# Softwaretechnik / Software-Engineering

## Lecture 1: Introduction



Non-Engineering vs. Engineering

Content

Terminology
 Is regimenting. Software Engineering
 Morination: Successful Software Development
 Notking the finition success
 Unsuccessful software development exists
 Common reasons for non-success

IEEE Standard Glossary of Software Engineering Terminology

	Non-Engineering (studio / artwork)	Engineering (workshop / techn. product)
Deadlines	cannot be planned due to dependency on artist's inspiration	can usually be planned with sufficient precision
Price / Cost	determined by market value, not by cost	oriented on cost, thus calculable
Evaluation and comparison	is only possible subjectively. results are disputed	can be conducted using objective, quantified criteria
Norms and standards	are rare and, if known, not respected	exist, are known, and are usually respected
Warranty and liability	are not defined and in practice hardly enforceable	are clearly regulated, cannot be disclaimed
Mental prerequisite	artist's inspiration, among others	the existing and available technical know-how
Author	considers the artwork as part of him/herself	remains anonymous, often lacks emotional ties to the product

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-e Content
-e Topic areas
-e Structure of topic areas
-e Emphasis formal methods
-e Relation to other courses
-e Literature

Engineering, Software, Software Engineering

INTERNATIONAL ISO/IEC/ STANDARD IEEE 24765

Engineering

Engineering – The application of a systematic, disciplined, quantifiable approach to structures, machines, products, systems, or processes.

Engineering – is the application of knowledge in the form of science, mathematics, and empirical evidence. to the imonation, design, construction operation and maintenance of structures, machines, materials, software, devices, systems, processes, and organizations.

1. all or part of the programs, procedures, rules and associated documentation of an information processing system. [...]
2. see GIO12
3. program or set of programs used to run a computer. [...] cf. application software

NOTE: includes firmware, documentation, data, and execution control statements.

IEEE 24765 (2010) Software - Computer programs, procedures, and possibly associated documentation and data pertaining to the operation of a computer system.

See also application software: support software system software.

Contract with hardware.

Successful Software Development

When is Software Development Successful?



A software development project is successful if and only if developer, customer, and user are happy with (Tie) essuit at the end of (Tig) project.

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# Software Engineering — This Course's Working Definition

## Software Engineering -

(i) The application of a systematic disciplined quantifiable approach to the development operation and maintenance of software: that is, the application of engineering to software, that is, the application of engineering to software.

(2) The study of approaches as in (f).

IEEE 610.12 (1990)

## Software Engineering -

 the systematic application of scientific and technological knowledge, methods, and experience to the design, implementation, testing, and documentation of software.
 see IEEE 610.12(1) ISO/IEC/IEEE 24765 (2010)

Software Engineering-Multi-person development of multi-version programs.









, Software Engineering – the establishment and use of sound engineering principles to obtain economically software that is reliable and works efficiently on real machines.

F. L. Bauer (1971)

## Content

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Which Result? Which Project?





Developer Customer (software) delivery

Developer Customer (software) delivery

Unsuccessful:

Does 'uncussessful' happen? If yes: How can we avoid it?



# Causes for Unsuccessful Projects: Once Again

<ul> <li>e.g. wrong cost estimation; bad scheduling; team member was not aware of responsibilities</li> </ul>	×	<	<	<	`
eg wrongly conducted test tester misunderstood requirement	<	×	<	<	_
eg, programmer misread design specification; simple programming mistake	<	<	×	<	^
e.g. non-scalable design; feature forgotten; designer misunderstood requirement	<	<	<	×	~
e.g. misunderstanding of requirements: contradicting requirements	<	<	<	<	×
	0	( <u>a</u>	3	0	Э

And that's this course:

Discuss typical Software-Engineering problems,
 like communication, misunderstandings, etc.
 like technical errors, quality issues, etc.

and (state-of-the-art) generic mitigation approaches
 like precise description languages (e.g for requirements),
 like analysis techniques (e.g for program correctness),
by development phase (Requirements, Design, etc.).

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# Some Empirical Findings (Buschermöhle et al. (2006))















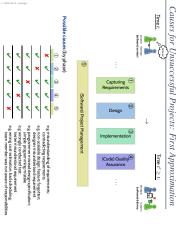


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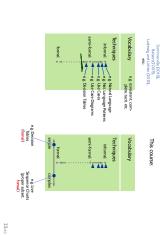
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Course Content (Tentative)

# Structure of Topic Areas (Example: Requirements Eng.)



Excursion: Informal vs. Formal Techniques









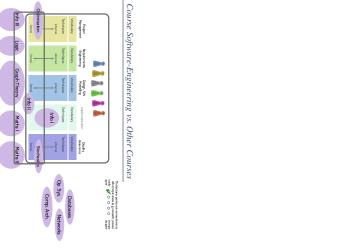




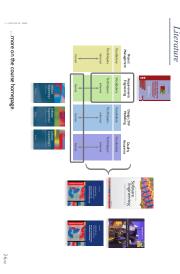


\* Fix observables: crash-detected: Time  $\rightarrow$  {0,1} and final-day: Time  $\rightarrow$  {0,1} \* Formables requirement  $\forall t,t' \in \mathsf{Time} * \mathsf{crash-detected}(t) \land \mathsf{airbagfired}(t') \Longrightarrow t' \in [t+300-c,t+300+c]$ 

 $\rightarrow \text{no more misunder standings, sometimes tools can objectively decide: requirement satisfied yes/no.} \\$ 







Agreement between Fachschaff and the chair for software engineering: stronger) coupling between both courses. 0 00

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Course Software-Engineering vs. Softwarepraktikum 

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Any Questions So Far?

