

# Software Development (Chapter 7)

## CSE 1020

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As we have already seen in Chapter 3, the process of **software development** consists of several phases including

- analysis
- design
- implementation
- testing
- maintenance

# Analyst

An **analyst** is responsible for translating the requirements of the customer into a **specification**.

Software Engineering Requirements (CSE4312)



Stephen LeDrew

(political analyst)

# Designer

A **designer**/architect is responsible for developing a plan/**algorithm** to fulfill the specification.

Fundamentals of Data Structures (CSE2011) and Design and Analysis of Algorithms (CSE3101)



Karl Lagerfeld

(fashion designer)

# Developer

A **developer**/implementer is responsible for writing **code** that implements the algorithm.

Introduction to Computer Science  
I and II (CSE1020 and CSE1030)



Donald Trump

(real estate developer)

# Developer

- databases  
Introduction to Databases (CSE3412)
- networks  
Computer Network Protocols and Applications (CSE3214)
- applications  
Introduction to Computer Science I and II (CSE1020 and CSE1030)

# Tester

A **tester** is responsible for checking whether the code satisfies the specification.

Software Engineering Testing  
(CSE4313)



Jon Tester

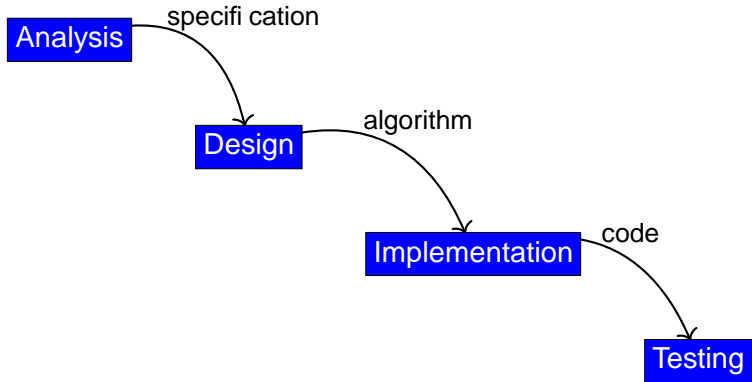
(senator from Montana)

# Team Composition

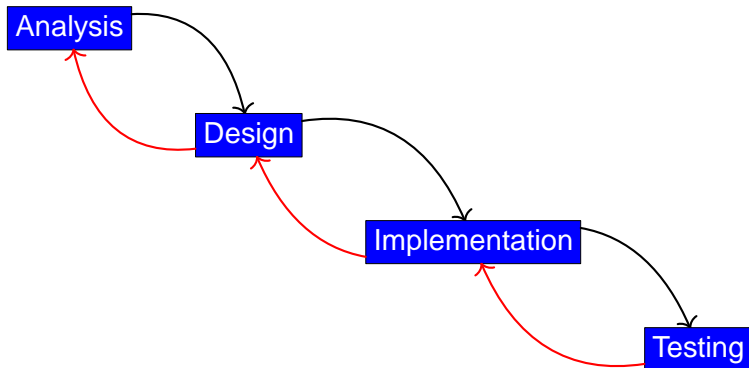
analysts	25%
designers	10%
developers	40%
testers	25%



