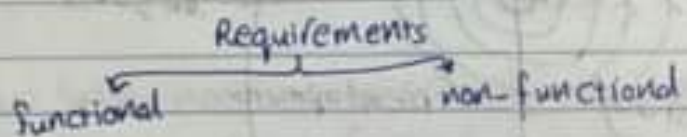
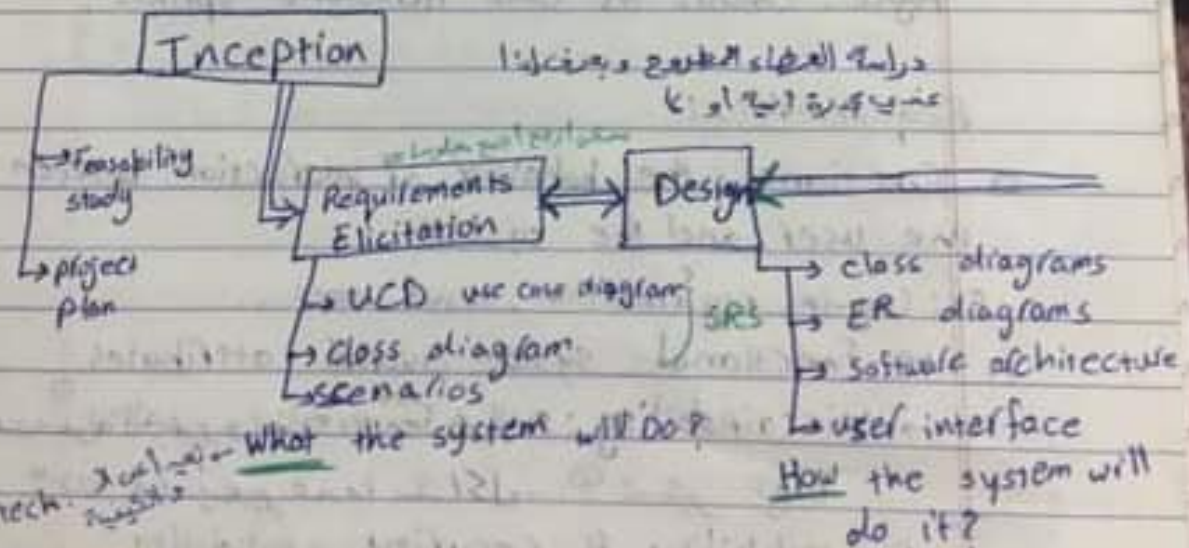
Email : szain@birzeit.edu

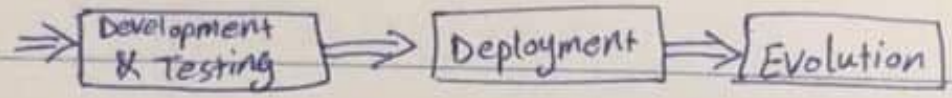
change ⇒ maintainability of software

Non functional requirements:
1. Maintainability
2. Dependability and security
3. Efficiency
4. Acceptability → usability



Software Development process: SDLC

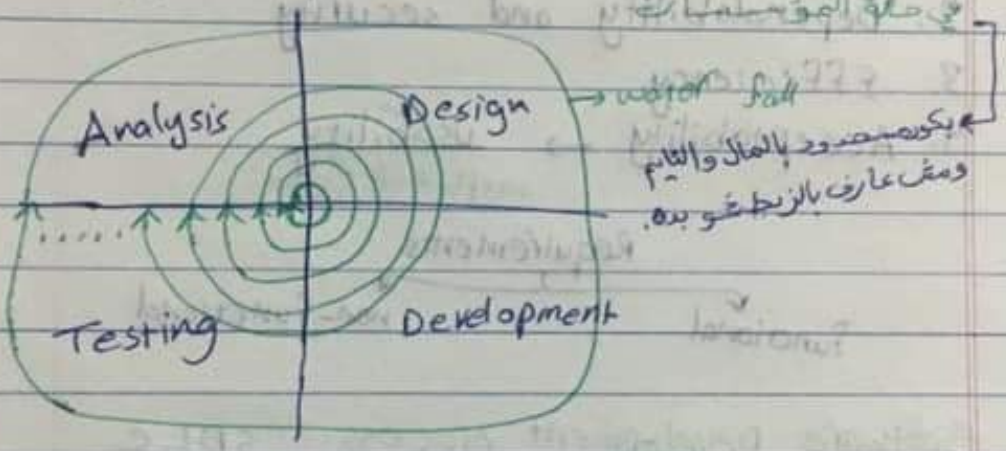




* لما أمشي بالخطوات بدون أرجع بتزبط "linear or water fall" لبعض الـ applications بس مش لكل اشي. في الطيران والطب وكومكلس critical

interviews: with one group
focus groups: more than one

* لما أبني بشكل iterative بسمى Agile software development



Agile: consists of small iterations "sprints".

