

## Software Engineering

- Application of systematic, disciplined, quantifiable approach to software development, operation and maintenance of software. (*IEEE-Std.*)
- The term *software engineering* was used occasionally in the late 1950s and early 1960s. It was popularized as a response to the software crisis during the 1968 NATO Software Engineering Conference (held in Garmisch, Germany) by its chairman F.L. Bauer, and has been in widespread use since.

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## Why do we need SE?

- Increased demands for software with:
  - high quality
  - high complexity
  - delivered promptly
  - low price
- Frequent failures:
  - Space shuttle
  - Nike
  - Denver airport

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## Challenges to SE

- Different types of software:
  - criticality
  - # users
  - # developers
  - # platforms
  - risk
  - cost
- There will be changes
  - degrading performance
  - maintenance account for 70% of life cycle cost
- Everyone want the latest technology
- Different types of knowledge:
  - Understanding customers
  - Understanding users
  - Managing projects and people
  - Communication
  - Staffing
  - Design at many levels
  - Programming tools
  - Components
  - Testing
  - Quality assurance
  - Business
  - Risk management
  - Technology assessment
  - .....

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## My view

Make processes, but also components, tools, people,... fit nicely together



Always ask what you need and what you can get.  
The rest is like finishing a jigsaw-puzzle.  
(The Boeing 777-200 has about 1400 data processing units  
and 5 million lines of code.)

This course will present you some basic SE-elements  
mostly suited for  $10^1$ - $10^2$  people projects.



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## Learning from experience

- Dilbert: Work, work, work...., try to forget.
- Low key: Written reflections, daily assessment, weekly measurement (hours, lines of code)
- OK: Write experience reports
- Good: Formulate a model, make predictions (set goals), explain results



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## Simple example

	Guess (weeks)	Actual (weeks)
Requirements and planning	4	4
Design and coding	8	10
Testing	4	4
Writing report	4	4



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## Higher division

- Gradual introduction: students, pilot, full-scale
  - Parallel design
  - Comparative studies
  - Controlled experiments
- + other methods from natural science and social science



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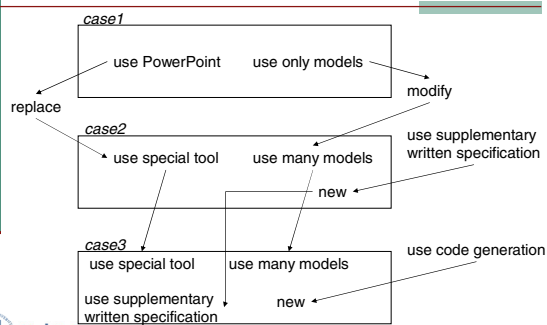
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## Example: Blocked case-study



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