

Principles of Software Design

Introduction

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M-255

What is the difference between real world project and your typical class assignment?

Class assignment.

- The underlying reason on why to do the assignment is not your concern.
- The assignment is clearly stated and complete.
- There are no changes about your assignment during your work.
- You work on your own.
- You work on it for short amount of time, then you forget about.
- The resulting product is small, easy to comprehend by a single person.
- ...

What we will do here

The aim is to give you a basic idea about software development.

- 1 We discuss various areas of software development.
- 2 How to actually write code under typical real life circumstances.
- 3 Basics of several useful technologies.

Areas of knowledge [1]

- Software requirements
- Software design
- Software construction
- Software testing
- Software maintenance
- Software configuration management
- Software engineering management
- Software engineering process
- Software engineering models and methods
- Software quality
- Software engineering professional practice
- Software engineering economics

Areas of knowledge [1]

- Computing foundations
- Mathematical foundations
- Engineering foundations

Supporting:

- Computer engineering
- Systems engineering
- Project management
- Quality management
- General management
- Computer science
- Mathematics

Areas of knowledge

- The previous courses only touched some of these areas.
- We give a very basic overview of most of these areas.

What to expect and what should you focus on

- No theorem or proofs.
- Various approaches how to do something.
- Strong and weak sides of each approach, when given approach is appropriate.
- Good practices within chosen approach:
 - amplify the strong sides of the approach
 - manage the weak side
- How given practice affects other areas of software development.

How to program

You had C, Java. We will do Python.

- To expand your horizons.
- “There is exactly one way to do something” maxim.
- Supports many paradigms.
- You can do various complex constructions with relative ease.

On the other hand, while dealing design you can mostly imagine doing Java

- We will do mostly OO design.
- We want the interfaces to be explicit (It is a significant part of design).

Technologies

Several technologies:

- Git
- Makefile
- PyUnit
- Python logging module
- ...

Grading

- Three evaluated assignments, 3×16 points. Tentative deadlines:
 - Assignment 1 8.3., 15.3.
 - Assignment 2 29.3., 5.4.
 - Assignment 3 3.5., 10.5.
- Oral examination 52 points (three open questions out of the list).

Grading

- You have to use Git and Python
- You will have to search a lot to find out what is the correct way to write stuff in Python.
- After your are done you send entire repository to me and one of your colleagues (first deadline)
- During the next week your colleague reviews the code and you improve it accordingly.
- You send me the whole repository again (second deadline)

Grading

- Grading:

A $\langle 100, 90 \rangle$

B $(90, 80)$

C $(80, 70)$

D $(70, 60)$

E $(60, 50)$

Resources

On this frame you usually find materials to learn from. You should read this stuff to prepare for the examination (especially if you missed the course or were sleeping during my presentation :)).

References I

Sometimes I feel it is necessary to give you the source of some claim (I should do that more often than I do). This will appear here. You don't have to read the content of it.



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