Requirements:

- Functional: the behavior of interaction between the user and the system.
  EX: log-in, registeration, send memo ...
- non-functional: system overall attributes.
  → Maintainability: ① مدى سهولة التطوير وإضافة new features على السيستم
  بدون ما يصير عندنا مشاكل. ② تكبير bugs
  → Dependability & security → Reliability
  → Safety

Dependability

- Reliability: قديش بقدر النظام يشتغل بدون مشاكل
  وكم بدو ليرجع يشتغل لما اصار مشكلة "recovery"
  ~~سكيورتي~~ تم أقل 96%

→ Efficiency
- CPU
- RAM
- storage
- NT bandwidth

→ Acceptability
- usability: القياس ممكن: الوقت اللازم لتدريب يوزر جديد
  وكم ممكن يعمل process في زمن معين

D حسب الapplication مش شرط كل ما كان أعلى أسوأ في أشياء بدها وقت عالي بالوضع الطبيعي

(*) ال functional وال non-functional بكملوا بعض زي ال login في functional بس بلتقي معها ال security -

Ch2: Software processes → SPs

لـ بشتركوا بأشياء معينة بس كل شركة بصير إلها إشي خاص فيها يناسبها.

- software specification: requirements analysis and validation

- Design & Implementation: build a design "usually UML" and validate design.
- Validation: of design and whole software testing.
- Evolution: changes and improvements.

SPs: complex but rely on judgment

SPs:

→ critical system: very structured (systematic) process
- ممنهجة بشكل كثير كبير وحتى البداية لازم أعرف كل الـ requirements
  ⇒ plan-driven, all activities are planned, measured against plan
→ Business system: much cheaper
- بكتشف الـ requirements أثناء العمل.
→ ⇒ Agile, planning incremental, flexible, cope with change.

SW processes:
- → waterfall Model
- → Incremental development "Agile" like scrum
- → Reuse-oriented
  لتقليل استخدامها مثل شركة متخصصة بإشي معين

ممكن أدمج أكثر من model مع بعض بالشغل.

waterfall model : "linear"

- plan-driven
- best for critical systems
- can be used for small systems
- ما بنتقل من خطوة إلي بعدها إلا لما أخلصها

advantages:

1. straightforward planning
2. progress easily measured
3. flexibility of working in many projects in parallel
4. customer not strictly required انعزال الكستمر

disadvantages:

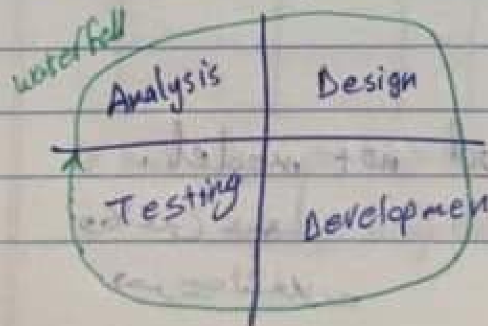
1. effectiveness of requirements
2. requirements analysis is difficult
3. if customer is dissatisfied at end "فش متابعة بتعرفنة" ← مشكلة كبيرة
4. testing is at end of project [illegible]

Formal system development → very expensive

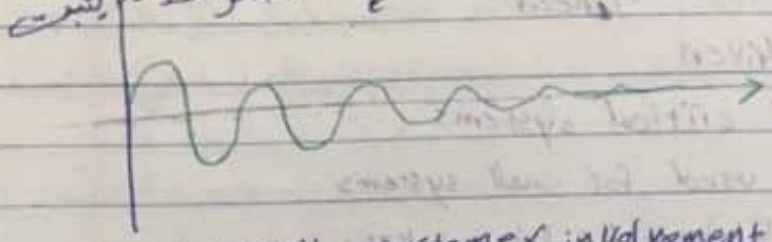
Incremental model : "Agile"

