Welcome to CS220
Software Construction

January 4th, 2018
Shan Lu

https://www.classes.cs.uchicago.edu/archive/2018/winter/22001-1/
Outline

• Technical stuff
  – What is software engineering
    • What are the goals & challenges
  – What is a software engineering process
    • Waterfall model

• Administrative stuff
  – Who I am
    – Components/tasks/schedule of this class

• A brief history of software engineering
My background

• Shan Lu
  • Ry 257-A, shanlu@cs.uchicago.edu
  • Office hours: 10:50—11:45pm, Tu/Th

  – East China ➔ Illinois ➔ Wisconsin ➔ Illinois

  – Research
    • Software reliability, software efficiency, etc.

  – Teaching
    • I enjoy discussion
Our TA

• Lefan Zhang
  – lefanz@uchicago.edu
  – Office hour: 2—3:30pm every Tuesday @ CSIL 1

• Yuxi Chen
  – chenyuxi@uchicago.edu
  – Office hour: ??? (hopefully on Monday afternoon)
Your background?

• How many programs have you written?
  – What are the sizes of your programs?
• What programming languages do you use?
• How familiar are you with O-O?
Engineering

Software Construction

Concepts & Practices
Engineering
Software Construction

--- An engineering discipline about all aspects of software production
What are the aspects of S.E.?
What are the aspects of S. production?

- Gathering requirements
- Design
- Development
- Testing & debugging
- Maintenance
What is the goal of S.E.?

• What are the criteria for good programmers?

• What are the criteria for good software?

• The goal of software engineering is ...
What is the goal of S.E.?

• What are the criteria for good programmers?
  – Write good software
  – Be on time

• What are the criteria for good software?
  – Reliable/correct (few bugs)
  – Efficient (run fast)
  – Maintainable
  – Good usability
  – Good security

• The goal of software engineering is
  – Produce good software, within time schedule, within resource budget
What are the challenges?
What are the challenges?

• Large code sizes
  – Linux Kernel 1.0.0 (1994) 100K+
  – Linux Kernel 2.2.0 (1999) ?
  – Hubble Space Telescope ?
  – Chrome? Firefox?
  – Boeing 787?
  – Mac OS X Tiger?
  – Car software
  – healthcare.gov

• Changing requirements
  – User, hardware, ...

• Large development team (at different geo locations)
Google

- 15000+ developers in 40+ offices
- 4000+ projects under active development
- 5500+ submissions per day on average
- Single monolithic code tree with mixed language code
- Development on one branch - submissions at head
- All builds from source
- 20+ sustained code changes per minute with 60+ peaks
- 50% of code changes monthly
- 75+ million test cases run per day
How to ...?

• Practices/disciplines

• Tools
--- Practices and tools about design, development, and maintenance of software
S.E. process

• A sequence of activities that lead to the production of a software product

• There are many processes proposed
  – Waterfall
  – RUP (Rational Unified Process)
  – Agile
    • Extreme programming
Waterfall model

- Activities ➔ separate process phases
Waterfall model
Waterfall model phase I

• Requirement & analysis

• Where do we obtain the requirement?
• Should we modify or refine the requirements?
  – What should we consider?

• Output
Waterfall model phase II

• Design

• What need to be designed?

• Output
Waterfall model phase II

• Design

• What need to be designed?
  – UI
  – Module, API interface (architecture design)
  – Data structure (component design)

• Output
  – Design document
Waterfall model phase III

• Implementation

• Output
Waterfall model phase IV

• Testing

• Output
Waterfall model phase IV

- Testing

- Output
Waterfall model phase V

• Maintenance

• Ratio of cost among phases
Problems with waterfall model
Problems with waterfall model

• Difficult to handle changes (not in model, high cost)
• Error fixing expensive
• Hard to estimate time
More information at ...

