Detailed Contents

Preface

		Part I Understanding the Realm of Software Engineering			
1.	What is Software Engineering?				
	1.1	Motivation	3		
	1.2	Definition of Software Engineering	4		
	1.3	Characteristics of Software	5		
	1.4	Problems Confronted by Software Engineering	6		
		1.4.1 Problem of Change	6		
		1.4.2 Problem of Complexity	7		
	1.5	The Software Engineering Response	8		
	1.6	Challenges with the Response	10		
	1.7	Grand Challenge	11		
	1.8	What it is Like to be a Software Engineer?	12		
		1.8.1 Knowing across Domains	12		
		1.8.2 Teaming across Cultures	12		
		1.8.3 Innovating across Technologies	13		
2.	Evo	olution of Software Engineering	17		
	2.1	Motivation	17		
	2.2	Need to Know History	18		
	2.3	Evolutionary Trends	19		
		2.3.1 Programming to Software Engineering	19		
		2.3.2 Hardware-Software: From Coupling to Congress	20		
		2.3.3 Advent of High-Level Languages	22		
		2.3.4 Advent of the Personal Computer	24		
		2.3.5 Global Software Development	25		
		2.3.6 Return of Open Source	26		
	2.4	Milestones in Software Engineering	27		
	2.5	Towards a Slew of Silver Bullets	28		
3.	Bas	sic Ideas and First Principles	33		
	3.1	Motivation	33		
	3.2	A Word of Caution	34		
	3.3	Are There Laws of Software Engineering?	34		

xii Detailed Contents

Soft	Software Development Methodologies 51		
	Part II Planning and Managing Software Development		
3.6	Tying the Threads Together	43	
	3.5.6 Concept of Co-evolution	43	
	3.5.5 Importance of the Human Aspects	42	
	3.5.4 Macro- and Micro-states	41	
	3.5.3 Plasticity of Software	40	
	3.5.2 Development versus Production	40	
	3.5.1 No Laws of Software Engineering, Yet	39	
3.5	Characterizing Software and Software Engineering	39	
	3.4.2 How an Engineering Approach to Software Hinders	38	
	3.4.1 How an Engineering Approach to Software Helps	38	
3.4	Software Engineering versus Other Engineering Disciplines	36	

4.	Software Development Methodologies		
	4.1	Motivation	51
	4.2	A Method to the Madness	52
	4.3	Software Development Life Cycle	53
	4.4 Algorithm, Process, and Methodology		55
	4.5	Different Development Philosophies	56
		4.5.1 Sequential Development	57
		4.5.2 Iterative Development	57
	4.6	Brief Review of Software Development Methodologies	58
		4.6.1 Code-a-Bit-Test-a-Bit	58
		4.6.2 Waterfall	58
		4.6.3 Rapid Prototyping	59
		4.6.4 Iterative and Incremental Development	61
		4.6.5 Spiral	64
		4.6.6 Extreme Programming and Agile Processes	65
	4.7	People and Processes	67
5.	Place of Process in Software Development		
	5.1	Motivation	72
	5.2	What is a Process?	73
	5.3	.3 Processes and Software Engineering	
	5.4	From Micro to Macro	75
	5.5	Personal Software Process	75
	5.6	Team Software Process	77
	5.7	7 Unified Software Development Process	
	5.8	Towards Process Improvement and Process Making	80
	Case Study		

Detailed	Contents	xiii
Dottanoa	00	/

6.	Soft	tware Estimation	84
	6.1	Motivation	84
	6.2	What is Estimation?	85
	6.3	Science and Art of Software Estimation	85
	6.4	Importance of Estimation in Software Development	86
		6.4.1 Getting the Work	87
		6.4.2 Getting the Work Done	87
		6.4.3 Getting the Work Done Well	87
	6.5	Why is Good Estimation So Difficult?	88
	Case	e Study	90
	6.6	Some Standard Estimation Techniques	91
		6.6.1 Estimation by Judgement	93
		6.6.2 Estimation by Comparison	95
		6.6.3 Estimation by Correlation	96
	6.7	Estimating Size	98
	6.8	Estimating Effort	99
	6.9	Estimating Time	100
	6.10 Estimation and Experience		100
7.	Rol	109	
	7.1	Motivation	109
	7.2	Need for Measurement	110
	7.3	Metrics Go Beyond Mere Measuring	111
	7.4 Metrics, Management, and Beyond		112
	7.5 Brief Review of Software Metrics		112
		7.5.1 Early Perspectives	113
		7.5.2 A Maturing Discipline	116
		7.5.3 Towards a Deeper Perception	117
		7.5.4 Metrics in the New Millennium	123
	7.6	Art and Craft of Metrics Making	128
	Case	129	
		Shifting Sands of Design	130
		Making of the Metric	130
		Derivation—First Pass	130
		Derivation—Second Pass	132
		Back to Preeti	133
		An Allied Metric—Whitmire's Volatility Index	134
8.	Soft	tware Project Management	141
	8.1	Motivation	141

