

1. The Context: Software Engineering Basics

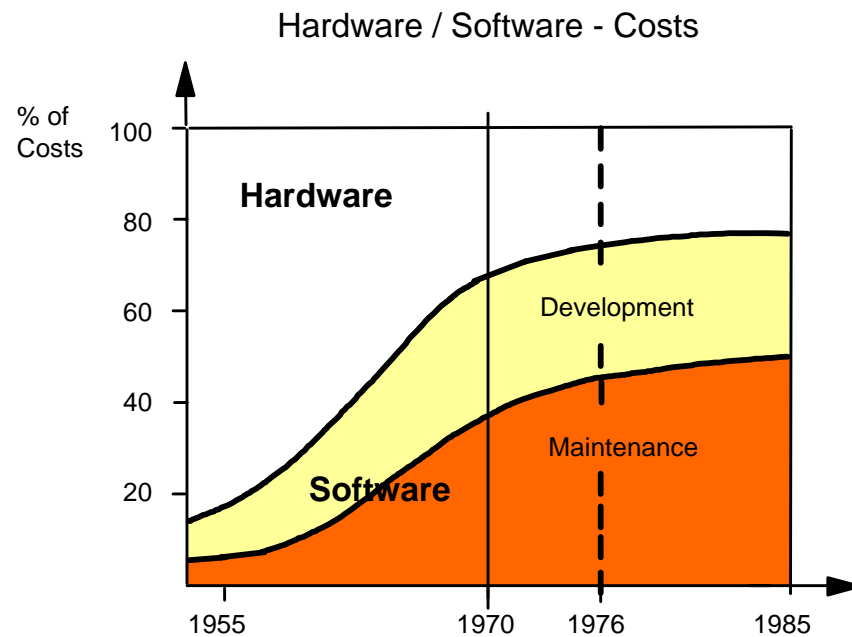
Aims

- Motivation
- Definition: Architecture Modelling
- Interaction with other working areas

Contents of Chapter 1

- 1.1. Motivation
- 1.2. Activity Area Model
- 1.3. Main Topics of a Software Development Process
- ...

Software Crisis (due to the Maintenance Problem)



Software costs and maintenance problem

- ❑ No absolute cost figure
Germany: about 150 Billion \$?
- ❑ Trend?
positive: decreasing SW costs
negative: new tasks/domains
- ❑ Is graph still valid?

„Software Engineering“

❑ Software Engineering Definitions

(Term SE coined at NATO Conferences Garmisch, Rome 69 and 70)

- » F.L. Bauer: “SE means to produce software economically, which runs efficiently and reliably on real computers”
- » German Computer Science Society: “SE is the discipline of Computer Science which deals with supply and systematic use of methods and tools for the development or use of application software”

