A Quick Overview of Software Engineering

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(Foto Peter Hilz)

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Denksport De 730.000 betrokken burgers





Software Engineering is about ...

- Building large software systems
- Using state-of-the-art scientific knowledge
- Using solid engineering practices
- Dealing with evolving software
- Controlling complexity
- Controlling quality





Societal Relevance

- All parts of society essentially depend on software:
 - Government (taxes, social security,
 - Healthcare
 - Services (banking and insurance companies)
 - Transportation, logistics, telecommunication
 - Entertainment (games, animation)











Facts about Software



- 50% of all software projects costs more than twice the original budget
- One-third of all projects has a delay of 200-300%
- 80% of all projects fails
- Failing software costs in the US 56 billion \$ per year
- 60% of all programmers works on maintenance

Software Engineering has to reconcile

- The *requirements* of the stakeholders and users of a system
- The engineering of the system including designing, building, testing, and maintaining it
- The **process** how to organize all the above

Requirements



How the customer



How the project leader understood it



How the engineer designed it



How the customer was billed



How the programmer wrote it



How the helpdesk supported it



How the sales executive described it



What the customer really needed



How the project was documented



installed

Requirements



Requirements

- Interviews with stakeholders
- User stories and Use cases
- Mock ups
- Early prototypes
- "Customer on site"

User Stories

- Pattern: As a <role>, I want <goal/desire>
- As a user, I want to search for my customers by their first and last names.
- As a user closing the application, I want to be prompted to save if I have made any change in my data since the last save.

Use Case



Message Sequence Chart





Engineering

- Software Architecture
- Software Design
- Software Construction
- Software Quality Assessment
- Software Maintenance

Software Architecture and Design



Sagrada Familia Barcelona, Spain, 1883 -- ...













Antoni Gaudi, 1852 -- 1926

Why is Gaudi's Design Good?

- Forms inspired by nature
- Organic integration of parts
- Each facade a separate theme
- Unconventional
- Impressive



Note: miniature models were used to study the design

Introduction Software Engineering

Johnson Wax Headquarters 1936-1939

Fallingwater, 1935



Introduction Software Engineering Robie House 1908 --1910



Frank Loyd Wright 1867 -- 1959

Why are Loyd Wright's Designs Good?

- Clear lines and forms
- Simple
- Design has a perfect fit with the environment
- Careful consideration how light enters building



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What is Software Architecture?

The **software architecture** of a system is the set of structures needed to reason about the system, which comprise software elements, relations among them, and properties of both.

The term also refers to documentation of a system's "software architecture." Documenting software architecture facilitates communication between stakeholders, documents early decisions about high-level design, and allows reuse of design components and patterns between projects

Software Architecture Client-server architecture



Introduction Software Engineering

Software Architecture Service Bus



Introduction Software Engineering

What is Software Design?

Software design is a process of problemsolving and planning for a software solution. After the purpose and specifications of software are determined, software developers will design or employ designers to develop a plan for a solution. It includes low-level component and algorithm implementation issues as well as the architectural view. Source: Wikipedia

Software Design

- Design Patterns
- Algorithm Design
- Data design
- Unclear separation between high-level and low-level concerns

SW Design is a "Wicked" Problem

- No definite formulation of the problem
- No stopping rule: we never reach "the" solution
- Solution not true/false but only good/bad. Many acceptable solutions
- Every solution may lead to other wicked problems
- Source: Van Vliet, Software Engineering

Global SW Design Strategies

Top-down: start from problem domain

- Pro: good fit with the requirements, global picture
- Con: unclear whether you can reach good (efficient) solution at the code level

Bottom-up: start from solutions domain

- Pro: good solution for local problems
- Con: unclear whether you will eventually satisfy the global requirements
- YoYo: reconcile these strategies

YoYo Design

- Start with global, top-down, design
- Do bottom-up design of selected parts to verify that detailed design is feasible
- Integrate with (and change) global design
- Repeat

Software Construction

- Programming Languages
- Paradigms: imperative OO functional ...
- Approaches:
 - Design Patterns
 - Domain-specific Languages (DSLs)
 - Model-driven
 - Aspect-oriented programming
- Tools: IDEs, debuggers, test tools, version management, ...

