

Introduction of Software Engineering Larina Wang PhD Student School of Engineering and Mathematical Science Department of CSIT

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What is software?

Computer software, or simply software, is a collection of data or computer instructions that tell the computer how to work. This is in contrast to physical hardware, from which the system is built and actually performs the work. In computer science and software engineering, computer software is all information processed by computer systems, programs and data. Computer software includes computer programs, libraries and related non-excutable data, such as online documentation or digital media. Computer hardware and software require each other and neither can be realistically used on its own.

Where is software?











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Importance of Software

- Software is everywhere!
- The economies of all developed nations are dependent on software
- Software costs often dominate system costs
- Software costs more to maintain than to develop!

Software Engineering

Definitions: Software Engineering

- Engineering:
 - Action of defining and sequencing necessary tasks for the creation of a new product or service
- Software Engineering:
 - Engineering discipline concerned with all aspects of software production
 - Captures the customers' business needs and specify the blueprints for the system, so that programmers can implement it

Definitions: Software Engineering

Software Engineering is the application of a **systematic**, **disciplined**, **quantifiable** approach to the development, operation and maintenance of software

Definitions: Software Engineering

- Software Engineers must:
 - Adopt a systematic and organized approach to their work
 - Use appropriate tools and techniques
- ... depending on:
 - The problem to be solved
 - The development constraints
 - The available resources
- ... with a given **budget**
- ... before a given **deadline**
- ... while **changes** occur!

What's the problem?

Some problems encountered during software development:

- The software does not suit the users' needs.
- Difficult to expand after deployment.
- Poor documentation.
- Poor quality.
- Process of development costs more money and time than excepted.

A good software ...

- delivers the required functionality and performance to the user
- is **maintainable** : evolves to meet changing needs
- is **dependable** : must be trustworthy and secure
- is **usable** by its users
- is **efficient** : should not make wasteful use of system resources
- is reusable: can be reused in another form or for other purposes

Skills of a Software Engineer

A software engineer is not (only) a developer!
" It is not enough to do your best: you must KNOW what to do, THEN do your best"

W. Edwards Deming

- Aside from the technical skills, a software engineer must have other skills :
 - ✓ Communication
 - ✓ Feedback
 - ✓ Motivation
 - ✓ Analytical
 - ✓ Planning
 - ✓ Risk assessment

SDLC: Software Development Lifecycle

SDLC: Definition and Actors

- **SDLC**: Process of creating and altering systems, and the models and methodologies that people use to develop these system
- Actors: Mainly (but not only)



SDLC: Steps



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Step 1: Requirement Analysis

- Work closely with the customer
 - o Customer can be
 - A client
 - Your employer
 - Or yourself
- Focus on the "What", not the "How"
- End Result: Functional Specification
- Reviewed by :
 - Customer, Designer.



Step 2: Design

- Focus on the "How"
- Break the problem into smaller pieces
 - Components
- End Result: **Design Specification**
- Reviewed by :
 - Designer, Developer



Step 3: Implementation

- Write the code according to design
- In some cases(oddly) the shortest phase
- End Result: Executable* Application
- Reviewed by :
 - Designer, Developer, Tester.





Step 4: Testing

- Verify the code works according to the functional specification
- Look for corner cases
- End Result: Test Plan,
 - A program that **works***
- Reviewed by :
 - Designer, Developer, Tester.



* hopefully ...

Step 5: Release

- Close to the customers(again)
- Validate their expectations
- Get feedback for
 - Next version
 - o Maintenance
- End Result: A happy customer and lots of \$\$\$



Development Disasters

Product development from an IT failures perspective





How the customer explained it

How the project leader understood it



What operations installed

How it was documented

How it was supported open source version





How they applied open source patches



How the business consultant described it



How the programmer wrote it







What the customer really needed



The disaster recover plan

Disasters related to Designers



How can Software Engineering help?

Software engineering aims to:

- Guarantee the timeline of production, prevents missing the deadlines.
- Guarantee the quality of product, prevents the crash of a system.
- Guarantee the integrity of software, with full documentation and suits the needs of the users.

What is a Software Process Model?

There are many different software processes, but all involve:

- Specification defining what the system should do;
- Design and implementation defining the organization of the system and implementing the system;
- Validation checking that it does what the customer wants;
- Evolution changing the system in response to changing customer needs.

Software Development Lifecycle Model

The most used, popular and important SDLC models:

- Waterfall model
- V model
- Incremental model
- RAD model
- Agile model
- Iterative model
- Spiral model
- Prototype model

Waterfall Model



Spiral Model



RAD Model



Thank you

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