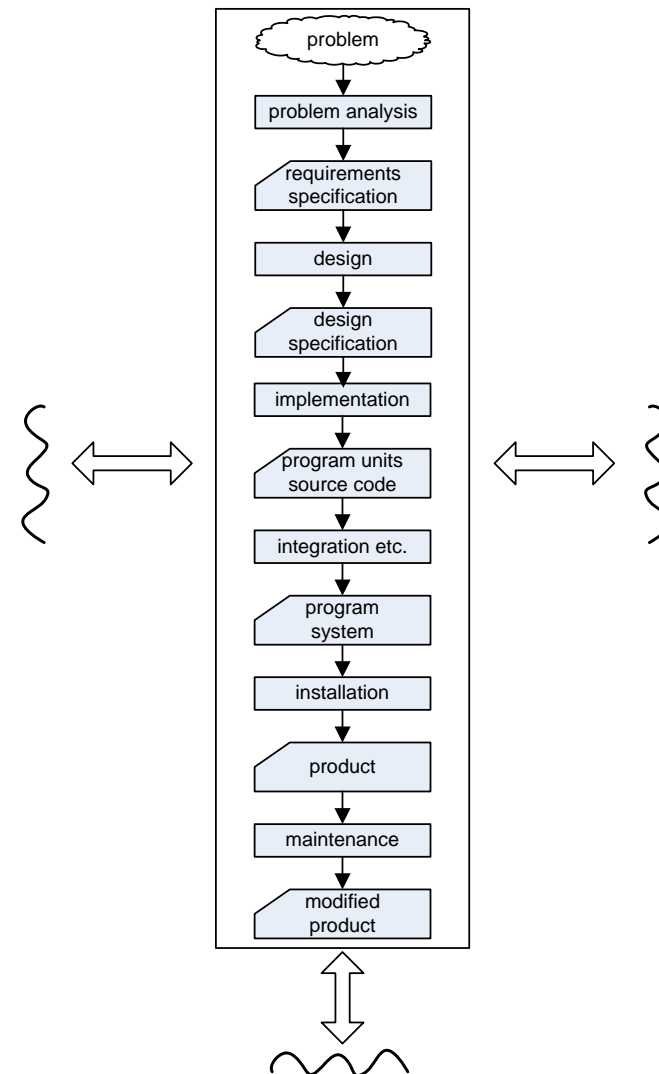
❑ Characterization

- » Development of large software is qualitatively different from small software
- » Problems only
 - If many developers cooperate
 - Different versions of program system exist
- » Cooperation in the project team
 - Planning and distribution of labor
 - Tasks / solutions, interaction / integration
 - Quality assurance
 - Documentation

} Complexity:
modeling problem on
different levels

Life Cycle Models (Coarse-grained)

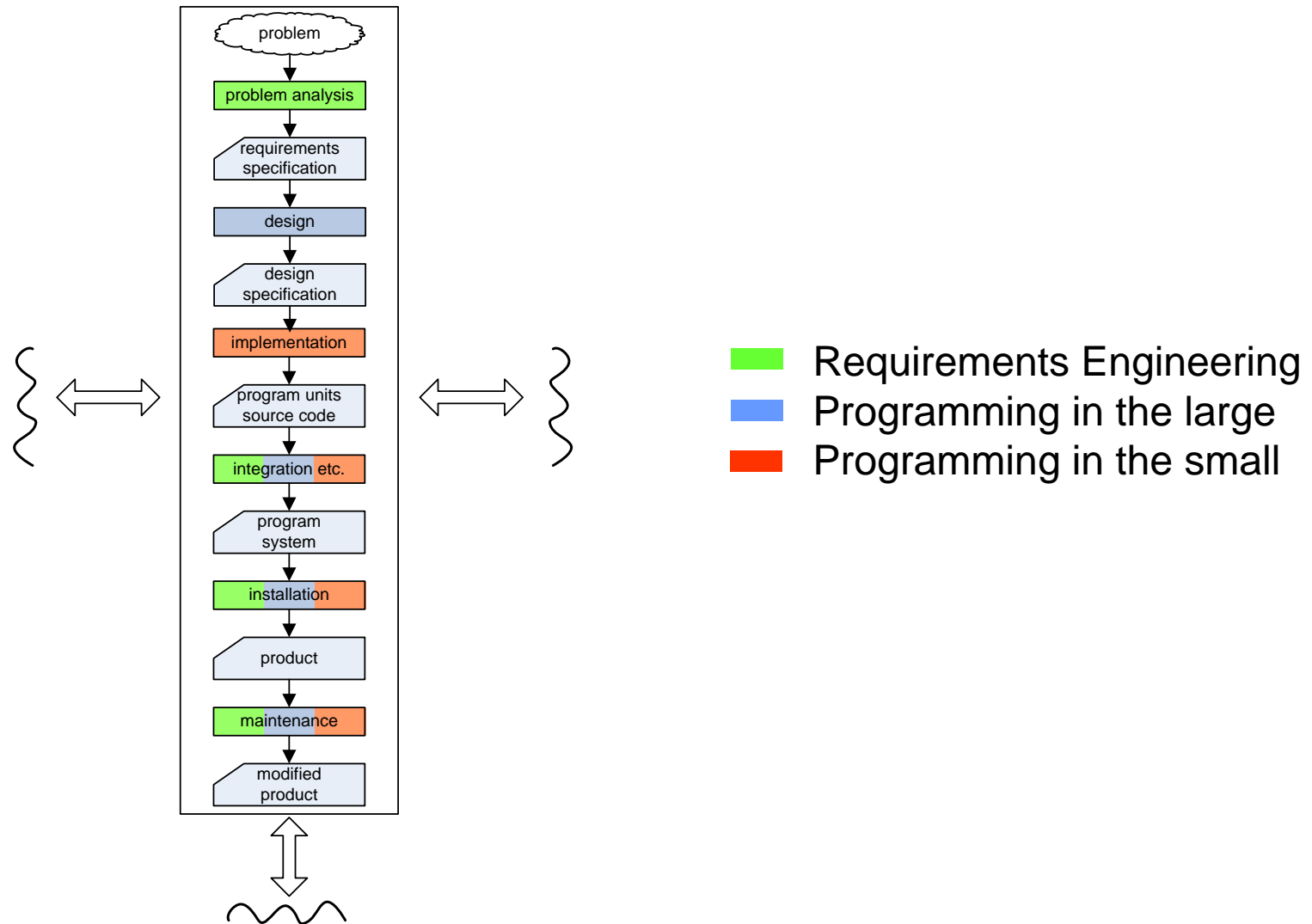
- ❑ Specific form: phase model (waterfall model)
 - » Activities: phases
 - » Results: documents
- ❑ Reason for phases:
 - » Complexity reduction
 - » Quality assurance
- ❑ Definition: „document“
 - » Result of a subtask in development process