- Business systems

sprint (iteration) mini-waterfall ✓ 2-4 weeks



التغيرات بتصغر لحد ما يثبت



- constant customer involvement

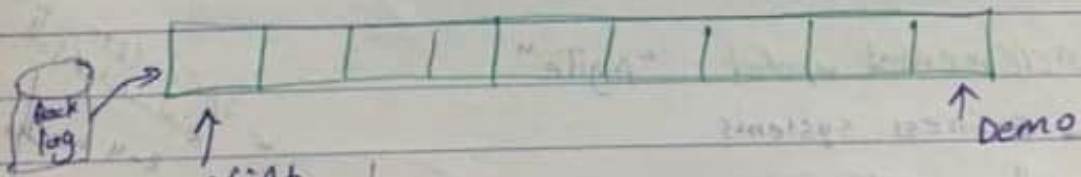
adv:

- cost of changing is reduced
- customer feedback
- rapid delivery
- better for market competition

disadv:

- process not visible
- increments adding
- syctem arch.

planning on first day of iteration
demo on last day of iteration
and planning for next iteration



sprint planning session

prototype is method not model.

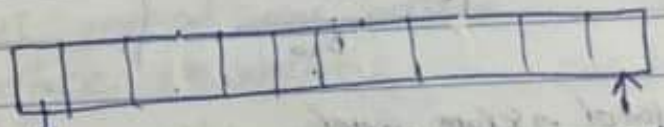
scrum → Agile "incremental" slide 37

software management system.. ex: Rally

requirement:
→ user story : short paragraph
As a <<role>>, I should be able to _____

back log ← requirements تجميع

Rally
Back log



I-II team بـ Agile في عادة

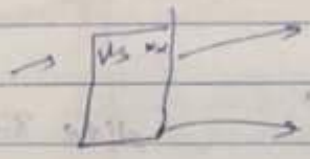
sprint planning

sprint Demo
retrospective → right & wrong

Dev. name	availability	# of days	Total
Ahmed	1.0	10	60
salwa	0.5	10	30

6 hours/day

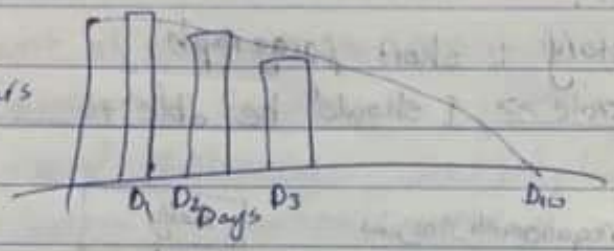
→ Back log → highest risk
or → highest value



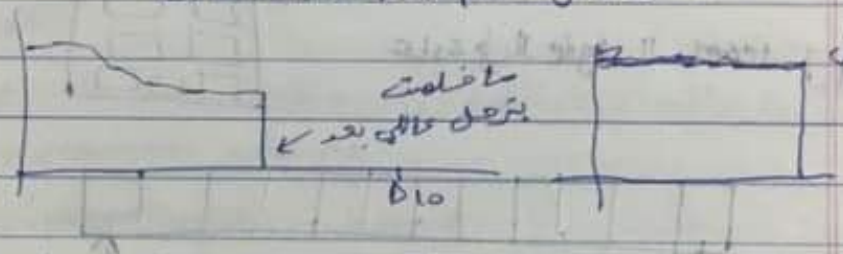
UI Dev. 2 hours Ahmad 58 remaining

0, 1, 2, 3, 5, 8, 13, 20 ← poker estimation

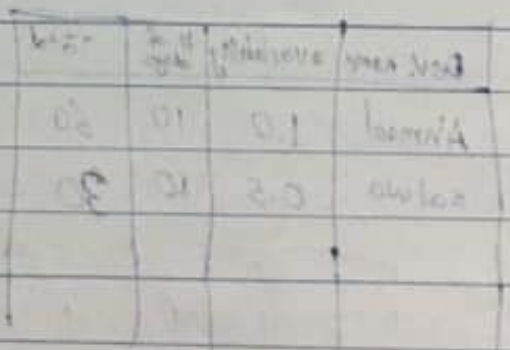
بنخول نقسم الشغل لحد ما يخلص على ساعات التيم كلهم ،



Demo و planning من ضمن التاسكات



moderator → scrum master



Word fall

ORM: tool to generate code.

