



Software Engineering and Technology (MPSOF)

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Riccardo

About me

- **Coordinator of SE Master Program**
Associate Professor, CSE department
- Research interests
 - Security and privacy by design
 - Empirical methods for security & privacy
- See www.scandariato.eu



About you

Do you have solid programming skills?





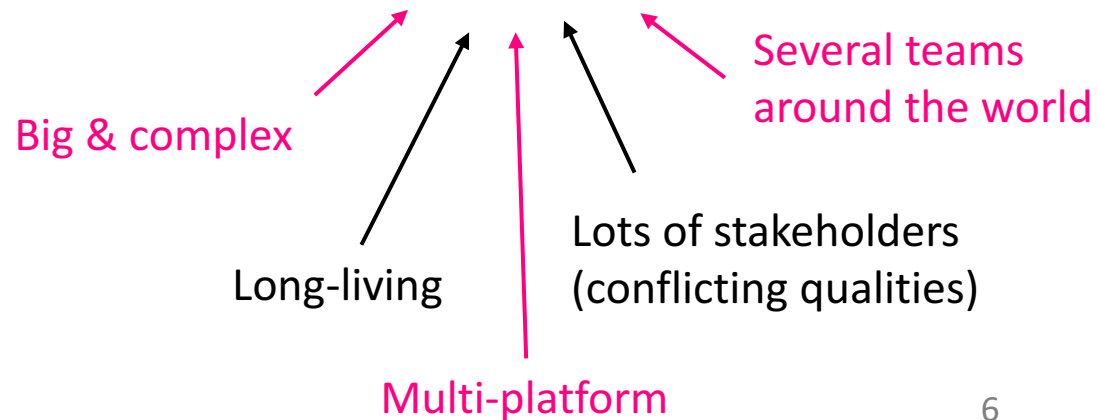
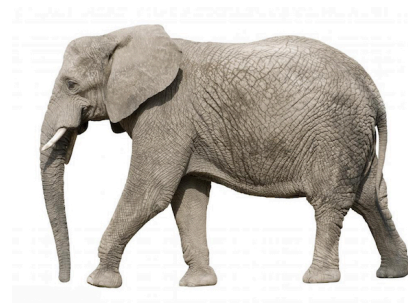
What can possibly go wrong ?!

What can possibly go wrong ?!

- Programming in the small... nothing!



- Programming in the large?



What can possibly go wrong ?!

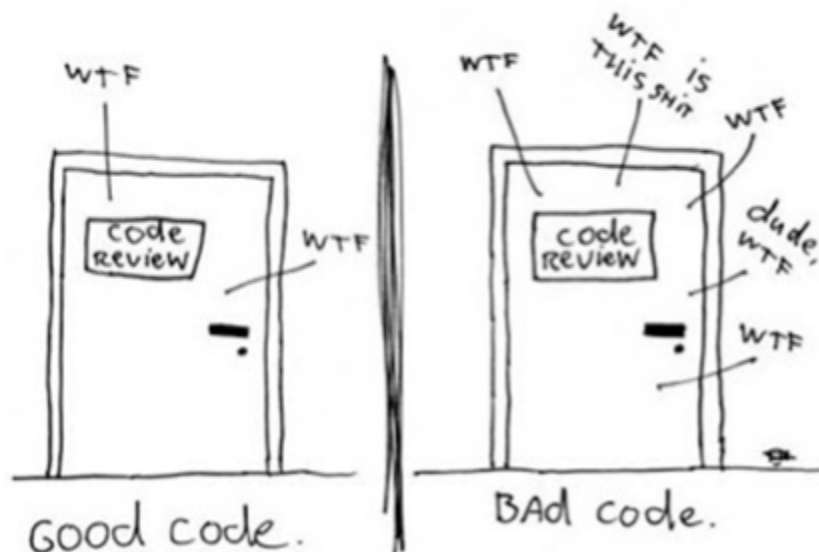
“Of the IT projects that are initiated, **from 5 to 15%** will be **abandoned** before or shortly after delivery as hopelessly inadequate.

IEEE Spectrum, Why Software Fails, September 2005

What can possibly go wrong ?!

