Today’s topics

Industry Practice
Software Engineering

Upcoming
The Killer Robot

Reading
Great Ideas, Chapters 7

Engineering a Program

- Programming in the Large
  - Not the toy programs we are writing and demonstrating
- What do we require of Software Products for Commercial or Industrial Use?
  - Robustness
  - Testing
  - Documentation
  - Customer Support
    - User Friendliness
    - Help Desk / 800 Number
  - Training
  - Follow on Products
    - Dealing with Competing Products
    - “Creeping Featurism”

What Makes a Successful Product?

- Class Experiences
  - Good
    - ...
    - ...
  - Bad
    - ...
    - ...
- Scenario: “Bad” Product looks “Good”
- Scenario: “Good” Product looks “Bad”
- Which is really the good product?
- Which will succeed?

Program Life Cycle

- Define the Product
- Developing the Program Specifications
- Designing the System Structure
- Coding the System (small part!)
- Testing the Code
- Revision
- Documentation
- Delivery and Training
- Maintenance and Upgrade
Program Life Cycle

- **Understanding Problem / Specification**
  - Communicating with the Customer
    - Often customer doesn’t understand
    - Capabilities of computer systems
    - Limitations of computer systems
  - Possible role of user documentation
  - Specification languages
    - Can be very technical and involved

- **Design Strategies**
  - Classical Waterfall Model
    - Everything moves forward at steady pace
    - Little customer involvement in design
  - Rapid Prototyping Model
    - Build Prototype quickly
    - Get customer involved
    - May scrap prototype/may build on it

Implementation Strategies

- Top Down Implementation
  - Stubs
    - Can test many parts in the absence of other parts
  - Output First
    - Allows you to “see” what the program is doing

- Test as you go
  1. Make it Run
  2. Make it Right
  3. Make it Fast

- Always have a “running” program

Program Life Cycle

- **Debugging (dealing with Defects)**
  - Testing
  - Can only show presence, not absence of bugs
  - Design for Testability
    - Modular
    - Hierarchical

- **Correctness**
  - Proofs
    - Formal Definition of Specs
    - Formal definition language
  - Very hard
  - Used in life-critical applications
  - What is a correct Graphical User Interface (GUI)?

Documentation

- On-line documentation
  - Comments on comments in code
    - Program header
    - Block header
    - Function (method) specifications
      - Pre-conditions
      - Post-conditions
    - Variable descriptions
  - Java Docs

- Net Productivity:
  15 LINES OF CODE / DAY
Aspects of Software Engineering

- Psychology of Programming has its effects
  - Design by Committee (good or bad?)
  - Communications problems
  - Interaction
  - Creator Independence
  - 2nd System Syndrome

- Organizational Schemes
  - Chief Programmer Team (Harlan Mills)
    - NY Time Morgue Project
    - Surgical Team Model
    - Assume that some people are 100 time better than others when programming

Aspects of Software Engineering

- Nitty-Gritty Practical Problems
  - Back-ups
  - Revision Control System
  - Backwards Compatibility
  - Staff Turnover
  - Pleasant Environment
    - Silicon Valley
    - SAS

- Programming Tools (CASE)
  - E.g., IDE’s such as Eclipse
  - . . .