spiral model: مكلف جداً وفيه risk كثير

spite: proof of concept.

analysis: ال

١- جمع معلومات

٢- كتابتها

٣- Validation

formal:

Avoide subjective requirements

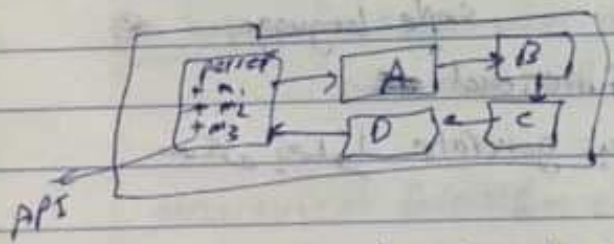
Requirements Document: legal contract

بعدها لذا بدي يغير يغيرلك صاير.

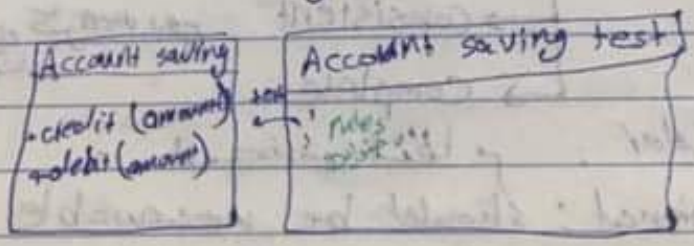
GUI: graphical user interface

Interface: java interface

API: public methods !



Unit test: done by developer, to the developer



Alpha testing: system testing by producer.

Beta testing: system testing by customer

"Acceptance":
- real data → shows bugs
- real use

Ch4:

2 levels

1- write high-level requirements "user requirements"
2- detailed description of requirements. "system requirements"
- description of main features.

should: سيكون تقاوض عليها

shall: أساسي

* لازم يكون لكل نظام ترقيم معين وتفصيلها الو رقم مربوط فيه

* simple language

functional & non-functional

ممكن يعملوا لبعض دعا يكون في تمييز كبير بينهم.

system requirements:
- correct
- consistent — لما يكون كثير users بعبر بتقضاه
- complete

stakholder: المستفيدين النظام

* non-functional: should be measurable
quantifiable

Metrices for measuring nonfunctional:

1. speed — sec or ms of operations ← processing response refreshing
2. size — Mbytes & ROM chips
3. ease of use: training time & number of help frames
4. Reliability — mean time of failure

slide 13

SRS: Software requirements Document

tracing: for changes

- free language ↔ user requirements / system requirements
- use cases

at beg: focus on what should do
not how will do it

structured format — critical system — medical

discovery

specification ← prioritization ← negotiation

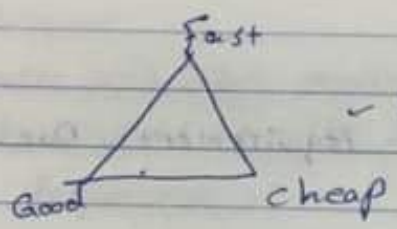
classification ← define subsystem

Negotiate with S.H

Using interviews:

- Focus groups
- observation ← expect resistance of change
- Documents Analysis

why Negotiate with sth?



library search:

UR8. The system shall provide a functionality to allow all system users to search for books.

structured format نظام موحد
critical الأقرب لل

UML:

actors → users

أول شي → Define actors "users"?

→ interviews with users

→ scenario is presered on requirement

→ interviews:

- → Closed: predetermined questions
- → open
- → Focus: clusters of sth.

