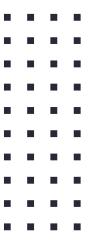




# Software Engineering

## Introduction







#### What is Software Engg??

It is the application of a systematic, disciplined, quantifiable approach for the

development, operation, and maintenance

of software

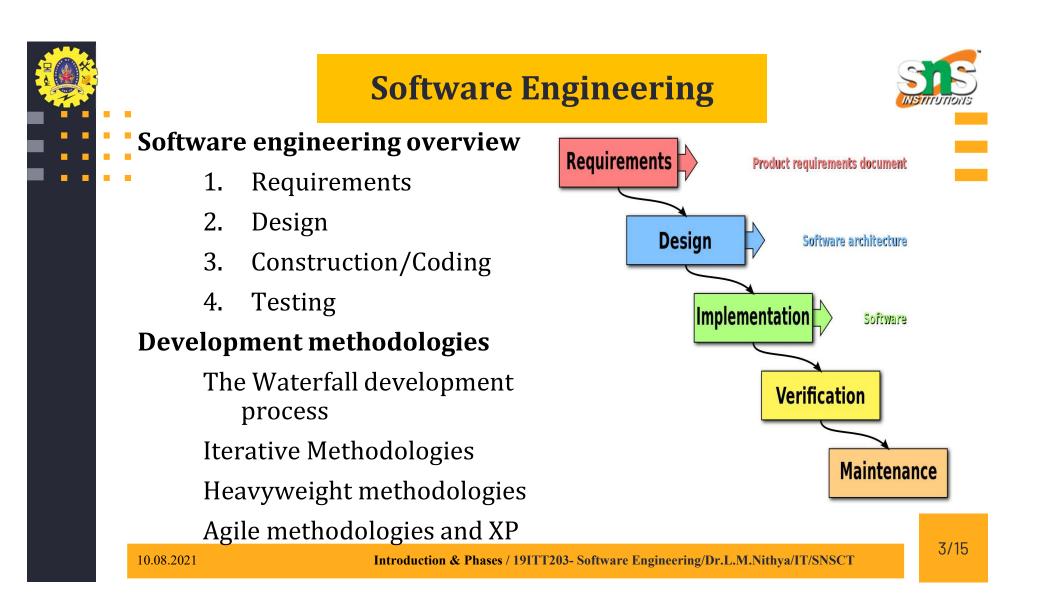
Definition by IEEE

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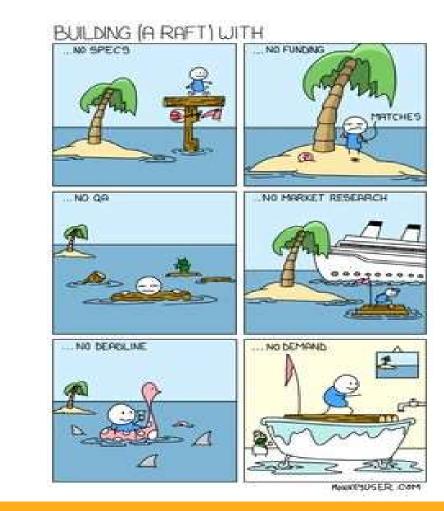






#### Software Development Activities

- Software development always includes the following activities (to some extent):
- i. Requirements analysis
- ii. Design
- iii. Construction(Coding)
- iv. Testing
- v. Maintenance
- These activities do not follow strictly one after another!
   Often overlap and interact
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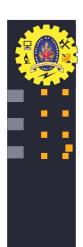
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#### **Software Requirements**

- defines the functionality of the system
  - Answer the question "what?", not "how?"
  - Define constraints on the system
- Two kinds of requirements
  - Functional requirements
  - Non-functional requirements



Source: NMG Technologies.com

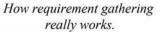


#### **Requirements Analysis**

- *Requirements analysis* starts from a vision about the system
- Customers don't know what they need!
- Requirements come roughly and are specified and extended iteratively
- *Prototyping* is often used, especially for the user interface
- The outcome is the Software Requirements Specification (SRS)

How stakeholders think requirement gathering works.



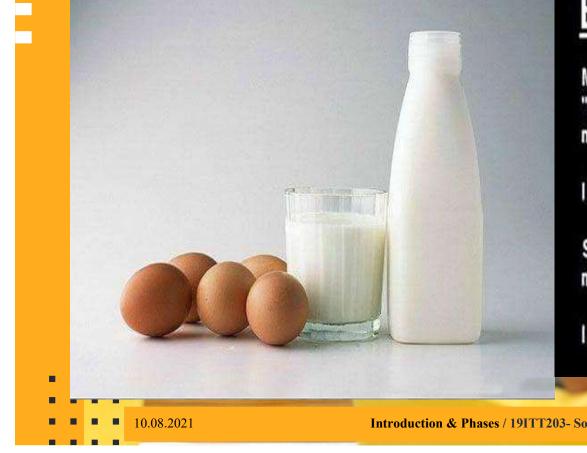




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#### (Mis)understanding the Requirements





### **BEING A PROGRAMMER**

My mom said: "Honey, please go to the market and buy 1 bottle of milk. If they have eggs, bring 6"

I came back with 6 bottles of milk.

She said: "Why the hell did you buy 6 bottles of milk?"

I said: "BECAUSE THEY HAD EGGS!!!!"

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#### Software Design

- Software design is a technical
- description about how the system will implement the requirements
- The *system architecture* describes:
  - How the system will be decomposed into subsystems (modules)
  - Responsibilities of each module
  - Interaction between modules
  - Platforms and technologies

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... if you can do it cheaper?



#### **Software Construction**

During the *software construction* phase developers create the software

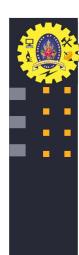
#### (implementation phase)

It includes:

- Internal method design
- Writing code
- Writing unit tests (sometimes)
- Testing and debugging
- Integration

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#### Testing

- *Testing* checks whether the developed
  software conforms to the requirements
  Aims to identify defects (bugs)
  Developers test the code after write it
  At least run it to see the results
- *Unit testing* is even better
- Units tests can be repeated many times by developers
- *Integration testing*(Units integrated)
- *System testing* is done by QA engineers





#### Debugging

*Debugging* aims to find the source of already identified defect and to fix it

• Performed by developers

#### **Steps in debugging:**

- Find the defect in the code
- Identify the source of the problem
- Identify the exact place in code causing it
- Fix the defect
- Test to check if the fix is correct







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#### **Coding != Software Engineering**



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- Inexperienced developers consider coding the core of development
- In most projects coding is only 20% of the project activities!
- The important decisions are taken during the requirements analysis and design

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- Documentation, testing, integration, maintenance, etc. are often disparaged
- Software engineering is not just coding!
  - Programmer != software engineer



#### Assessment

c. Analysis Report

- Requirements phase defines the functionality of the system (True / False)
- 2. What are the 2 main types of requirements?
- 3. \_\_\_\_\_answer the question "what?", not "how?".
- 4. Software Construction phase is also called as \_\_\_\_\_phase
- 5. Outcome of requirements analysis phase is\_ a. Software Requirements Specification b. Requirements I
  - cation b. Requirements Document d. Software Requirements Report







# Thanks!

Any questions?

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