- Are you delivering **quality**?
 - Bugs, performance issues, security flaws...

The ONLY VALID MEASUREMENT
OF CODE QUALITY: WTFs/MINUTE



What can possibly go wrong ?!

- Did you get the **requirements** right?

what stakeholders
need



what is built



What can possibly go wrong ?!

- Did you get the **design** right?



What can possibly go wrong ?!

- More bugs, more performance issues, requests for new features...



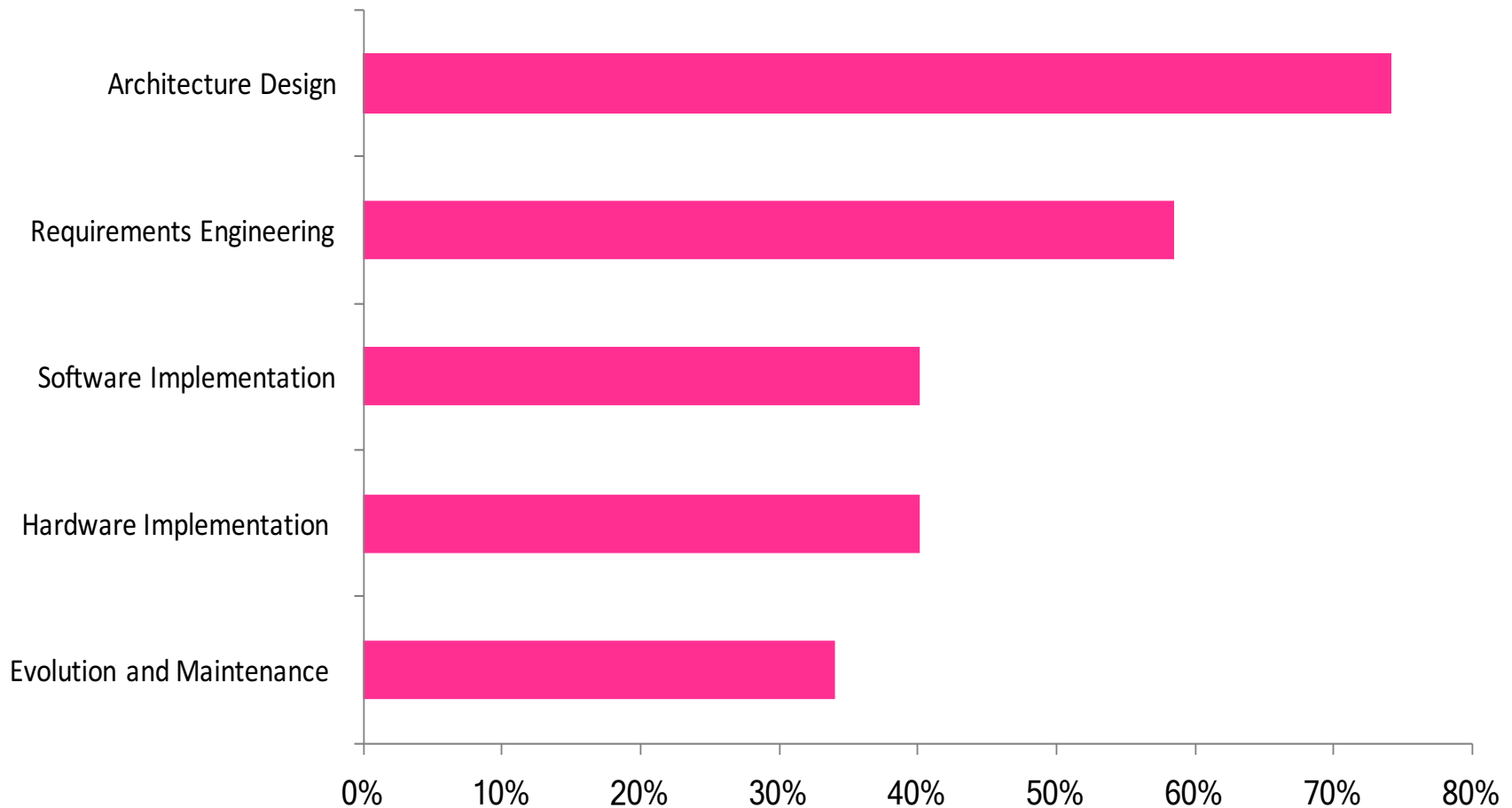
Delivered



Evolved

What does go wrong ?!