recorder & suitable place

interviewee → open minded
↳ communication skills

→ after interview : send email with summary for agreement

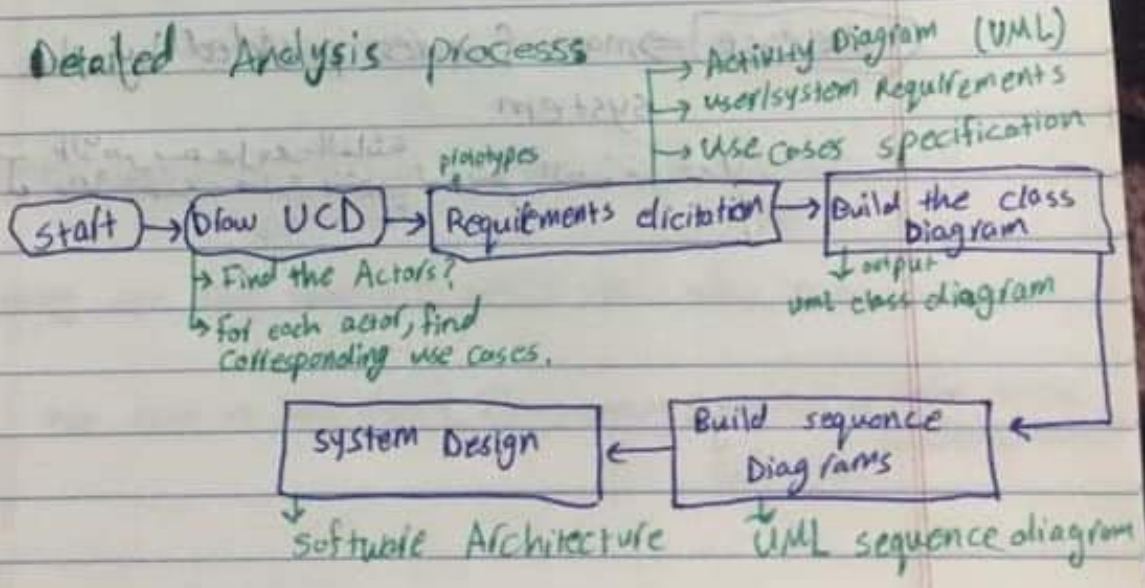
interviews + focus groups → needed

start with normal scenario "success"

search a book → found ← most common
↳ not found

use: user input → system response
for each step.

Detailed Analysis process



Requirement specification

- user stories
- forward
  - user/system
  - use cases

UML class diagram ⇒ to find entities (main entities)

Use Diagram ⇒ over all look system صور النظام

(use cases) الخصائص الأساسية

system ← الي بيستخدم

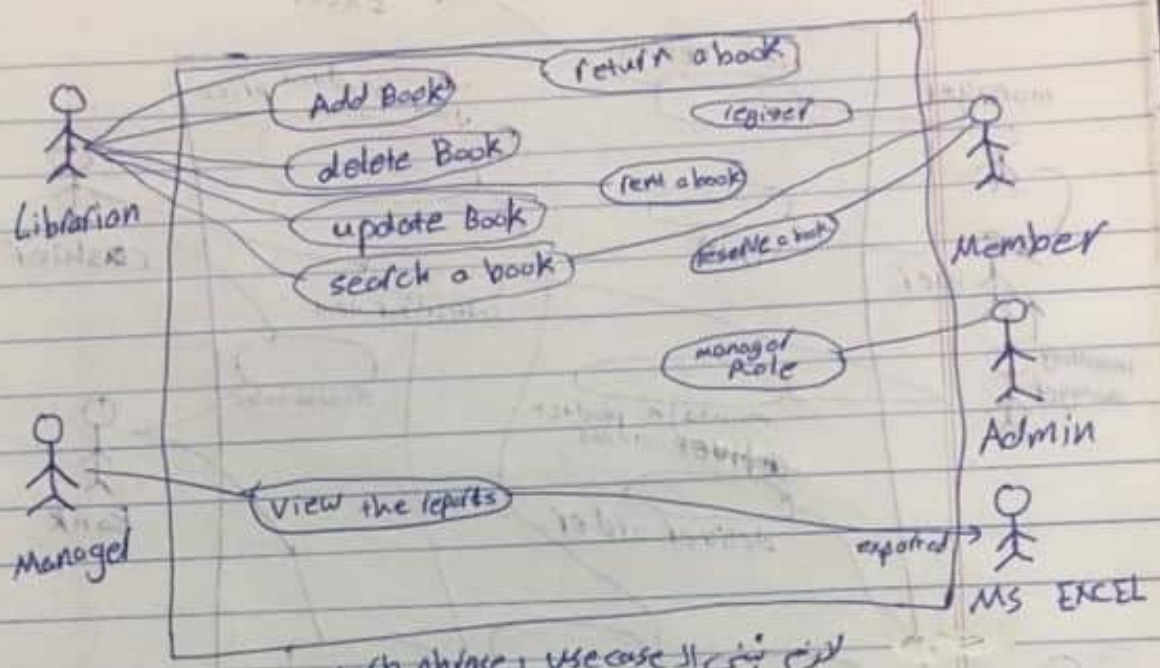
Role ← النظام Actors

Actor ⇒ Anyone or anything that interacts with our system.