Activity Areas

- ❑ Phase model: time relation („is result of“, „is necessary input for“)
- ❑ Activity Areas
 - » Modelling on the same level
 - » Collecting similar activities occurring at different points of time scale
 - » Prerequisite for discussing the relations between similar and different tasks
 - » No distinction between construction and modification
- ❑ Three working areas
 - » Defining / modifying outside behaviour / requirements: requirements engineering
 - » Defining / modifying essential structure of system according to requirements: architecture modelling (design, prog. in the large)
 - » Defining / modifying detailed realization: implementation (programming in the small)

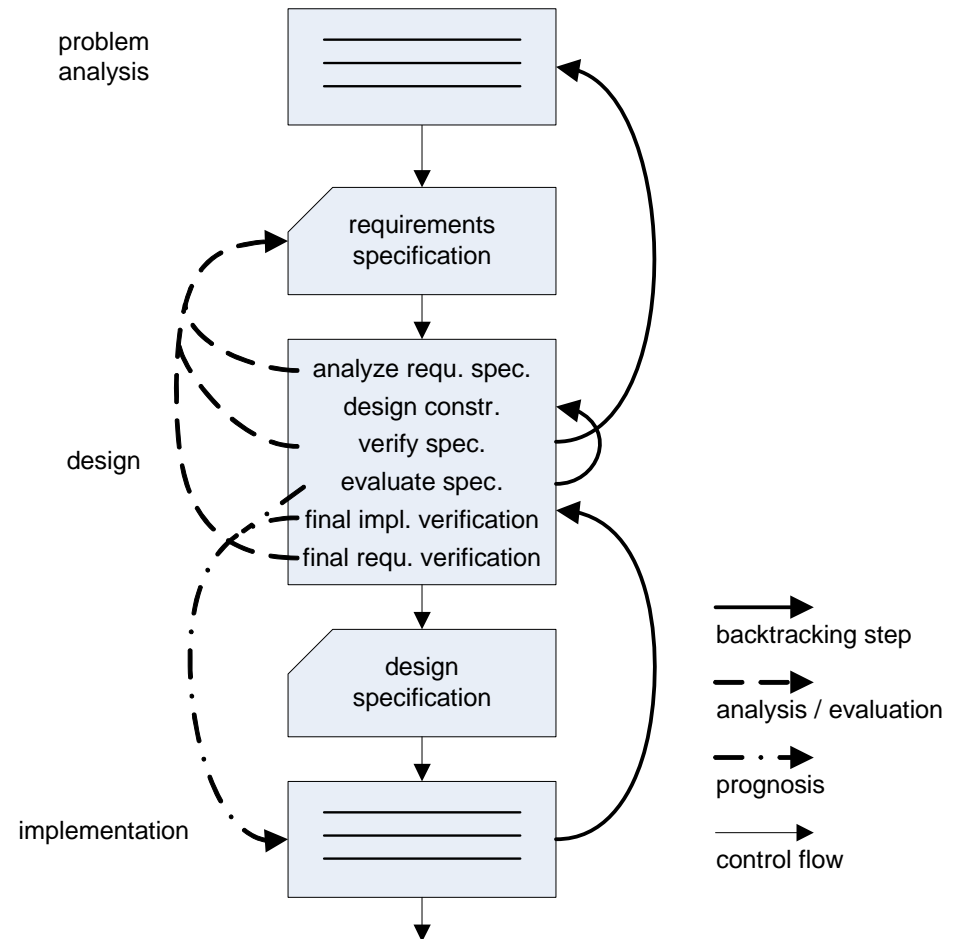
Where do Corresponding Activities Occur?