xiv Detailed Contents

	8.2	That Elusive Something	142
	8.3	Four Ps of Software Development: People, Project, Product, and Process	143
	8.4	Project Life Cycle	144
	8.5	Principles of Software Project Management	146
	8.6	Project Management: Processes Groups and Knowledge Areas	148
	8.7	Software Project Management Plan	150
	8.8	Team Dynamics	152
	8.9	Important Project Management Activities	152
		8.9.1 Defining a Task Network	153
		8.9.2 Scheduling	153
		8.9.3 Earned Value Analysis	154
		8.9.4 Error Tracking	154
	8.10	Managing versus Leading	154
9.	Hur	nan Aspects of Software Development	159
	9.1	Motivation	159
	9.2	Software for Real Users	161
	9.3	Capricious Users	161
	Ca	e Study	163
	9.4	Helping Users Know their Needs	165
	9.5	Co-evolution: Interaction of the Problem and Solution Domains	166
	9.6	Language and Communication	168
	9.7	Human-Computer Interaction	169
	9.8	Towards Usable Software Systems	169
	9.9	The Human Factor	171
10.	Rol	e of Automation in Software Development	176
	10.1	Motivation	176
	10.2	Computer-Aided Software Engineering (CASE)	177
	10.3	The Odyssey of Automation	179
	10.4	Automation: Why, How, and What	182
		10.4.1 Test Automation	185
		10.4.2 Implementation Automation	185
		10.4.3 Design Automation	186
		10.4.4 Automation of Specification and Analysis	186
		10.4.5 Spectrum of Automation	186
	10.5	Automating One Aspect of Design: An Example	188
		10.5.1 Aptitude Index	189
		10.5.2 Requirement Set	190
	_	10.5.3 Concordance Index	190
	Cas	e Study	193

Detailed Contents xv

	Part III Making Software					
11.	Und	erstand	ling Software Architecture	203		
	11.1	Motiva	ation	203		
	11.2	Archite	ectural Views of Software	204		
	11.3	Views	and Definitions of Software Architecture	206		
	11.4	Need f	or Architecture in Large-Scale Software Systems	207		
	11.5	How A	Architecture Differs from Design	209		
	11.6	Archite	ectural Patterns	210		
	11.7	Future	of Software Architecture	212		
	Case	e Study		213		
12.	Para	digms	of Software Development	219		
	12.1	Motiva	ation	219		
	12.2	A Cool	king Metaphor	220		
	12.3	Case fo	or Software's Complexity	221		
	12.4	Strateg	gies for Addressing Complexity in Software Systems	223		
		12.4.1	Decomposition	223		
		12.4.2	Abstraction	224		
		12.4.3	Hierarchies	225		
	12.5	Differe	ent Software Development Paradigms	225		
		12.5.1	Algorithmic Paradigm	225		
		12.5.2	Object-Oriented Paradigm	229		
		12.5.3	Aspect-Oriented Paradigm	231		
	12.6	Paradig	gms, Perspectives, and Programming	233		
	12.7	A Holi	stic View	234		
	Case	e Study		235		
13.	. Languages of Software Development			246		
	13.1	Motiva	ation	246		
	13.2	Increm	nental Approach to Learn Languages	249		
	13.3	Program	mming Languages	249		
		13.3.1	Journey of Programming Languages: Milestones	250		
		13.3.2	Profusion of Programming Languages	252		
		13.3.3	Classification of Programming Languages	253		
		13.3.4	Choice of a Programming Language	255		
	13.4	Modell	ling Languages	257		
		13.4.1	Essence of a Model	257		
		13.4.2	Unified Modelling Language	260		
	13.5	Specifi	ication Languages	264		
		13.5.1	Ten Commandments of Formal Methods	265		
		13.5.2	Simple Example Using Z	268		

xvi Detailed Contents

14.	Softv	vare Development across Workflows and Phases	279
	14.1	Motivation	279
	14.2	Dimensionality of Software Development	282
	14.3	Phases and Workflows in Perspective	286
	14.4	A Model for Software Development	286
	14.5	Workflows	287
		14.5.1 Requirements	287
		14.5.2 Analysis	291
		14.5.3 Design	296
		14.5.4 Implementation	299
		14.5.5 Test	300
	14.6	Phases	302
		14.6.1 Inception	303
		14.6.2 Elaboration	305
		14.6.3 Construction	306
		14.6.4 Transition	307
	14.7	Workflows across Phases	308
15.	Building a Software System: An Extended Case Study		317
	15.1	Motivation	317
	15.2	Example System: An Overview	318
	15.3	Requirements	319
	15.4	Analysis	325
	15.5	Design	328
	15.6	Implementation	337
	15.7	Testing	353
	15.8	Phase Milestones	354
	15.9	Limitations of Case Study	354
16.	Tric	357	
	16.1	Motivation	357
	16.2	Refactor, Reuse, Refine	358
	16.3	Refactor	359
	16.4	Reuse	360
	16.5	Refine	365
	16.6	Structured Analysis and Data Dictionary	365
	16.7	Modular Design	366
	16.8	Transform and Transaction Mapping	367
	16.9	Real-Time Software Design	367
		16.9.1 Real-Time Executive	368