# How does the information flow?

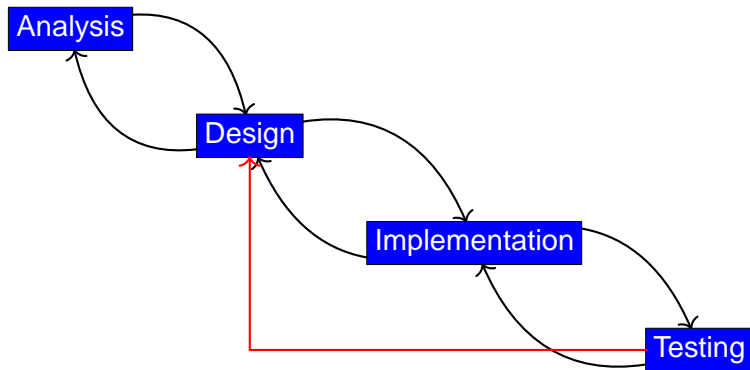


# How does our team collaborate?



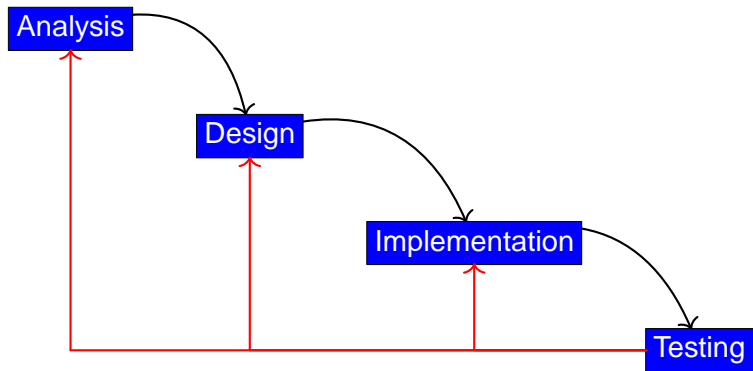
In an ideal world, a phase only has impact on the ones immediately before and after it. However, ...

# Testing may have impact on design



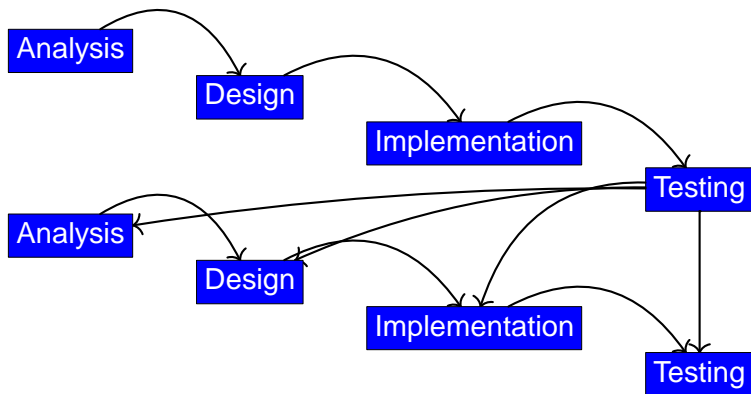
Winston W. Royce. Managing the development of large software systems. In *Proceedings of WESCON*, pages 1–9, Los Angeles, CA, USA, August 1970. IEEE.

# Waterfall model



Although the waterfall model is often attributed to Royce, neither the above diagram nor the term “waterfall model” can be found in his paper.

# Royce's model



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# Overview of development methodologies

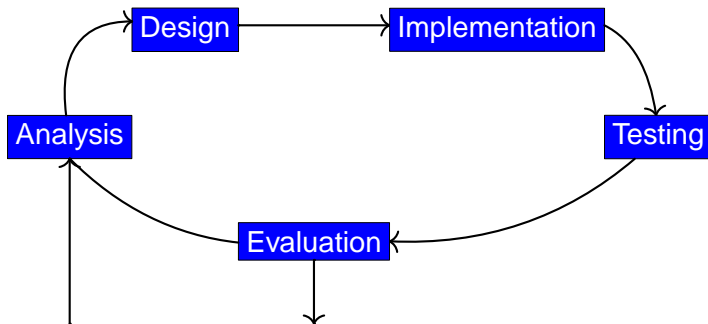
waterfall model	do it once	risky
Royce's model	do it twice	less risky
	do it . . .	even less risky

# Overview of development methodologies

waterfall model	do it once	risky
Royce's model	do it twice	less risky
IID	do it <b>many times</b>	even less risky

IID = iterative and incremental development

# Iterative and Incremental Development





# Examples of IID projects

**project:** command and control system for submarine

**decade:** 1970s

**iterations:** four iterations of six months each

Craig Larman and Victor R. Basili. Iterative and incremental development: a brief history. *IEEE Computer*, 36(6):47–56, June 2003.

# Examples of IID projects

**project:** light airborne multipurpose system

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**iterations:** 45 iterations of one month each

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# Different IID methodologies

- extreme programming (XP)  
Software Design (CSE3311)
- rational unified process (RUP)
- ...



# Meet Our Customer

Our customer is visiting Brigus, Cupids, Gatineau, Hamilton, Montreal, Niagara on the lake, Ottawa, Petawawa, St. John's, Toronto, Vancouver and Victoria. He would like an app that provides the current temperatures of those cities.



# Analysis

**customer:** Can you develop such an app for me?

**analyst:** To limit our risks, we can start with an app that reads the web page of the Weather Network that contains the current temperature of Toronto and prints the HTML of that web page on the screen.

**customer:** This better be cheap.

**analyst:** How about a cup of coffee?

**customer:** Deal.



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**designer:** The web page of the Weather Network of interest has a particular url. How can I find out if there is a class to deal with url's?