Source of Problems in Software Development



Software projects are complex operations



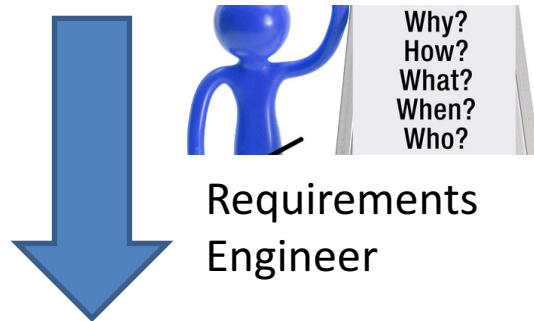
Stakeholders



Architect



Developers



Requirements Engineer



Testers



Requirements



Software Architecture



Software Product



Software engineering

Requirements

Coding and
Detailed Design

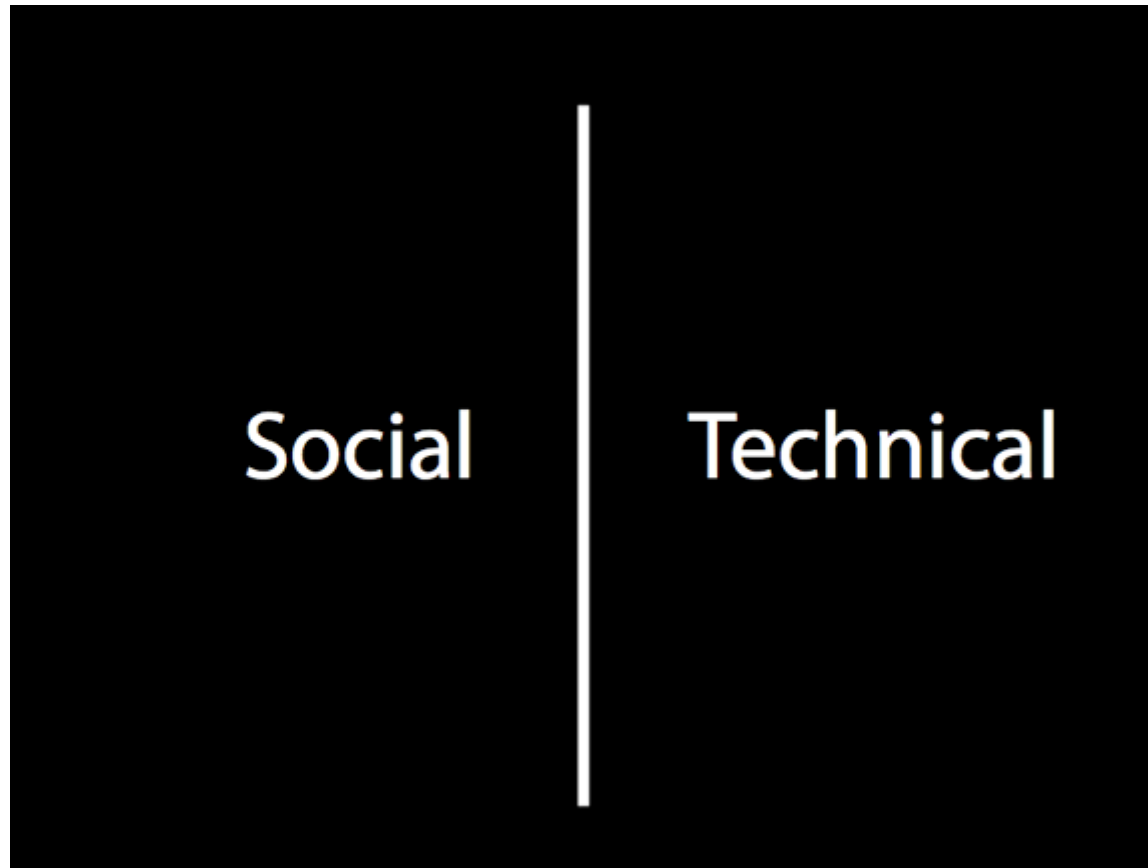
Testing

Architecture

Evolution



Software engineering



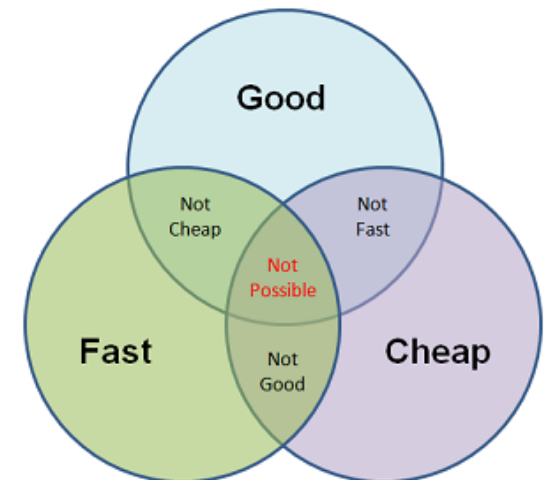


IEEE definition of software engineering

- The application of a systematic, disciplined, quantifiable approach to the **development**, **operation** and **maintenance** of software;
 - that is, the application of engineering to software.
- The study of approaches as in the above statement.

In other words

- Software engineering is a **branch of computer science**
- Using well-defined engineering concepts required to produce (+operate, +evolve) **quality** software products, **in-budget** and **on-time**



Software engineering problems

Just a few examples...

“Can I *predict* how many post-release bugs to expect in this file?”

✓ Software metrics + machine learning

Software engineering problems

Just a few examples...

“ How can I reduce the *no. of defects per kLOC?* ”

- ✓ Pair programming, inspection,
- ✓ Test-first, integrate test with commit
- ✓ Use seamless static analysis...

Software engineering problems

Just a few examples...

“How can I reduce the *maintenance costs* for my SW product?”

- ✓ Clone detection (via code analysis)
- ✓ Improve architecture (e.g., use layers)

Software engineering problems

Just a few examples

*“ Can I validate my design to be sure that customer data is treated **confidentially** ”*

✓ UML + formal methods

Software engineering (in practice)

- **Techniques**
 - Goal-oriented elicitation of requirements
 - Attribute-driven design
 - Model-based testing
 - Metrics for code quality ...
- **Processes**
 - Waterfall, Agile ...
- **Management**
 - Estimation ...