Detailed Contents xvii

	Part IV Testing, Maintaining, and Modifying Software Systems				
17.	Soft	ware Testing, Reliability, and Quality	375		
	17.1	Motivation	375		
	17.2	Some Testing Terms	376		
	17.3	Some Testing Tenets	378		
	17.4	Two Testing Philosophies	379		
		17.4.1 Black-Box Testing	379		
		17.4.2 White-Box Testing	381		
	17.5	Different Types of Testing	383		
		17.5.1 Unit Testing	383		
		17.5.2 Integration Testing	384		
		17.5.3 Regression Testing	387		
		17.5.4 Performance Testing	387		
		17.5.5 Stress Testing	388		
		17.5.6 User-Acceptance Testing	388		
		17.5.7 Validation Testing	389		
	17.6	Inspections, Walkthroughs, and Reviews	389		
	17.7	Designing Test Cases	390		
	Case	Case Study			
	17.8	Debugging Techniques	392		
		17.8.1 Debugging by Brute Force	393		
		17.8.2 Debugging by Induction	393		
		17.8.3 Debugging by Deduction	393		
		17.8.4 Debugging by Backtracking	394		
	17.9	Test Automation	394		
	17.10	Basic Ideas of Software Reliability	395		
		17.10.1 Difference between Software and Hardware Reliability	396		
		17.10.2 Some Useful Software Reliability Relations	397		
	17.11	Towards Software Quality	398		
		17.11.1 ISO 9000 Series of Standards	399		
		17.11.2 Capability Maturity Model	399		
		17.11.3 Six Sigma	400		
18.	Tow	ards Software Evolution	411		
	18.1	Motivation	411		
	18.2	Life after the Life Cycle	411		
	18.3	Maintenance and Modification	412		
	18.4	Software Entropy	413		
	18.5	Software Evolution	415		

xviii Detailed Contents

	Part V Latest Trends of Software Development				
19.	Soft	ware Engineering and the World Wide Web	423		
	19.1	Motivation	423		
	19.2	Internet and the WWW	425		
	19.3	Software Applications: Before and After the Web	430		
	19.4	Architecture of Web-Based Software Systems	431		
	19.5	Software Systems on the Web: Salient Features	432		
	19.6	Web as a Software Development Medium	433		
20.	Tow	ards Enterprise Software Development	438		
	20.1	Motivation	438		
	20.2	How is Enterprise Software Development Different?	440		
	20.3	Importance of Enterprise Software	443		
	20.4	Challenges Unique To Enterprise Software Development	443		
	20.5	Enterprise-Oriented Software Engineering	445		
		20.5.1 Identifying and Understanding Stakeholders' Needs	446		
		20.5.2 Choice of a Methodology	447		
		20.5.3 User Involvement and Feedback	448		
		20.5.4 Continual Development	449		
	Cas	e Study	450		
21.	Glot	oal Software Development	456		
	21.1	Motivation	456		
	21.2	What is So Special about Global Software Development?	457		
	21.3	Genesis of Global Software Development	458		
	21.4	Distributed Teams and Remote Customers	459		
	21.5	Outsourcing: A Quick Reflection	460		
	21.6	Global Software Engineer	461		
22.	Ope	n Source Software Development	466		
	22.1	Motivation	466		
	22.2	What is Open Source Software?	467		
	22.3	Evolution of Open Source Software	468		
		22.3.1 From Free to Proprietary	468		
		22.3.2 Open Source Response	469		
		22.3.3 Spread of the Mantra	470		
		22.3.4 Open Source as an Institution	471		
	22.4	Range and Limitations of Open Source Software	471		
	22.5	Opens Source Software and the Professional Software Engineer	473		

Detailed Contents **xix**

23.	Future of Software Development		478	
	23.1	Motiva	tion	478
	23.2	Evolvir	ng Trends in Software Development	479
		23.2.1	Understanding of Software Engineering	479
		23.2.2	Planning and Managing Software Development	480
		23.2.3	Designing and Building Software Systems	480
		23.2.4	Testing, Maintenance, and Modifications	481
		23.2.5	What will be the Next Big Thing?	481
	23.3	Softwa	re Engineer's Survival Toolkit	483
		23.3.1	Virtuosity with at least One Programming Language	483
		23.3.2	In-depth Experience with at least One Development Methodology	484
		23.3.3	Detailed Understanding of at least One Application Domain	484
		23.3.4	Sense of History	485
Inde	x			489

Index