COURSE DESCRIPTION:

Successful software development depends on an in-depth understanding of how the phases and supporting activities of the software development life cycle work together. Each phase of the life cycle contributes to a reliable, maintainable product that satisfies user requirements. The application of good engineering practices throughout the cycle dramatically improves the likelihood of delivering a quality software project on time, in scope and within budget. While there are many rigorous methodologies, in fact most approaches and tools have a mixture of strengths and weaknesses. Traditional development approaches result in models that are incomplete and quickly become out-of-sync with the application source code. Many modeling approaches focus on describing software designs, rather than solving business problems.

This course examines and evaluates past and current trends in software development practices, and focuses upon agile software development methods such as Extreme Programming (XP), Agile Modeling (AM), Scrum, ASD, DSDM, Crystal, Feature Driven Development (FDD), and Incremental Funding Method (IFM). Agile software processes are a recent trend in the software industry and promise strong productivity improvements, increased software quality, higher customer satisfaction and reduced developer turnover. Agile development techniques empower teams to overcome time-to-market pressures and volatile requirements. According to Giga Information Group Inc., more than two-thirds of all corporate IT organizations will use some form of agile software development process within next 18 months. The course gives an overview of methods and techniques used in agile software processes, contrasts agile approaches with traditional
software development methods, and discuss the sweet spots of both methodologies. Other non-agile approaches that are widely used in industry such as the Rational Unified Process (RUP) and the Open Process Framework (OPF) will also be covered. Process improvement initiatives such as the Capability Maturity Model (CMM) and Personal Software Process (PSP) will also be discussed.

This course is designed for anyone interested in learning how to understand requirements, specify solutions for complex systems, and deploy scalable, portable, and robust enterprise applications. The course will present a variety of tools, in the context of team production of publicly releasable software. The goal will be for each student to have had a hand in building complete and useful applications that could be released for real-world use. This course is a highly interactive course, in which students are expected to fully participate in class-based activities and discussions. Students are also encouraged to bring their own experiences to the discussion, as all of the topics being covered in this course are still considered open research topics. More than 50% of the course will be spend on hands-on exercises, and practical software development as part of a team project.

**COURSE OBJECTIVES**

The objectives of the course are as follows:

1. Describe and compare various software development methods and understand the context in which each approach might be applicable.

2. Develop students’ critical skills to distinguish sound development practices from ad hoc practices, judge which technique would be most appropriate for solving large-scale software problems, and articulate the benefits of applying sound practices.

3. Expand students’ familiarity with mainstream languages used to model and analyze object designs (e.g., UML).

4. Demonstrate the importance of formal and executable specifications of object models, and the ability to verify the correctness and completeness of the solution by executing the models.
5. Explain the scope of the software maintenance problem and demonstrate the use of several tools for reverse engineering software.

6. Develop students’ ability to evaluate the effectiveness of an organization’s software development practices, suggest improvements, and define a process improvement strategy.

7. Introduce state-of-the-art tools and techniques for large-scale software systems development.

8. Implement the major software development methods in practical projects.

REQUERED TEXTBOOKS

Agile Software Development Ecosystems
Jim Highsmith

Extreme Programming Explained: Embrace Change
Kent Beck

RECOMMENDED TEXTBOOKS

Software Engineering (6th Edition)
by Ian Sommerville

Agile Modeling: Effective Practices for Extreme Programming and the Unified Process
Scott Amber

A Practical Guide to eXtreme Programming
David Astels et al.
Prentice Hall PTR; ISBN: 0130674826; 1st edition (02/02)

PREREQUISITES

Students enrolling in this class are expected to have taken G22.2110, and its prerequisites. Knowledge of UML or a specific programming language is not required. For some of
the practical aspects of the course, a working knowledge of an object-oriented programming language (e.g., Java) is recommended. Experience as a software development team member in the role of business analyst, developer, or project manager is a plus.

TEAM PROJECT

All assignments (other than the individual assessments) will correspond to milestones in the team project. Teams will pick their own projects, within certain constraints: for instance, all projects should involve multiple distributed subsystems (e.g., web-based electronic services projects including client, application server, and database tiers). Students will need to come up to speed on whatever programming languages and/or software technologies they choose for their projects - which will not necessarily be covered in class.

Students will be required to form themselves into "pairs" of exactly two (2) members each; if there is an odd number of students in the class, then one (1) team of three (3) members will be permitted. There may not be any "pairs" of only one member! The instructor and TA(s) will then assist the pairs in forming "teams", ideally each consisting of two (2) "pairs", possibly three (3) pairs if necessary due to enrollment, but students are encouraged to form their own 2-pair teams in advance. If some students drop the course, any remaining pair or team members may be arbitrarily reassigned to other pairs/teams at the discretion of the instructor (but are strongly encouraged to reform pairs/teams on their own). Students will develop and test their project code together with the other member of their programming pair.

WEB SITES

Related information can be found on the following Web sites:

www.agilemanifesto.org
http://www.agilemodeling.com/
http://www.crystalmethodologies.org
www.AdaptiveSD.com
www.AgileAlliance.org
www.thedacs.com/techs/agile/
http://www.extremeprogramming.org/
http://www.xprogramming.com/
OTHER RECOMMENDATIONS

Students are encouraged to review the references provided on the course Web site, subscribe to Application Development Trends, Software Systems, and New Architect.

