

# Introduction to Software Engineering

Tom Verhoeff  
TU/e  
Faculty of Mathematics & Computing Science

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## The Problem

Software products (often?) suffer(ed?) from

- bugs: low quality
- high cost: budget overrun
- late delivery: schedule overrun

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## History

- 1968 NATO Conference: Software Crisis
- Apply engineering to software development

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## Goal

Make quality software, on time, within budget

- large & complex systems
- built by teams
- exist in many versions & variants
- last for many years
- undergo frequent changes

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## IEEE Definition of SE

Application of a systematic, disciplined, quantifiable approach to the development, operation, and maintenance of software

- The IEEE develops and maintains numerous internationally-accepted standards for SE

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## Maintenance

Most software

- lives longer than planned
- undergoes more changes than planned
- Corrective maintenance
- Adaptive maintenance
- Perfective maintenance (e.g. enable reuse)

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## Nature of Software

- Intangible
- Malleable
- Intellectually intensive
- Trivial replication

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## Planning $\Delta$

Any two characteristics constrain the third:

- Size
- Cost (time, money)
- Quality

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## Metrics

- Measure size
- Measure cost
- Measure quality

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## Management $\Delta$

- Plan: who does what, when, how; dependencies; based on previous measurements
- Execute
- Monitor: measure, adjust, handle risks

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## Human Factors

- Limited productivity: work in teams
- Limited capacity: divide and conquer
- Limited accuracy: verify work early and often
- Limited communication: write documentation

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## Product, Process, Documentation

- Product
- Product documentation, verification
- Process (awareness)
- Process documentation, verification

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## Life-Cycle vs Process

- Life-Cycle: various incarnations of product
- Process: tasks and disciplines to do work

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## Waterfall

- Requirements
- Design
- Production
- Transfer
- Operation & Maintenance

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## Alternatives

- Incremental
- Spiral
- Evolutionary
- 2D (Unified Process)

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## Management Issues

- Planning, monitoring, facilitating
- Configuration Management
- Quality Assurance

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## Drivers

- Documentation driven
- Risk driven
- Customer/requirements driven

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## Models & Prototypes

- Formal models
- Prototypes: from paper mock-up to executable

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## What Else?

- Software Qualities: Often “invisible”
- Software Engineering Principles
- SE Code of Ethics and Professional Practice

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## Keep in Mind

- ... that you will be applying large-scale SE methods in a small-scale software project
- ... that many software qualities focus on maintenance, and seem much less relevant when just getting something new to “work”
- ... that it is important, but difficult, to measure and predict such aspects as size, cost, and quality of software

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