the solution conform to the plan? Is source code traceable to the design model?
- Is each component part of the solution provably correct? Has the design and code been reviewed, or better, have correctness proofs been applied to algorithm?
Examine the Result

- *Is it possible to test each component part of the solution?* Has a reasonable testing strategy been implemented?
- *Does the solution produce results that conform to the data, functions, and features that are required?* Has the software been validated against all stakeholder requirements?
Hooker’s General Principles

1: The Reason It All Exists
2: KISS (Keep It Simple, Stupid!)
3: Maintain the Vision
4: What You Produce, Others Will Consume
5: Be Open to the Future
6: Plan Ahead for Reuse
7: Think!
Software Myths

- Affect managers, customers (and other non-technical stakeholders) and practitioners
- Are believable because they often have elements of truth,

  *but* …

- Invariably lead to bad decisions,

  *therefore* …

- Insist on reality as you navigate your way through software engineering

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How It all Starts

- **SafeHome:**
  - Every software project is precipitated by some business need—
    - the need to correct a defect in an existing application;
    - the need to adapt a ‘legacy system’ to a changing business environment;
    - the need to extend the functions and features of an existing application, or
    - the need to create a new product, service, or system.