+ Experimentation



Experimental software engineering

Just an example

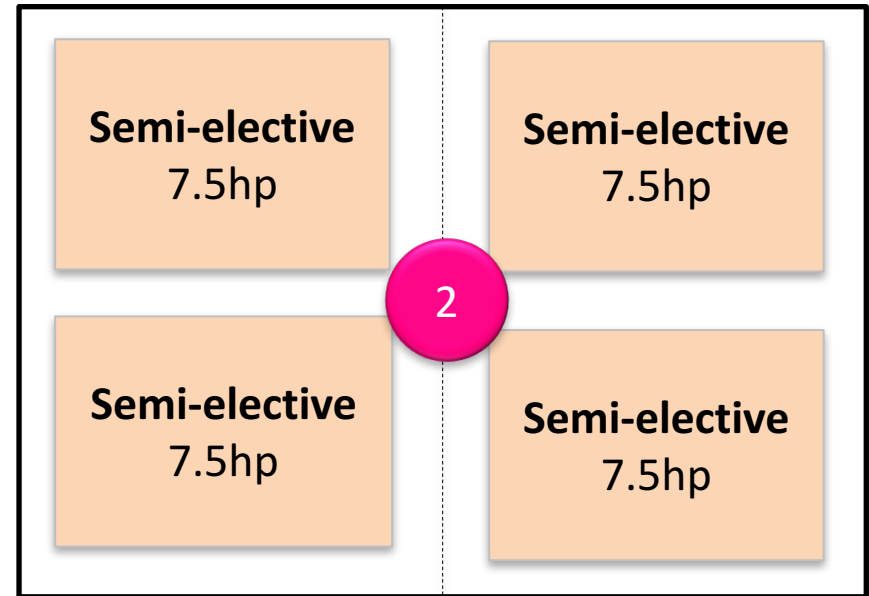
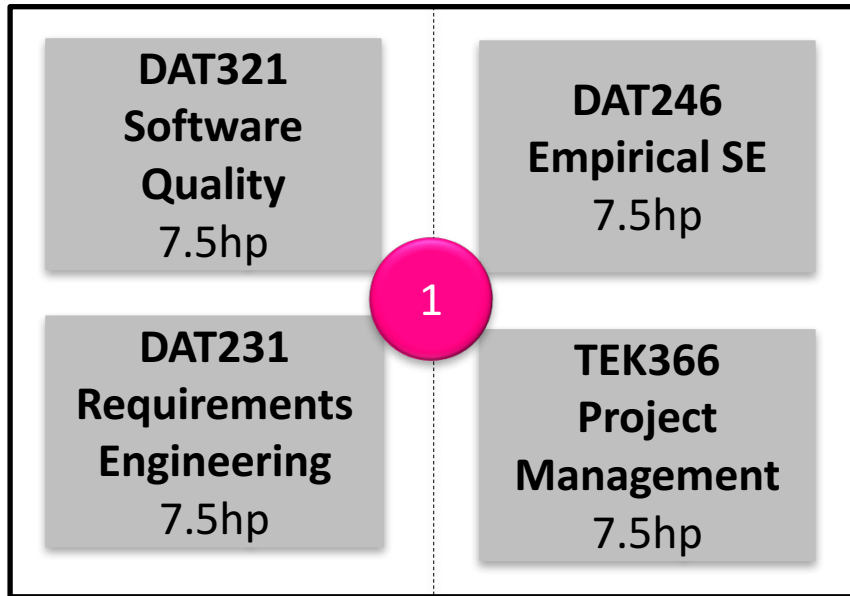
- A group of n engineers (**control**) inspecting some application with a **static analysis technique**
- Another group of n engineers (**treatment**) inspecting the same code using a **tool-based penetration testing**
- **Which group finds more vulnerabilities?**
Statistically significant differences (e.g., *t-test*)

Questions ?