**designer:** Search the Java standard library.

**designer:** I have found the classes `Scanner` and `URL`. Which constructor do I use to create a `Scanner` that reads from a `URL`?

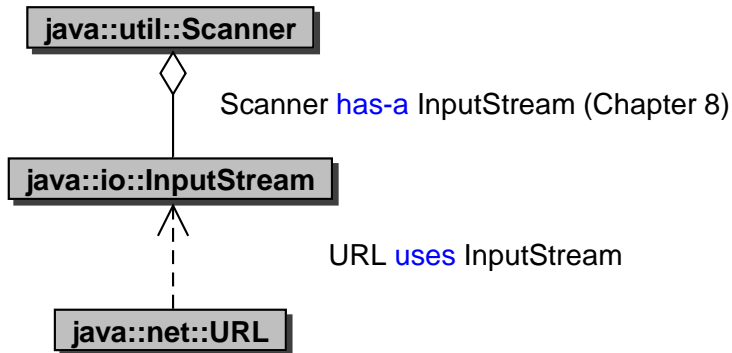
# Unified Modeling Language (UML)

UML was designed by “the three amigos” Grady Booch, Ivar Jacobson and James Rumbaugh in the mid 1990s.

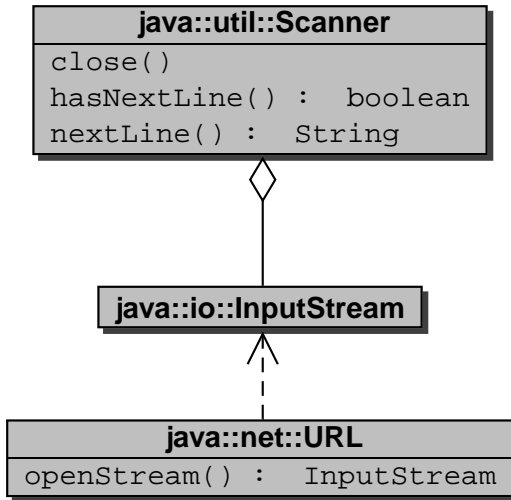
UML provides a large variety of different types of diagrams. These diagrams can be used to model software.



# A Class Diagram



# A More Detailed Class Diagram



# Development



developer: You're fired!

designer: No Donald, you cannot fire me. You have to implement my design.

developer: #!?!%&\*!

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**Error message:** unreported exception **BlaBlaBlaException**;  
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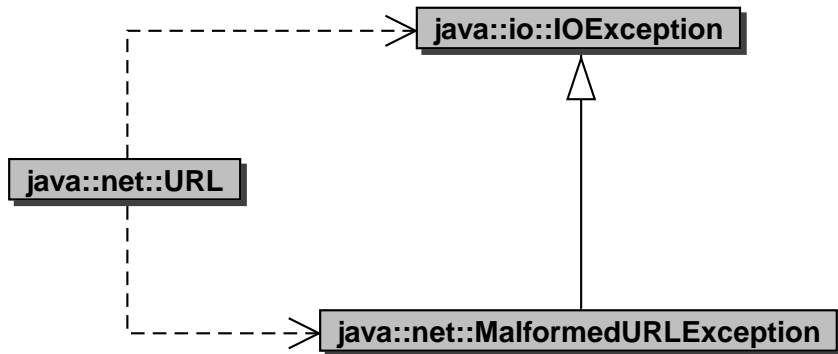
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# Why only “throws IOException”?



MalformedURLException **is a** IOException (Chapter 9)

# Testing

**Question:** Should we test?

Based on the software developer and user surveys, the national annual costs of an inadequate infrastructure for software testing is estimated to range from \$22.2 to \$59.5 billion.

The Economic Impacts of Inadequate Infrastructure for Software Testing. Planning Report 02-3. May 2002.

**Answer:** Yes!

# However ...

“Program testing can be used to show the presence of bugs, but never to show their absence!”

Edsger W. Dijkstra. Notes on structured programming. Report 70-WSK-03, Technological University Eindhoven, April 1970.

# Edsger Wybe Dijkstra

- Member of the Royal Netherlands Academy of Arts and Sciences (1971)
- Distinguished Fellow of the British Computer Society (1971)
- Recipient of the Turing Award (1972)
- Foreign Honorary Member of the American Academy of Arts and Sciences (1975)



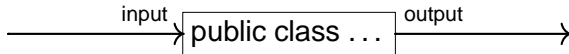
Edsger Wybe Dijkstra

(1930–2002)

# How to Test Code?



# White Box Testing



# Black Box Testing