Software Quality Assessment

- Software complies with requirements and is functionally correct?
- Non-functional quality aspects:
 - Performance, reliability, security, maintainability, documentation, ease-of-use, ...
- Rule of thumb: the earlier a problem is found, the cheaper you can fix it:
 - Requirements (1x); Post-release (100x)

Code Review

- Interactive session, where a developer explains his/her code to colleagues
- Finds more errors than any other technique!
- Pair-programming (discussed later) supports this

The Word "bug"

- In relay-based machines 1/4 little insects could disrupt machine operation
- Here a moth found in the Harvard Mark II
- Now used for software errors
- Debugging: removing errors



Testing

- "Testing can only show the presence of bugs, not their absence" (Edsger Dijkstra)
- White-box testing
 - During testing the implementation is known
- Black-box testing
 - Implementation is unknown
- Test levels
 - Unit
 - Integration
 - System

Manual Unit Testing

- Manually write test cases that exercise a function for average values and boundary values
- Example: test cases for a list sort function:
 - Empty list
 - Non-empty, sorted, lists
 - Non-empty, reversely sorted, lists
 - Random lists of various sizes

Automatic Unit Testing

- Write a predicate isSorted to test that a list is sorted.
- bool testSort(list[int] L) = isSorted(sort(L))
- Randomly generate lists and use testSort as oracle.
- This approach is called QuickCheck and is highly effective.

Test Tools for the Rascal programmer

- test is a function modifier, currently for Boolean functions without parameters.
- Use :test on the command line to run all test functions
- A Master's project is well-advanced to add QuickCheck functionality to Rascal's test framework.

Testing Rascal itself

- Thousands of tests for basic language elements and libraries
- Code examples in Tutor are also executed and also act as tests.
- Developer and tester should wear different "hats"



Testing the Integer Operators

@Test public void testInt() assertTrue(runTest("1 == 1;")); assertTrue(runTest("1 != 2;")); assertTrue(runTest("-1 == -1;")); assertTrue(runTest("-1 != 1;")); assertTrue(runTest("1 + 1 == 2;")); assertTrue(runTest("-1 + 2 == 1;")); assertTrue(runTest("1 + (-2) == -1;")); assertTrue(runTest("2 - 1 == 1;")); assertTrue(runTest("2 - 3 == -1;")); assertTrue(runTest("2 - -1 == 3;"));assertTrue(runTest("-2 - 1 == -3:")):assertTrue(runTest("2 * 3 == 6;")); assertTrue(runTest("-2 * 3 == -6;")); assertTrue(runTest("2 * (-3) == -6;")); assertTrue(runTest("-2 * (-3) == 6;")); assertTrue(runTest("8 / 4 == 2;")); assertTrue(runTest("-8 / 4 == -2;"));assertTrue(runTest("8 / -4 == -2;")); assertTrue(runTest("-8 / -4 == 2;"));assertTrue(runTest("7 / 2 == 3;")); assertTrue(runTest("-7 / 2 == -3;")); assertTrue(runTest("7 / -2 == -3;")); assertTrue(runTest("-7 / -2 == 3;")); assertTrue(runTest("0 / 5 == 0;")); assertTrue(runTest("5 / 1 == 5;"));

assertTrue(runTest("5 % 2 == 1;"));
assertTrue(runTest("-5 % 2 == -1;"));
assertTrue(runTest("5 % -2 == 1;"));

assertTrue(runTest("-2 <= -1;")); assertTrue(runTest("-2 <= 1;")); assertTrue(runTest("1 <= 2;")); assertTrue(runTest("2 <= 2;")); assertFalse(runTest("2 <= 1;"));</pre>

assertTrue(runTest("-2 < -1;"));
assertTrue(runTest("-2 < 1;"));
assertTrue(runTest("1 < 2;"));
assertFalse(runTest("2 < 2;"));</pre>

assertTrue(runTest("-1 >= -2;")); assertTrue(runTest("1 >= -1;")); assertTrue(runTest("2 >= 1;")); assertTrue(runTest("2 >= 2;")); assertFalse(runTest("1 >= 2;"));

assertTrue(runTest("-1 > -2;")); assertTrue(runTest("1 > -1;")); assertTrue(runTest("2 > 1;")); assertFalse(runTest("2 > 2;")); assertFalse(runTest("1 > 2;"));

assertTrue(runTest("(3 > 2 ? 3 : 2) == 3;"));

