

## Harvey Mudd College

### CS 121 Software Development Spring 2002

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## Office Hours (1249 Olin):

- Note: 1249 is in the southwest corner of Olin
- Tuesday and Thursday 2-4 p.m.
- Any other time you can find me, which is almost any time, including evenings, except Friday.
- Test whether I'm here using email or phone: keller@cs.hmc.edu, x 18483

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## CS 121 Graders/Tutor

- Ed Miller  
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- Hang Tang,  
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## Text

- Required:
  - Craig Larman,
    - Applying UML and Patterns:  
An Introduction to Object-Oriented  
Analysis and Design and the Unified Process,  
2nd Edition, Prentice-Hall, 2002

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## CS 121 Topics

- Development processes
- Requirements analysis and specification
- Design (primarily object-oriented)
- Design patterns
- Project organization and management
- Software specification, formal & informal
- Verification and testing
- Cost estimation
- Standards (UML, CORBA, etc.)

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## Course Work

- Final project will be in teams of 4 students each.
- Practice in requirements analysis, specification, design, coding, documentation, walkthroughs, etc.
- Classroom participation is required.
- Oral mid-term exam.

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## Grading Breakdown

- 30% Homework assignments
- 40% Team project
- 15% Attendance & participation
- 15% Oral mid-term exam
- 100% Total

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## Note

- Do not expect every topic discussed to be relevant to your particular project.
- We wish to educate on things that will be useful after this course, not just within it.
- We are interested in *education* more than *training*.

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## Some Motivation for Systematic Study of Software Development

- Big, serious, business, in addition to being professionally and academically enjoyable.
- The results may have *global* impact, even unexpectedly.
- The challenges are many:
  - reliability,
  - economics,
  - ergonomics, ...

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## Designing and Implementing Good Software is Hard

## Humorous Flaws in Commercial Software

## Example 1: Automatic Generation

- Look at the HTML automatically generated from web pages containing PowerPoint slides and the like.

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## Example 2: A Route Advising System



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## Output reported in **THE RISKS DIGEST** 20.62, Oct. 1, 1999

**Excerpt from Expedia Maps directions:**  
From: **Laurel, Maryland**  
To: **Baltimore-Washington International Airport, Maryland**  
Driving Distance: 5865.1 miles  
Time: 9 day(s) 3 hour(s) 22 minute(s)

Time (hour:minute)	Instruction
0:00	Depart Laurel, Maryland
1:01	Entering Delaware
1:17	Entering New Jersey
3:24	Entering New York
3:51	Entering Connecticut
5:51	Entering Massachusetts
7:29	Entering New Hampshire
7:44	Entering Maine
12:20	Entering New Brunswick
20:20	Take the North Sydney-Argentina Ferry
34:32	Entering Newfoundland
36:35	Turn left onto Local road(s) (45431 mi)
219:22	Arrive Baltimore-Washington International Airport, Maryland

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## Repaired version on the web today

Directions	Travel	Distance	Time
Start: Laurel, Maryland, United States on 01-13 (2001)		0 mi	00:00
Go from Laurel, MD on 581-581 (Downtown Ave)		0.55	00:00
Go from 01-13 on 01-13		0.04	00:01
Continue on 581-581 (Downtown Ave) (North)		0.03	00:00
Go from 01-13 on 01-13		0.07	00:00
Continue on 581-581 (Downtown Ave) (West)		1.11	00:00
Go from 01-13 on 01-13 (Downtown Ave)		0.11	00:01
Go from 01-13 on 01-13 (Downtown Ave)		0.03	00:01
Go from 01-13 on 01-13 (Downtown Ave)		0.11	00:01
End: Laurel, Maryland, United States on 01-13 (2001)		1.94 mi	00:04
<b>Total Results</b>		<b>1.94 mi</b>	<b>00:04</b>

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## Example 3: Code Reuse can be Harmful?

The Australian military had a combat simulator, essentially a video game for helicopter training. It included roving packs of kangaroos, because pilots need to consider that disturbing wildlife can betray their position, according to the Defense Science and Technology Organization. To get the kangaroos into the simulator, programmers had to model the animals' reactions to the helicopters.



Code was reused to save time. The programmers took code from another simulator that had modeled the movement of infantry troops and essentially dropped the kangaroo images on top of it.

And it worked like a charm. When the program was demonstrated, the virtual helicopter comes buzzing by, and the kangaroos stop grazing, and they go hopping, over the hill and out of sight...

