Software Methods

Definition:
- A subroutine in a software system
- An approach to designing and developing software

software method
- life cycle model
- practices
- principles
- patterns

Historical Perspective
1967
This is how to do it

Historical Perspective
1972
That was sooooo wrong, but now we know, this is how to do it

Historical Perspective
1976
Sigh sigh sigh
Last time

Software design/development is a “wicked problem”

Outline

- Essential processes of software development
  - Life-cycle models
  - Methods

Essential Processes of Software Development

- What is the software supposed to do?
- How should it do it?
- Build the software
- Does it work?

Essential Processes of Software Development

- Specify Requirements
- Design
- Implement
- Test

Essential Processes of Software Development

- Requirements Specification
- Design
- Implementation
- Testing
Essential Processes of Software Development

- Requirements Specification
- Design
- Implementation
- Testing

Requirements

- Requirements Elicitation, Analysis, and Specification
  - Elicitation: Ask customer what they want
  - Analysis: Understand what they really want
  - Specification: Tell customer what you'll build

Frederick P. Brooks Jr. in "No Silver Bullet":

"The hardest single part of building a software system is deciding precisely what to build. No other part of the conceptual work is as difficult as establishing the detailed technical requirements, including all interfaces to people, to machines, and to other software systems. No other part of the work so cripples the resulting system if done wrong. No other part is more difficult to rectify later." - Frederick P. Brooks Jr. in "No Silver Bullet: Essence and Accidents of Software Engineering."

1992 Iowa State study of safety-critical errors in software systems for Voyager and Galileo:

The majority of safety-critical software errors were not caused in the design or implementation process. They were due to errors in the requirements specification. The systems as specified were flawed.

Requirements

- Customer's don't usually know what they want/need
Requirements

• Customer’s don’t usually know what they want/need
• Even if they do know what they want/need, they are likely to change their minds

Growth in requirements

![Graph showing growth in requirements](source: Applied Software Measurement, Capers Jones, 1997. Based on 6,700 systems.)

Essential Processes of Software Development

• Requirements Specification
• Design
• Implementation
• Testing

Design

Design Methods: Seeds of Human Futures (Jones, 1970)

“The fundamental problem is that designers are obliged to use current information to predict a future state that will not come about unless their predictions are correct.”

Complexity vs. Productivity

![Graph showing complexity vs. productivity](source: Measures For Excellence, Putnam, 1992. Based on 1,600 systems.)

Essential Processes of Software Development

• Requirements Specification
• Design
• Implementation
• Testing
Implementation

• Programming: includes unit tests
• Integration: includes integration tests

Essential Processes of Software Development

• Requirements Specification
• Design
• Implementation
• Testing

Test

Test: Unit, Integration, System, Acceptance
• Verify: Is it bug-free?
  • Unit test: module
  • System test: interaction between modules
• Validate: Does it do what customer wants?
  • Acceptance test

Example

Tic-tac-toe:

Verify: Does it play the game correctly without crashing?

Validate: Does the interface meet the customers' specs?

Processes of Software Development

• Feasibility
• Requirements
• Design
• Implementation
• Test
• Maintenance

Which step requires the most time?
Outline

- Essential processes of software development
- Life-cycle models
- Methods

Life Cycle Models

A "Software Life-Cycle Model" specifies when the processes are conducted and how they feed into each other.

Single version models

- Big Bang
- Waterfall
- V model

Life-Cycle Models

- Single-Version Models
- Multiple-Version Models

Big Bang Model

Big Bang.com

Place your software request in the slot. We will fedex your CD when done.
Waterfall Model

“V” Model

What is wrong single-version development?

• Initial requirements are speculative
• Initial designs are speculative
• Speculative decisions compound

It is unlikely you’ll end up with what the customer really needs or wants

What is wrong single-version development?

High risk issues identified/addressed late in the life cycle when they are most costly to fix

Life-Cycle Models

• Single-Version Models

• Incremental/Iterative Models

Iterative vs. Incremental

• Iterative: redesign/develop project in each stage
  more general

• Incremental: add to project in each stage
Iterative Development

In each iteration:
- Identify the objectives of the iteration
- Design a solution to achieve the objectives
- Implement the solution
- Test the implementation

Each iteration is a mini-waterfall process.
**Boehm Spiral Model**

- Risk-driven development
- Prototyping
- Test-driven development

**Scrum Model**

A small group is responsible for picking up the ball and moving it toward the goal.

**Some Principles of Scrum Model**

- Always have a product ready to ship: “done” can be declared at any time.
- Build early, build often.
- Test continuously.
- Assume requirements will change; remain flexible.
- Use small teams; work in parallel to maximize communication and minimize overhead.

**Software is “hard”**

Software is very “hard.”

*Discover Magazine, 1999: Software characterized as the most complex "machine" humankind builds.

**software methods**

- life cycle model
- practices
- principles
- patterns
examples of methods

- rational unified process (RUP)
- extreme programming (XP)

Major RUP Principles

- iterative development

RUP Life Cycle

RUP Iteration

- Iteration i
  - Requirements:
    - What are you going to do?
    - How are you going to test it?
  - Design: How will you do it?
  - Implementation: Do it!
  - Test: Does it work?
  - Transition to phase i+1:
    - Integrate results into final project
    - Test integration
    - Acceptance test

Major RUP Principles

- iterative development
- risk-driven

RUP Iteration

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    - Integrate results into final project
    - Test integration
    - Acceptance test
    - choose highest-risk, highest-value issue
Major RUP Principles

- iterative development
- risk-driven
- build core architecture early
- continuously engage users for evaluation and feedback
- test early and often

RUP Iteration

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  - Requirements:
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  choose highest-risk, highest-value issue

  customers help assign value

  customers write acceptance test

  unit test
**Major RUP Principles/Practices**

- iterative development
- risk-driven
- build core architecture early
- continuously engage users for evaluation and feedback
- test early and often
- use case analysis

**Definition of “Use Case”**

- “The specification of sequences of actions that a system, subsystem, or class can perform by interacting with outside actors”

*(UML Reference Manual, Rumbaugh, Jacobson, and Booch).*

**Examples of methods**

- rational unified process (RUP)
- extreme programming (XP)

**Example: Class Diagrams**

```
  cGame
     ↓
  cCritter
     ↓
  cListener
     ↓
  *cSprite

  cForce
```

**Life cycle extreme programming**

- short cycles
  - iteration: ~two weeks, ends in minor delivery that may or may not be put in production
  - release plan: ~six iterations, ends in major delivery that can be put into production
- budget is based on accomplishments of previous iteration/release
life cycle
extreme programming

• in each iteration
  • customer/developers try to identify the significant user stories
  • customer prioritizes the user stories
  • developers decide how many they can develop in the next iteration/release
  • developers design/implement/test
  • the developers demo their work and the customer provides feedback. plans are changed as needed.

Comparison

• RUP
  • Risk-driven, risks determined by developers
  • Establish core architecture early
  • Milestones are usually documents
  • Test early and often
  • Tool heavy

• XP
  • Priority-driven, priorities determined by customer
  • Build only what you need now
  • Milestones are usually code
  • Test constantly; build up test base
  • Tool light

methods

we'll continue our discussion of methods throughout the next few weeks