}

Testing Sort

```
@Test
public void sort() {
```

```
prepare("import List;");
```

assertTrue(runTestInSameEvaluator("{List::sort([]) == [];}")); assertTrue(runTestInSameEvaluator("{sort([]) == [];}")); assertTrue(runTestInSameEvaluator("{List::sort([1]) == [1];}")); assertTrue(runTestInSameEvaluator("{List::sort([2, 1]) == [1,2];}")); assertTrue(runTestInSameEvaluator("{sort([2, 1]) == [1,2];}")); assertTrue(runTestInSameEvaluator("{sort([2, 1]) == [1,2];}")); assertTrue(runTestInSameEvaluator("{List::sort([2, -1, 4, -2, 3]) == [-2, -1, 2, 3, 4];}")); assertTrue(runTestInSameEvaluator("{sort([2, -1, 4, -2, 3]) == [-2, -1, 2, 3, 4];}")); }

Test Driven Developmen (TDD)

- Write test cases first (they act as a specification)
- Then write the implementation of the code that is tested

The Software Process

Software Process

- All aspects of the software *life cycle*
- Two main styles:
 - Waterfall
 - Agile

Waterfall Model



Waterfall Model

- All steps are traceable
- Solid engineering practices
- Long development cycles
- Not so easy to steer the project
- Much bureaucracy

Agile Development

- Originally called Extreme Programming
- Agile Manifesto
- Agile Principles
- Agile Practices
- Large commercial interests in "selling" you agile methods

Manifesto for Agile Software Development

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

Individuals and interactions over processes and tools Working software over comprehensive documentation Customer collaboration over contract negotiation Responding to change over following a plan

> That is, while there is value in the items on the right, we value the items on the left more.

Kent Beck Mike Beedle Arie van Bennekum Alistair Cockburn Ward Cunningham Martin Fowler James Grenning Jim Highsmith Andrew Hunt Ron Jeffries Jon Kern Brian Marick Robert C. Martin Steve Mellor Ken Schwaber Jeff Sutherland Dave Thomas

Agile Principles

- Customer satisfaction by rapid delivery of useful software
- Welcome changing requirements, even late in development
- Working software is delivered frequently (weeks, not months)
- Working software is the principal measure of progress
- Sustainable development, able to maintain a constant pace
- Daily co-operation between business people and developers
- Face-to-face conversation is the best form of communication (co-location)
- Projects are built around motivated, trusted, individuals
- Continuous attention to technical excellence and good design
- Simplicity- The art of maximizing the amount of work not done
 is essential
- Self-organizing teams
- Regular adaptation to changing circumstances

Agile Practices

- Pair programming
- Design patterns
- Continuous Integration
- Test-driven development
- Automated unit testing
- Refactoring

Agile Development

- Many agile approaches: SCRUM, Kanban, XP, DSDM
- There is no scientific proof that waterfall methods or agile methods are "better"
 - We have done various studies; it is hard to obtain and compare data
- The influence of individual programmers is large (10x difference between individuals)

Software Engineering

- At the core of
 - Web technologies
 - Mobile applications
 - Gaming
 - Big Data
 - Scientific computing

- Many faces:
 - Technical
 - Human
 - Organizational

Mashable Business

Social Media -Entertainment - US & World - Videos Tech -Business -

Ads by Google Earth Sciences Jobs CareerCast, a site for job seekers, listed the top 200 jobs of 2012. Software engineer had the best overall score when you average work environment, income, stress level, physical demands and hiring outlook. The site, which used Department of Labor statistics, pegged the average income of a software engineer at \$88,142.

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'Software Engineer' Tops List of 2012's Best Jobs



April 13, 2012 by Todd Wasserman

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Do you code for a living? Then congratulations, you have the best job in America right now, according to a new survey.

CareerCast, a site for job seekers, listed the top 200 jobs of 2012. Software engineer had the best overall score when you average work environment, income, stress level, physical demands and hiring outlook. The site, which used Department of Labor statistics, pegged the average income of a software engineer at \$88,142.

