

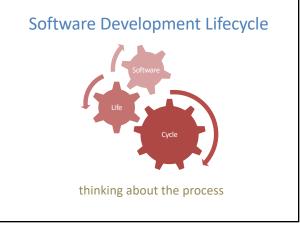
last time: Product idea proposal!

- First assignment: Due at 9 PM, Sep 9 http://www.cs.umass.edu/~brun/class/2024Fall/CS320/productIdea/productIdea.pdf
- Groups of 1 or 2
 - get into groups after class or use the Canvas class discussion forum
- Submit 4 slides:
- 3-minute presentations in class next week

Does everyone have a 1–2 person group?

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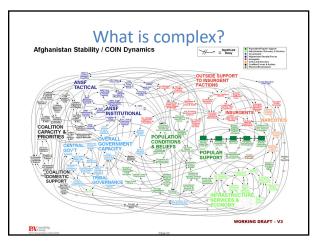
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How complex is software?

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How complex is software?

- Measures of complexity:
 - lines of code
 - number of classes
 - number of modules
 - module interconnections and dependencies
 - time to understand
 - # of authors
 - ... many more

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How complex is software?

- · Measures of complexity:
 - lines of code

Windows Server 2003: 50 MSLoC Debian 5.0: 324 MSLoC

- number of classes
- number of modules
- module interconnections and dependencies
- time to understand
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- ... many more

How big is 324 MSLoC?

- 50 lines/page ⇒ 6.5M pages
- 1K pages/ream ⇒ 6.5K reams
- 2 inches/ream ⇒ 13K inches
- 13K inches ≈ taller than the Prudential
- 5 words/LoC @ 50 wpm \Rightarrow 32M min \approx 61 years

And we don't just want random words, we want compiling code!

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Managing software development

- Requirements
- Design
- Implementation
- Testing
- Maintenance

Outline

- · Why do we need a lifecycle process?
- · Lifecycle models and their tradeoffs
 - code-and-fix
 - waterfall
 - spiral
 - staged delivery
 - agile (scrum)
 - ... there are many others

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Ad-hoc development

- Creating software without any formal guidelines or process
- · Advantage: easy to learn and use!
- Disadvantages?

Ad-hoc development disadvantages

- Some important actions (testing, design) may go ignored
- · Unclear when to start or stop each task
- · Scales poorly to multiple people
- · Hard to review or evaluate one's work

The later a problem is found in software, the more costly it is to fix.

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What makes a lifecycle?

- Requirements
- Design
- Implementation
- Testing
- Maintenance

How do we combine them?

Benefits of using a lifecycle

- provides a work structure
- forces thinking about the "big picture"
- helps prevent decisions that are individually on target but collectively misdirected
- · assists management and progress control

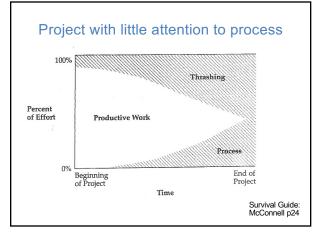
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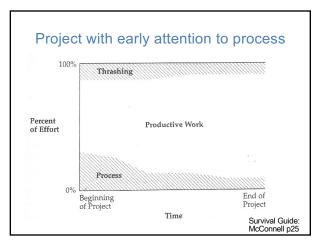
What are some drawbacks?



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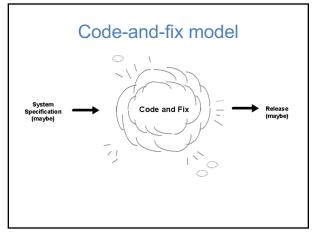
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Let's talk about some lifecycle models



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Code-and-fix model

- Advantages
 - Low overhead
 - Applicable to small, short-lived projects
- Dangers
 - No way to assess progress and manage risks
 - Hard to accommodate changes
 - Unclear what and when will be delivered
 - Hard to assess quality

Waterfall model

System
Requirements
Validation

Pellminary
Pellmi

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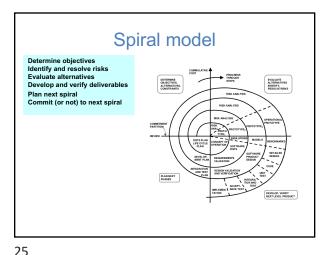
Waterfall model advantages

- · Works well for well-understood projects
 - tackles all planning upfront
 - no midstream changes leads to efficient software development process
- · Supports experienced teams
 - Orderly, easy-to-follow sequential model
 - Reviews help determine readiness to advance

Waterfall model limitations

- · Difficult to do all planning upfront
- · No sense of progress until the end
- · Integration occurs at the very end
 - Defies the "integrate early and often" rule
 - Without feedback, solutions are inflexible
 - Final product may not match customer's needs
- · Phase reviews are massive affairs
 - It takes a lot of inertia and \$ to make changes

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Barry Boehm, a "Living Legend" in Systems and **Software Engineering, Dies** at 87 A pioneer in the field of computer science with a career panning six decades, USC Viterbi Professor Emeritus Ba Boehm "defined an era in software engineering."

Spiral model

- · Oriented towards phased reduction of risk
- · Take on the big risks early
- are we building the right product?
 - do we have customers for this product?
 - is it possible to use existing technology? tomorrow's technology?
- · Progresses carefully toward a result

Spiral model advantages

- · Especially appropriate at the beginning of the project, allowing requirement fluidity
- · Provides early indication of unforeseen problems
- · Allows for change
- · As costs increase, risks decrease!

Addresses the biggest risk first

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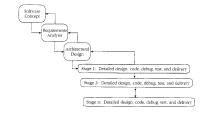
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Spiral model disadvantages

- · A lot of planning and management
- · Requires customer and contract flexibility
- · Developers must be able to assess risk

Staged delivery model



first, waterfall-like

then, short release cycles: plan, design, execute, test, release with delivery possible at the end of any cycle

Staged delivery model advantages

- · Can ship at the end of any release cycle
- · Intermediate deliveries show progress, satisfy customers, and lead to feedback
- Problems are visible early (e.g., integration)
- · Facilitates shorter, more predictable release cycles

Very practical, widely used and successful

Staged delivery model disadvantages

- · Requires tight coordination with documentation, management, marketing
- Product must be decomposable
- · Extra releases cause overhead

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What's the best model?

Consider

- · The task at hand
- · Risk management
- Quality / cost control
- · Predictability
- · Visibility of progress
- · Customer involvement and feedback

Aim for good, fast, and cheap. But you can't have all three at the same time.

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