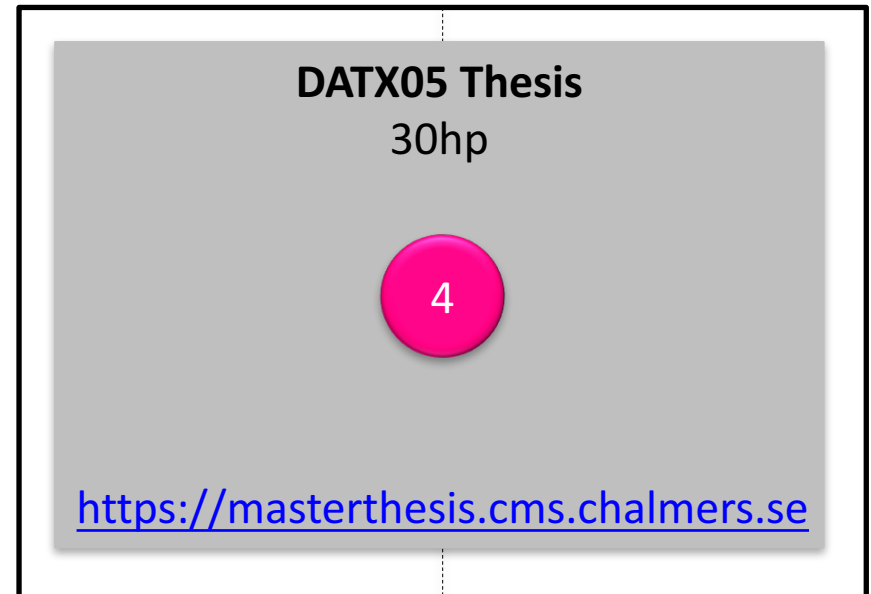
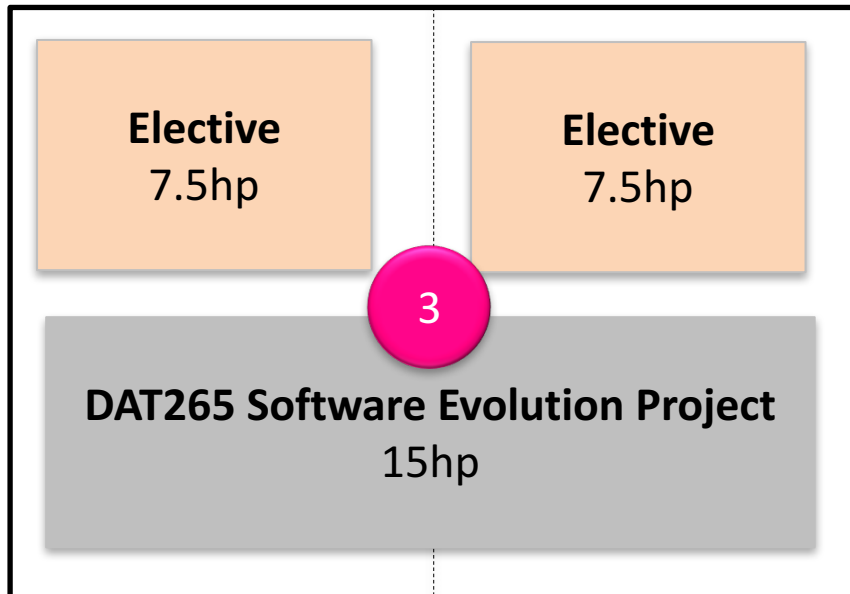
