

Software Engineering

Lecture 1

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Primary Textbook:

≻R. S. Pressman, Software Engineering: A Practitioner's Approach, 7th Edition

K. Schwalbe, Information Technology Project Management, 6th Edition

Reference Textbook:

➢ I. Sommerville, Software Engineering, 9th Edition



No mobile phone usage during Lecture





To familiarize students to the fundamental concepts, techniques, processes, methods and tools of Software Engineering

To help students to develop basic skills that will enable them to construct software of high quality

Software that is reliable, and that is reasonably easy to understand, modify and maintain

To foster an understanding of why these skills are important



Software can have huge impact in any aspect of our society



Where can we find software?









اردو :Google.com.pk offered in







Software is almost everywhere!!!

Problems in Software Development

Common issues

- \succ The final software does not fulfill the needs of the customer
- > Hard to extend and improve: if you want to add a functionality later its mission impossible
- ➢ Bad documentation
- ≻ Bad quality: frequent errors, hard to use, ...
- \succ More time and costs than expected







Cause: design errors in the software

https://www.youtube.com/watch?v=5tJPXYA0Nec



Source: https://www.youtube.com/watch?v=gp_D8r-2hwk



Programming is NOT enough!

It is not enough to do your best: you must know what to do, and THEN do your best.

W. Edwards Deming



Solution



The application of **systematic**, **disciplined**, **quantifiable** approaches to software **development**, **operation and maintenance***

*IEEE Standard 610.12-1990, IEEE Standard Glossary of Software Engineering Terminology, IEEE Standards Collection Software Engineering, IEEE (1997)



Objective is to produce software that is:

- > On time: is deliver at the established date
- Reliable: does not crash
- Complete: good documentation, fulfill customer needs



Computer programs, procedures, and possibly associated documentation and data pertaining to the operation of a computer system

The software is instruction or computer program that when executed provide desired features,

function, and performance

What is Software?

- ➢ Software is engineered
- ➢ Software doesn't wear out
- Software is complex

What is Engineering?



Engineering is all about designing, building and testing things that solve real-world problems



The notion of software engineering was first proposed in 1968 at a conference held to discuss what was then called the software crisis (Naur and Randell 1969)

It became clear that individual approaches to program development did not scale up to large and complex software systems. These were unreliable, cost more than expected, and were delivered late

Throughout the 1970s and 1980s, a variety of new software engineering techniques and methods were developed, such as structured programming, information hiding, and object-oriented development. Tools and standard notations were developed which are the basis of today's software engineering



Frequently asked questions about Software Engineering

Question	Answer
What is software?	Computer programs and associated documentation. Software products may be developed for a particular customer or may be developed for a general market
What are the attributes of good software?	Good software should deliver the required functionality and performance to the user and should be maintainable, dependable and usable
What is software engineering?	Software engineering is an engineering discipline that is concerned with all aspects of software production
What are the fundamental software engineering activities?	Software specification, software development, software validation and software evolution
What is the difference between software engineering and computer science?	Computer science focuses on theory and fundamentals; software engineering is concerned with the practicalities of developing and delivering useful software
What is the difference between software engineering and system engineering?	System engineering is concerned with all aspects of computer-based systems development including hardware, software and process engineering. Software engineering is part of this more general process