Looking on Design (or other Phase) More Closely

In any phase:

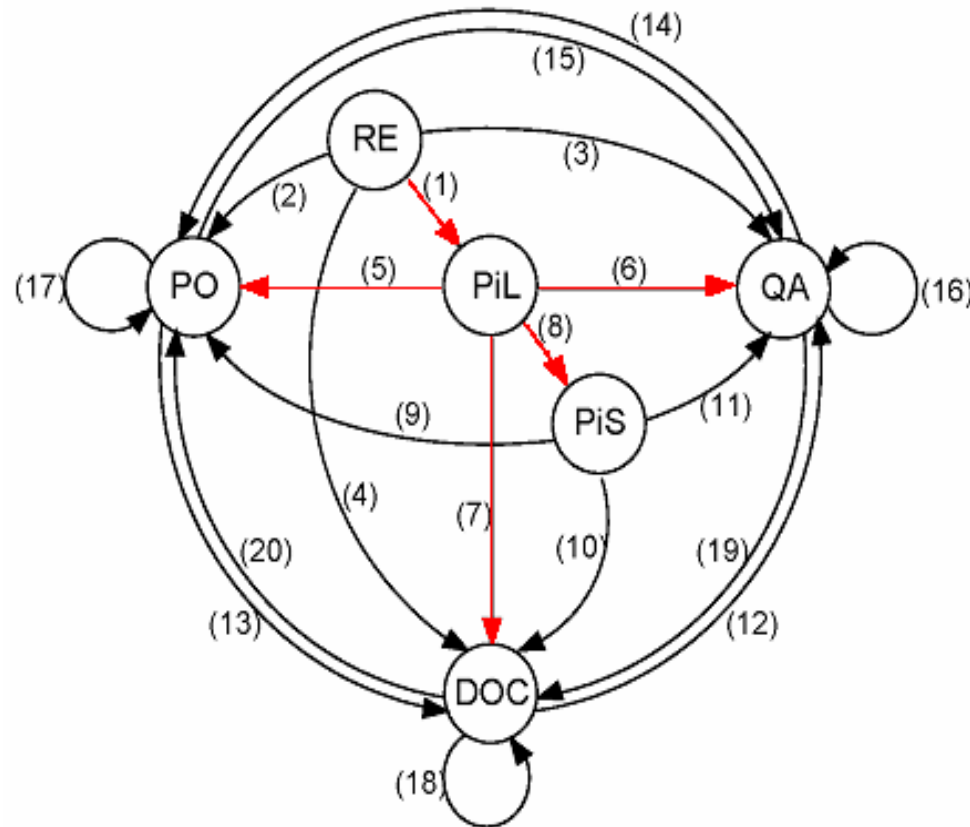
- ❑ Analysis for verification
- ❑ Stepwise construction, internal analysis, analysis back and forward
- ❑ Final check back and forward



Programming in the Large / Design / Architecture Modelling

- ❑ Analyze requirements specification under design aspects
- ❑ Stepwise design using modules and subsystems
- ❑ Stepwise verification of resulting design specification fragments: internal, against requirements specification, feasibility for implementation, integration, and maintenance
- ❑ Final verification against requirements specification
- ❑ Final evaluation against realizability
- ❑ Formulation of design specification in a programming language: Coding in the Large
- ❑ Integration and functional check of modules, subsystems, overall system corresponding to the software architecture
- ❑ Performance test of modules, subsystems, and overall system ...
- ❑ Installation of overall system from components ...
- ❑ Change of architecture (esp. during maintenance) by repeating the above steps
- ❑ ...

Activity Area Graph Model



- RE Requirements Engineering
- PiL Programming in the Large
- PiS Programming in the Small
- PO Project Organization
- QA Quality Assurance

working areas and dependencies

Explanation of Some Relations

- (1) Architecture documents have to be consistent with the requirements specification documents
- (5) Project organization documents for cost planning (white box estimation) but especially for management and supervision are highly dependent on the architecture
- (6) The architecture is reviewed or checked giving rise to dependency relations between architecture documents and review protocols, check lists, etc.
- (7) The architecture determines most of the technical documentation not only from its structure but also from its components
- (8) The modules to be implemented are determined by the decisions made during architecture modelling. Only the implementation is to be worked out

To Be Formulated:

- RE: to build the “right” system
- Architecture: long-term properties
 - maintainability
 - adaptability
 - portability
 - ...
 - reuse
- Management: costs
 - risks