

Course Retrospective Richard Anderson

CSE 403
Lecture 27

Is software different?

- Methodology for building software very different
 - Fewer reviews
 - Fewer people involved in components
- Software is far more complicated
- Different change and update models

Scalability

- Working with large software systems is inherently different than small systems
- What does 1000000 lines of code look like?
- Difficult to appreciate large scale issues working on a small scale

The bigger picture

- Building software is rarely the true objective
 - Even for Microsoft!
- Answering to the customer
 - Complex set of economic and technical constraints

Modeling the Software Process

- Software life cycles
- Waterfalls and Spirals
- Value of modeling
 - Understand process
 - Framework for work process
- Software construction only a portion of the process

Tradeoffs

- Engineering is about resource tradeoffs
- Constraints
 - Money, Time, Resources, Personnel, Environment
- Where to cut back
 - Quality, Features, Bug fixes, Process, Generality, Schedule, . . .

Risk Management

- Developing software is planning under uncertainty
- Source of risks
- Assessing and tolerating risks
- Risk Mitigation

People factors - Teams

- Increased workforce
- Diversity of Skills
- Economics

- Team organization
- Team dynamics

People factors - Motivation

- This single most important factor in determining team success / failure
- Ways to motivate
- Ways to demotivate

Requirements

- Understand what to build
- Many different formal approaches
- Functional and non-functional requirements

Design



- General understanding of design can help the design of software
- Basic design rules
 - Provide a good conceptual model
 - Make things visible
 - Principle of Mapping
 - Principle of Feedback

Quality assurance

- Independence of QA
- Many different aspects of quality
- Deliverable of QA is information
- Write it down



Testing

- Plan for testing from beginning of project
- Bug management process central in shipping a product



What else????