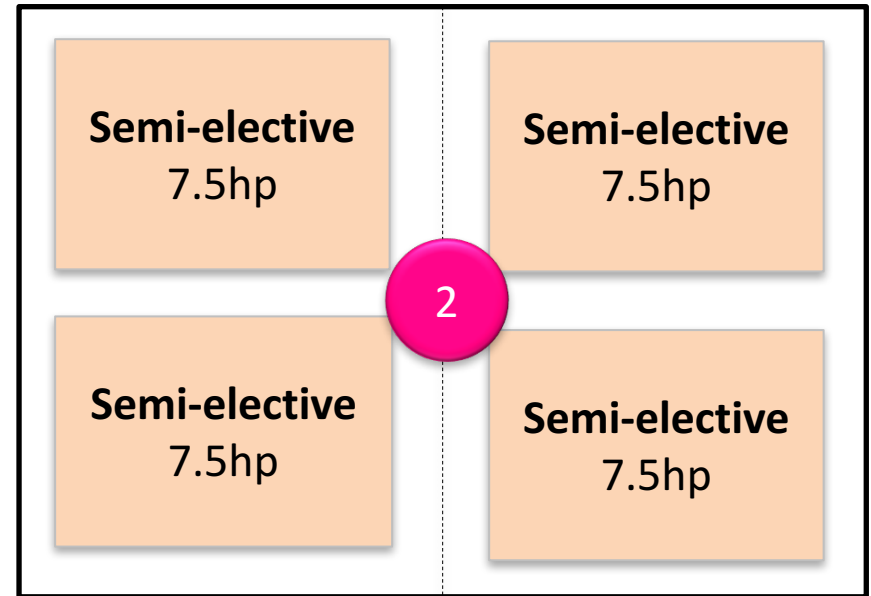
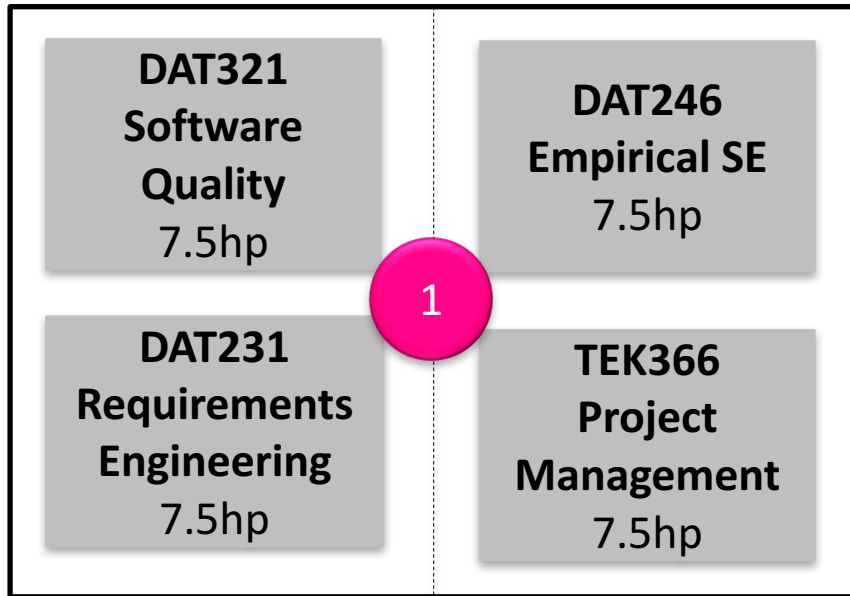
THE MASTER PROGRAM



