CS 520
Theory and Practice of Software Engineering
Spring 2020

Course introduction
January 21, 2020

The CS 520 team

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Today
- What is Software Engineering?
- Why is Software Engineering important?
- Your expectations
- Course overview
- Our expectations
- Logistics

What is Software Engineering?
What is Software Engineering?

- Developing in an IDE and software ecosystem?
- Coding and debugging?
- Deploying and running a software system?
- Empirical evaluations?
- Modeling and designing?

All of the above -- much more than just writing code!

What is Software Engineering?

More than just writing code
The complete process of specifying, designing, developing, analyzing, deploying, and maintaining a software system.

- Common Software Engineering tasks include:
  - Requirements engineering
  - Specification writing and documentation
  - Software architecture and design
  - Programming
  - Software testing and debugging
  - Refactoring

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Just one out of many important tasks!
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Why is Software Engineering important?

Software is everywhere... and buggy!
Why is Software Engineering important?

Software is complex!

- Aircraft: ~15 million lines of code

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

How big is 324 MSLoC?

- Windows Server 2003: 50 MSLoC
- Debian 5.0: 324 MSLoC

- 50 lines/page ⇒ 6.5M pages
- 1K pages/ream ⇒ 6.5K reams
- 2 inches/ream ⇒ 13K inches
- 13K inches ~ four times the height of the CS building

- 5 words/LoC @ 50 wpm ⇒ 32M min ≈ 61 years

And we don’t just want random words, we want compiling code!
Summary: Software Engineering

What is Software Engineering?
The complete process of specifying, designing, developing, analyzing, deploying, and maintaining a software system.

Why is it important?
- Software is everywhere and complex.
- Software defects are expensive (and annoying).

Goals
- Decompose a complex engineering problem.
- Organize processes and effort.
- Improve software reliability.
- Improve developer productivity.

Your expectations

Introduction and a brief (5 minute) survey
- Why are you taking this course?
- What do you expect from this course?
- What are your learning goals (theory and practice)?
Course overview: the big picture

- **Software architecture and design**
  - Software modelling and UML crash course.
  - Best practices and OO design principles.
  - Architecture and Design patterns.
  - Very brief intro to functional programming.

- **Empirical Software Engineering**
  - Reasoning about experimental designs and studies.
  - Understanding and reasoning about threats to validity.

- **Software testing, debugging, and repair**
  - Learning about cutting-edge research.
  - Hands-on experience, using testing and debugging techniques.

- **Class project**
  - Design, development, and testing of a research prototype, etc.

Goal: no more spaghetti code!

Course overview: rough timeline

**January**
- Software architecture and design

**February**
- Empirical Software Engineering
- Software testing
- Class project: Topic selection

**March**
- Software debugging and repair
- Class project: Mid-date report

**April**
- Reasoning about programs
- Collaboration and teamwork
- Class project: Completion

Goal: properly reason about research studies and findings

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Anything wrong with the following conclusions?

- Not using Internet Explorer makes the world a safer place/reduces murder rates.
- Spending more time on learning a programming language makes you a worse programmer.
Exposure to cutting-edge research

- We will have 1 or more guest lectures on research
  - These will be held in class
  - Alternatively, these will be held out of class. Videos will be available.
- We might have 1 guest lecture on what it’s like to work in industry.

Course overview: grading

Grading

- 30% Class project
- 40% In-class exercises
- 20% Homework
- 10% Participation

Our expectations

- Programming experience.
- Familiarity with an OO programming language (e.g., Java, C++, etc.).
- Reading research papers.
- Active participation in discussions and group work.

Logistics

- Computer Science Building 142, Tuesday and Thursday, 10 AM – 11:15 AM
- Lectures, tutorials, and in-class exercises.
- Course material, policies, and schedule on web site: https://people.cs.umass.edu/~hconboy/class/2020Spring/CS520/
- Submission of assignments via Moodle: https://moodle.umass.edu/course/view.php?id=64042