... only to reappear seconds later, firing projectiles at a very surprised helicopter pilot.

modified from: <http://www.govtech.net/publications/gt/2000/mar/lastbytesolder/lastbytes.ph1>

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## Not-So Humorous Software Flaws

## Example 1: 8 character limit on file names

- Bill Gates' idea of a cruel joke?

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## Example 5: New Denver Airport (1)



[BAE Automated Systems, Inc.](#)

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## New Denver Airport (2)

- Contract of \$193 million in June 1992 to begin work on the baggage-handling system.
- Involved 100 computers, 56 laser scanners, 400 radio systems.
- Baggage system failures:
  - Continued to unload bags despite jam on conveyor belt.
  - Loaded bags onto full carts, causing bags to fall onto tracks.
  - Bags wedged under carts due to timing problems.
  - Lost track of carts themselves, due to above types of incidents.
- Airport lost \$1 million per day upon opening.

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## Example 6: USS Yorktown dead in water after divide by zero (<http://www.csl.sri.com/neumann/risks-new.html>)

- Navy's *Smart Ship* technology is considered a success, because it has resulted in reductions in manpower, workloads, maintenance and costs for sailors aboard the Aegis missile cruiser USS Yorktown.
- However, in September 1997, the Yorktown suffered a systems failure during maneuvers off the coast of Cape Charles, VA, apparently as a result of the failure to prevent a *divide by zero* in a Windows NT application.
- The zero seems to have been an *erroneous data item that was entered manually*. Atlantic Fleet officials said the ship was dead in the water for about 2 hours and 45 minutes.

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## Class Activity

- Brainstorm a list of the three most critical problems that you think face a software development organization.
  - First make your own list.
  - Second, convince a partner that the items on your list are the most critical.
  - Form a combined list, again restricting to what the two of you think are the three most critical problems.
  - Transcribe your list of three to a viewgraph slide.
  - Put your and your partner's name at the top of the slide.

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## Transition

- The preceding examples of flaws are a few of many.
- What can we do about it?
- Software development processes must strive for management of quality development.

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## Facets of Software Development

<ul style="list-style-type: none"> <li>● Requirements elicitation</li> <li>● Requirements analysis</li> <li>● Requirements specification</li> </ul>	"Requirements"
<ul style="list-style-type: none"> <li>● Modeling and design</li> </ul>	"Design"
<ul style="list-style-type: none"> <li>● Implementation (coding)</li> <li>● Validation, verification, testing</li> <li>● Maintenance and upgrade</li> <li>● Configuration management</li> </ul>	"Implementation"
<ul style="list-style-type: none"> <li>● Assessment</li> </ul>	"Assessment"

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## Requirements Analysis

Before software is developed, it is important to specify clearly the requirements for the ultimate system, in order to:

- estimate the costs involved
- serve as a starting point for design
- provide a reference point for the verification of results

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## Specification

In order to carry out analysis, design, and evaluation in rigorous terms, it is important to have a clear specification of the system, using, for example:

- structured forms of English
- specification languages
- clearly-stated assumptions

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## Models and Design

For larger systems, with many facets, it is important to have models, design methods, and tools that

- fit well with the software specification techniques
- provide a framework in which development proceeds
- permit tracing from implementation back to initial requirements

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## Implementation

• Implementation concerns the development of code modules that constitute a system.

- *Ab initio* implementation is increasingly cost-prohibitive.
- *COTS* (commercial, off-the-shelf) software is not a panacea; often not sufficiently customizable.
- *Standardized reusable modules* ("components") especially ones that have been formally specified and certified, may be more economical in the long run.

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## Validation

Validation refers to ascertaining that software systems, once developed, meet the requirements. This topic covers:

- Mathematical verification methods
- Formal testing methods
- Management techniques for paths from requirements to testing and verification

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## Towards "Software Architecture" (1)

- Building-architecture has achieved its stature because it deals with large and expensive systems that affect the lives of many people.
- It has developed methodologies and standards for design.



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## Towards "Software Architecture" (2)

- Software now often falls into this category of being large, expensive, and affecting the lives of many people.
- The methodologies and standards for software architecture are in their infancy compared to those of building architecture.

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## Examples of Emerging Architectural Techniques

- Specialized architectural (as opposed to programming) languages, such as UML
- Software tools for
  - Requirements management
  - Configuration management
  - Design tools
- Standards
  - Object repositories and brokers (CORBA)
  - Layered distributed architectures (DCOM)
  - Parallel processing software architectures (MPI)

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## Five P's of Software Development

- Product
  - What is being developed?
- Project
  - What is the overarching thing that connects all of the elements together?
- People
  - Who does the developing?
- Process
  - How are products developed, what do the people do?
- Patterns
  - What are repeatable approaches that work?