At least 15 credits from the
“Recommended Profiles”



- Software and user experience
- Software architecture and process management
- Software and modeling
- Software and data science
- Software and real-time system
- Software and security
- Software and Algorithms





CHALMERS
UNIVERSITY OF TECHNOLOGY



UNIVERSITY OF GOTHENBURG

@Lindholmen



Context

- Proximity to where software is made:
Lindholmen Science Park
- Close collaboration (e.g., thesis) with...



VOLVO

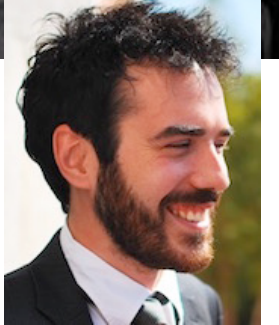
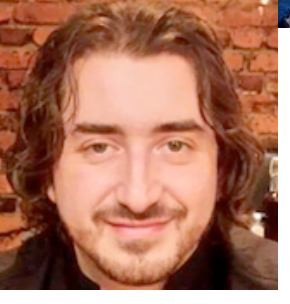
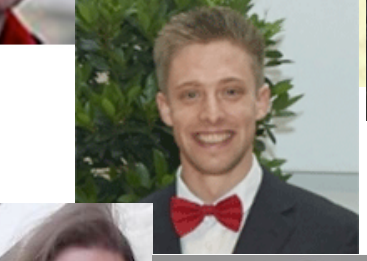
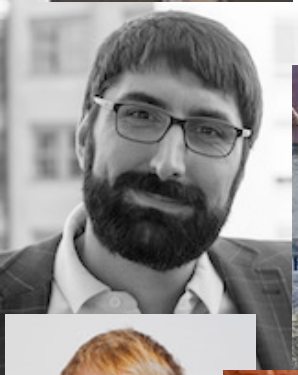
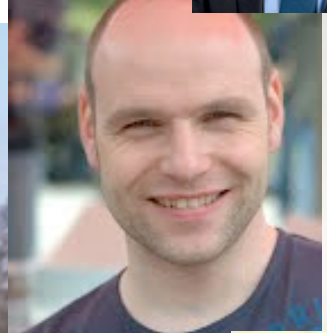
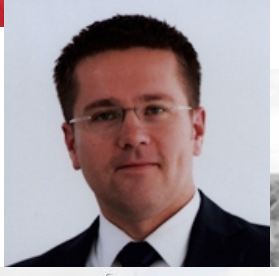
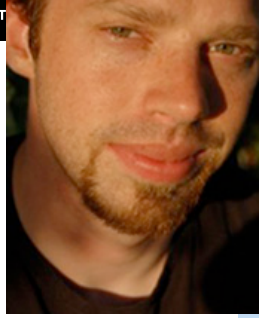


RUAG





AIMERS UNIVERSITY OF



Questions ?