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Course: Organisation

Organisation: Lectures

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 « diese with anoustions on homepage spicially on on the the lecture
 » recording on LUS (seem and download) with max 2 days delay (c) list on homepage)
 « Schedule: topic areas à three 90 min. lectures, one 90 min. turonial (with exceptions)

Interaction: absence often moaned: but it takes two, so please ask/comment immediately.
 Questions/comments:

Homepage http://svt.informatik.uni-freiburg.de/teaching/SS2019/svtv1
 Course language: German (since we'are in an odd year)
 Script/Media:

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# Organisation: Exercises & Tutorials

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Organisation: Exercises & Tutorials

	tutorial notes provided via ILIAS.		developine good proposal together	<ul> <li>Starting from discussion of the early submissions (anonymous)</li> </ul>	<ul> <li>Iutorial: Four groups (central assignment), nosted by tutor.</li> </ul>		to reconstruction carry administration.	10% honus for early submission	0.000	("reasonable grading given student's knowledge after tutorial")	<ul> <li>Exam-like points (evil rating, lower bound)</li> </ul>	, reasonable grading given students knowledge before tutorial i		<ul> <li>Admission points (good-will rating, upper bound)</li> </ul>	Grading system: most computated grading system ever			<ul> <li>should work in teams of 2-3 people, clearly give names on submission</li> </ul>		<ul> <li>please submit electronically via ILIAS</li> </ul>	(usually inursory, 1200, local time).	regular submission light before bitonal		(usually Wednesday, 1200, local time).	<ul> <li>early submission 24h before tutorial</li> </ul>	<ul> <li>exercises online (nomepage and it.Ms) with first recture of a plock</li> </ul>		<ul> <li>Schedule/Submission:</li> </ul>	
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		Wap-Up	Verification)	(Testing, Formal		Q	Patterns	Modelling		Software-		Arch & Design,								Engineering	Requirements			Process	Development	Metrics, Costs,	Introduction		
	T & 25.7, Thu	L 17: 22.7, Mon	L16: 18.7, Thu	L15: 15.7, Mon	T S 11.7. Thu	L14: 8.7, Mon	L13: 4.6, Thu	L12: 1.7, Mon	T & 27.6. Thu	L 11: 24.6, Mon	- 20.6, Thu	L10: 17.6, Mon	- 13.6, Thu	- 10.6, Mon	T 3: 66. Thu	L 9: 3.6, Mon	- 30.5, Thu	L & 27.5. Mon	T 2: 23.5, Thu	L 7: 20.5, Mon	L & 16.5. Thu	L 5: 13.5, Mon	T 1: 9.5, Thu	L & 6.5, Mon	L 3: 25, Thu	L 2: 29.4. Mon	L 1: 25.4, Thu	- 22.4. Mon	

| 12.4. Ahm | 12.4

Exam Admission:

Organisation: Exam

Achieving 50% of the regular admission points of Exercise Sheets 0-3 and 50% of the regular admission points of Exercise Sheets 4-6 is sufficient for admission to exam.

5+15 regular admission points on sheets 0 and 1, and 20 regular admission points on exercise sheets 2-6 → 120 regular admission points for 100%.

(plus plenty of admission bonus points in both blocks, 0-3 and 4-6)

written exam
 date, time, place tha
 a date, time, place tha
 permitted exam als orne A4 paper (max. Z1x 297 x1 mm) of notes, max, two sides insorthed
 scores from the exercises do not contribute to the final goade.
 example exam available on ILIAS

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in the middle of each few from row on).

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 (iii) ask sown to caleague

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# One Last Word on The Exercises...

- Every exercise task is a tiny little scientific work!
   Basic rule for high quality submissions:
   rephrase the task in your own words.
   convince yourself and your tutor of the constant your solution, at best prove it).

Task: What is the length of the longest line inside the square with side length a=19.1?Example: The length of the longest straight line fully inside the square with side length a=19.1 is 27.01 (rounded).

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The longest straight line inside the square is the diagonal. By Pythagoras, its length is  $\sqrt{a^2+a^2}$ , inserting a=19.1 yields 27.01 (rounded).

## One Last Word on The Exercises...

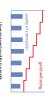
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   rephrase the task in your own words.
   convince yourself and your tutor of the constant your solution.
   state your solution.



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# One Last Word on The Exercises...

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   Basic rule for high quality submissions:
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I have improved my skils in scientific problem solving toally O O O O X strongly agree

References

Any (More) Questions?

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Tell Them What You've Told Them...

Basic vocabulary:
 software, engineering, software engineering,
 customer, developer, user,
 successful software development

→ note: same definitions are neither formal nor universally agreed
• (Fun) fact software development is not always successful
• Basic activities of (software) engineering:

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## References

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