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## Software Development Process

(not to be confused with "processes" in the sense of concurrent operating-system tasks)

## Process

- The next few slides list *possible components* of a software development process, but not necessarily in the order in which those components are executed.

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## Components of a Software Development Process

- **Program Construction**
  - Writing the program, debugging
  - *All* projects have this component.

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### Components of a Software Development Process

- **Program Validation**
  - Establishing, as thoroughly as is feasible, that the program performs as desired by the customer
  - All *worthwhile* projects have this component.

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### Components of a Software Development Process

- **System Design**
  - Determining structural aspects of the program or system *prior* to programming
  - *Most* successful and within-budget projects of significant size have this component.

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### Components of a Software Development Process

- **Requirements Specification**
  - Specifying how system is to behave
  - Occurs prior to design or programming
  - Most *funded* projects will have this component.

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### Components of a Software Development Process

- **Requirements Elicitation**
  - Getting the client's view of what the requirements are, through dialog
  - Typically less "technical" than specification

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### Components of a Software Development Process

- **Requirements Analysis**
  - Translating the understanding derived from requirements elicitation into a specification

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### Ordered Summary of a Software Development Process

- Requirements
  - Elicitation
  - Analysis
  - Specification
- System Design
- Program Construction
- Validation

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## How might a typical developer might spend his/her time?

- \_\_\_% interacting with customer, management, other developers
- \_\_\_% writing requirements, specification, design
- \_\_\_% writing code
- \_\_\_% testing

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## How a typical developer might spend his/her time

- 20% interacting with customer, management, other developers
- 20% writing requirements, specification, design
- 40% writing code
- 20% testing  
(your mileage may vary)

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## Requirements

(Elicitation, analysis, specification, documentation, etc.)

## SRS = "Software Requirements Specification"

- The SRS should contain **all and only** information that *defines* the software product.
- The SRS should **not** contain ancillary information about how the product is to be constructed or developed, although this might be part of a **contract** that *refers* to the SRS.
- Adding the second type of information as a requirement might overly constrain the product construction, preventing the best techniques from being used.

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## Requirements ≠ Design

- Requirements are the "**what**", not the "**how**".
- They dictate the **problem**, not the **solution**.
- Requirements typically don't specify the internal structure of the product.
- They *might* specify that a certain programming language be used (because source is a deliverable).
- They *might* specify that a specific design notation, such as UML, must be available as a by-product.

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## Typical Elements of a Software Requirements Specification (SRS)

- Background information
  - Type of product and its **purpose**
  - Intended **users** of product
  - **Glossary** of terms, both domain-specific and product-specific
- "Functional" requirements
  - **Behavioral descriptions** of software use, including how exceptional circumstances are to be handled.

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## Elements of an SRS (cont'd)

- "Non-functional" requirements
  - Performance requirements (speed, memory use, disk space)
  - Constraints, including security requirements
  - Collateral requirements (other software)
  - Hardware platforms supported
  - User documentation to be provided
  - Maximum-size requirements (for input data, etc.)
  - What language?
  - What artifacts?

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## Not in an SRS (why?)

- Acceptance tests to be used
- Cost estimate of doing the project
- Delivery schedule
- Design process to be used
- Development plan, milestones
- Management structure
- Market analysis
- Stakeholders in the project

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## An SRS Example: CHIMMP

- See

[http://www.cs.hmc.edu/courses/2002/spring/cs121/chimmp/web/CHIMMP\\_SRS.html](http://www.cs.hmc.edu/courses/2002/spring/cs121/chimmp/web/CHIMMP_SRS.html)

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## Ways to "capture" requirements

- Customer writes fully (rare).
- Interview customer (elicitation) (common).
- You write, customer approves.
- Iterative combination of the above.

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## Potential Mismatch

- The customer's language might not be your preferred language.
- It will typically be non-computerese.
- The customer's and users' needs, rather than the designer's or implementor's favorite approaches, should be what drives the project.

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## First Assignment Due next class

- Problem 1 of 1:
  - The instructor is the customer and has a product he would like to see developed.
  - As a typical customer, he has an idea that may be specific in some areas, vague in others.
  - Interview him in class today to find out the requirements.
  - Write-up the requirements as an SRS in a readable form, for presentation at the next class.
- In constructing your SRS, please resist the temptation to introduce elements of internal structure and design into the requirements.

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