COURSE SESSIONS

1. SOFTWARE ENGINEERING FUNDAMENTALS

   - Course Logistics
   - Software Development Challenges
   - Software Scope
   - Software Engineering Discipline
   - The Human Side of Software Development
   - Introduction to Agile Software Engineering

   READINGS: Selected readings assigned in class
              Handouts posted on the course Web site

2. SOFTWARE DEVELOPMENT LIFE CYCLES (SDLCs) – Part I

   - Life Cycle Phases
   - Traditional Life Cycle Models
     - Waterfall
     - V
     - Phased
     - Evolutionary
     - Spiral
     - CBSE
   - Alternative Techniques
     - UP
     - RAD
     - JAD
     - PSP/TSP
     - Prototyping

   READINGS: Selected readings assigned in class
              Handouts posted on the course Web site
3. SOFTWARE DEVELOPMENT LIFE CYCLES (SDLCs) - Part II

- Extreme Programming
- Agile Software Development
- Roles and Types of Standards
- ISO 12207: Life Cycle Standard
- IEEE Standards for Software Engineering Processes and Specifications

READINGS: Selected readings assigned in class
Handouts posted on the course Web site

4. SOFTWARE ENGINEERING TOOLS PRIMER

- Build Tools (e.g., Ant)
- Continuous Build Process Frameworks (e.g., CruiseControl)
- Unit Testing Frameworks (e.g., jUnit)
- Refactoring Browsers (e.g. IntelliJ’s IDEA, Borland’s)
- Selecting Appropriate Tools

5. PLANNING AND MANAGING REQUIREMENTS

- Requirements Development Methodology
- Specifying Requirements
- Eliciting Accurate Requirements
- Documenting Business Requirements
- Defining User Requirements
- Validating Requirements
- Achieving Requirements Traceability
- Managing Changing Requirements
- Reviews, Walkthroughs, and Inspections
- Agile Requirements Engineering

READINGS: Selected readings assigned in class
Handouts posted on the course Web site

6. INTRODUCTION TO SOFTWARE ANALYSIS AND DESIGN

- Roles of Analysis and Design
- Traditional Data and Process Modeling Approaches
- Performing Requirements Analysis
- Object-Oriented Modeling
- Selecting and Combining Approaches
- Creating a Data Model

**READINGS:** Selected readings assigned in class  
Handouts posted on the course web site

7. **BUSINESS MODEL ENGINEERING**

- Business Model Capture Tools  
- Process Modeling  
- Capturing the Organization and Location Aspects  
- Developing a Process Model

**READINGS:** Selected readings assigned in class  
Handouts posted on the course web site

8. **FROM ANALYSIS AND DESIGN TO SOFTWARE ARCHITECTURES**

- Building an Object Model using UML  
- Design Patterns  
- Architectural Patterns  
- Model Driven Architectures  
- Business Process Management  
- Achieving Optimum-Quality Results  
- Selecting Kits and Frameworks (e.g., Eclipse, etc.)  
- Using Open Source versus Commercial Infrastructures

**READINGS:** Selected readings assigned in class  
Handouts posted on the course web site

9. **BUILDING SOFTWARE**

- Language and Platform Issues  
- Component Infrastructures  
- Pair Programming  
- Refactoring  
- Test Driven Development (TDD)  
- Distributed Development and Agile Methods  
- Scalability

**READINGS:** Selected readings assigned in class  
Handouts posted on the course web site

10. **SOFTWARE VERIFICATION AND VALIDATION**

- Integration and System Testing  
- Static Confirmation
- Dynamic Testing
- Traceability Matrices
- Automated Testing

READINGS: Selected readings assigned in class
Handouts posted on the course web site

11. SOFTWARE QUALITY

- Configuration Management (CM)
- Software Quality Assurance (SQA)
- Project Measurements
- Software Quality and Agile Methods
  - Acceptance testing
  - Mock objects
  - User interface testing (HTTPUnit, Canoo)
  - Performance testing
- Project Management Metrics
- Quality and Process Standards and Guidelines
  - ISO 9000
  - SWEBOK
  - ISO 15504
  - SEI’s Capability Maturity Model (CMM)
  - CMM Integration (CMMI)

READINGS: Selected readings assigned in class
Handouts posted on the course web site

12. RISK MANAGEMENT IN SOFTWARE ENGINEERING PROJECTS

- Project Planning and Estimation
- Cooperative roles of software engineering and project management
- Developing risk response strategies
- Risk Management in Agile Processes
- Agile Project Planning

READINGS: Selected readings assigned in class
Handouts posted on the course web site

13. QUANTIFYING SPECIFICATIONS USING FORMAL METHODS

- Using Set Theory and Logic
- Verifying Requirements Mathematically

READINGS: Selected readings assigned in class
14. OTHER PROJECT CONSIDERATIONS

- Evaluating Agile Software Engineering
- Software Engineering Ethics
- Web Engineering Techniques
- Measuring User Satisfaction

READINGS: Selected readings assigned in class
Handouts posted on the course web site

READINGS

Assigned readings for the course will be from the textbooks, various Software Engineering-related Web sites, trade magazines, and recommended books listed on the course Web site.

ASSIGNMENTS

Homework and project assignments completion will be required.
Quizzes will be administered.
The final exam will be a take-home exam.

GRADING POLICY

25% Assignments
35% Projects
30% Final Exam
10% Attendance and Participation
Extra credit will be granted periodically for particularly clever or creative solutions.

Pair or team members who do not contribute appropriately to an assignment will receive a significantly lower grade for that assignment than the rest of that pair/team, possibly "zero", at the discretion of the instructor. If there is lack of appropriate contribution on any two or more group assignments, the non-participating student(s) may be asked to withdraw from the course. If this occurs after drop date, "unofficial withdrawal" grades may be given.