• Chapter 2.0, 2.1, 2.2.0, 4.1.0, 4.1.1

• Chapter 1.1.1, 2.1.0, 2.1.1
Administrative Stuff
An overview of our schedule

01/02 (No Class)
01/09 Agile, Extreme Programming, Project Discussion [notes]
01/16 Requirement Engineering & System Modeling II [notes]
01/23 Architectural Design [notes]
01/30 Testing 2 [notes]
02/06 Refactoring [notes]
02/13 Software Maintenance [notes] OO and Design Patterns I (Observer) [notes]
02/20 Design Patterns III [notes]
02/27 Bugs and Bug Detection [notes]
03/06 Parallel Software Construction II [notes]
01/04 Introduction, Software Processes [notes]
01/11 Requirement Engineering & System Modeling I [notes]
01/18 System Modeling III [notes]
01/25 Testing 1 [notes]
02/01 Code Smell [notes]
02/08 Midterm
02/15 Design Patterns II (Composite, Interpreter, Strategy) [notes]
02/22 Bugs and Bug Detection [notes]
03/01 Parallel Software Construction I [notes]
03/08 No Class (Reading Period)

Any student graduating at the end of this quarter?
There are a lot of work to do

- Class

- 1 mini project (due 1/17) 8%
- 1 big programming project 40%
  - Many milestones/checkpoints
  - Proposal due 1/19

- Weekly Quiz 7%
  - First one on 1/11

- Two exams 45%

If you are going to drop this course, do it soon.
What you need to do 1: lectures & reading

• Lectures
  – Tu/Th 9:30—10:50 am
What you need to do 2: Quizzes

• ~10 minutes @ every Thursday lecture
• The 1\textsuperscript{st} quiz is on January 11\textsuperscript{th} (next Thursday)
• Close-book, close-note
• Cover lectures and project content

• 1 point for each quiz, 7% of your overall grades
What you need to do 3: Project

• Course project
  – 7—8 people a group
  – The whole process
  – 6+ milestones

<table>
<thead>
<tr>
<th>Date</th>
<th>#</th>
<th>Milestone Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/19</td>
<td>1</td>
<td>Proposal (2—3 students)</td>
</tr>
<tr>
<td>1/31</td>
<td>2</td>
<td>Planning (7—8 students)</td>
</tr>
<tr>
<td>2/07</td>
<td>3.a</td>
<td>Testing of 1st iteration</td>
</tr>
<tr>
<td>2/14</td>
<td>3.b</td>
<td>End of 1st iteration</td>
</tr>
<tr>
<td>2/21</td>
<td>4.a</td>
<td>Testing of 2nd iteration</td>
</tr>
<tr>
<td>2/28</td>
<td>4.b</td>
<td>End of 2nd iteration</td>
</tr>
<tr>
<td>3/05</td>
<td>5</td>
<td>System testing &amp; documentation</td>
</tr>
<tr>
<td>3/11</td>
<td>6</td>
<td>Acceptance testing &amp; debugging</td>
</tr>
</tbody>
</table>

– 40 % of your final grade
– Grading criteria: 75% group + 25% individual
What you need to do 4: warm-up project

• One warm-up project
  – Will be released by the end of this week
  – Do it in a group of two people

• It is due on 1/17th
What you need to do 5: Exams

• Midterm exam
  – In the lecture on 02/08
  – 20% of your final grades

• Final exam
  – During the exam week
  – 25% of your final grades

• Cover material from class and the projects
Overall Grade

• Curved

• 2017 winter
  – A* 19
  – B* 8
  – C* 5

• 2014 Fall
  – A* 22
  – B* 14
  – C* 4
Resources

• CSIL Labs

• TA
  – Lefan Zhang, lefanz@uchicago.edu
  • ???
  – Yuxi Chen, chenyuxi@uchicago.edu
  • ???
  – Starting from next week

• Piazza!! (will start by the end of this week)
• Feel free to ask me questions in&off class
A brief history I

• The pioneering era
  – No S.E.
  – No way to estimate s/w development time
  – s.w. is free

• Starting 1960s

• The Software Crisis 1965--1985
  – Therac 25 1985—1987
  – Morris worm 1988
A brief history II

• 1985 – 2000
  – No silver bullet
  – OO, design patterns, formal methods, process

• 2000 – present
  – Agile
  – Model-driven design

  – Tools, Program synthesis, verification, ...
Current S.E. research

Belvin’s Law 3

YESSS!

If the code works the first time, that just means that the bug is more carefully hidden.

Gee, thanks for that.

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Summary

• What we discussed
  – What is software engineering
  – What is s.e. process
  – Waterfall model

• What you should do/prepare to do
  – Check course webpage
  – Check piazza
  – Quiz
  – Mini-project to be released in two days
  – Project proposal