Usecase ⇒ main features provided by the system

مثلاً صنف مادة بتجي لمايتم الصنف فعلاً، بالأمر بصلحف الفائتة

Library system



verb phrase بـ usecase لازم تبني الـ

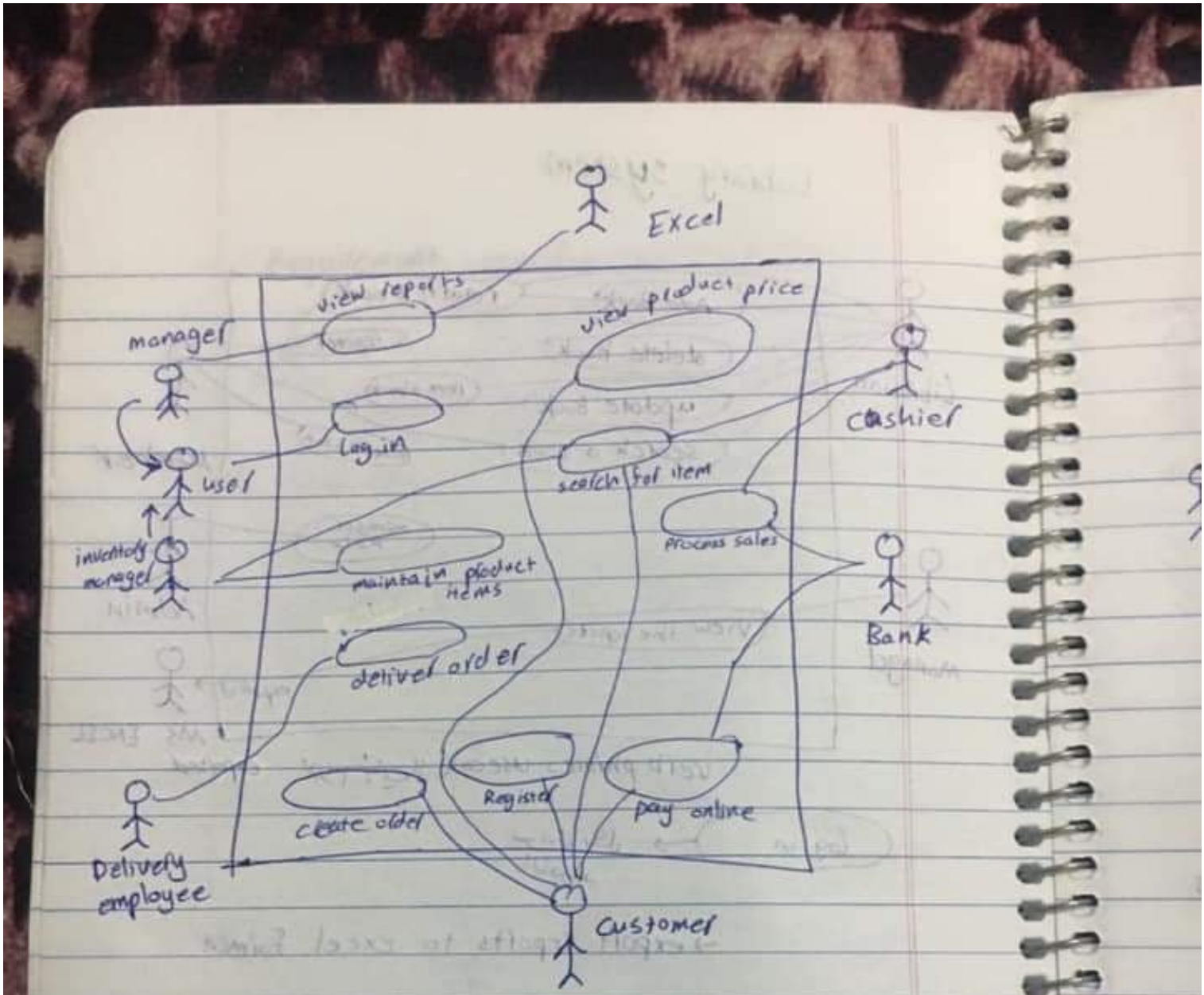
log in → يوصل بكل الأفراد

→ export reports to excel format

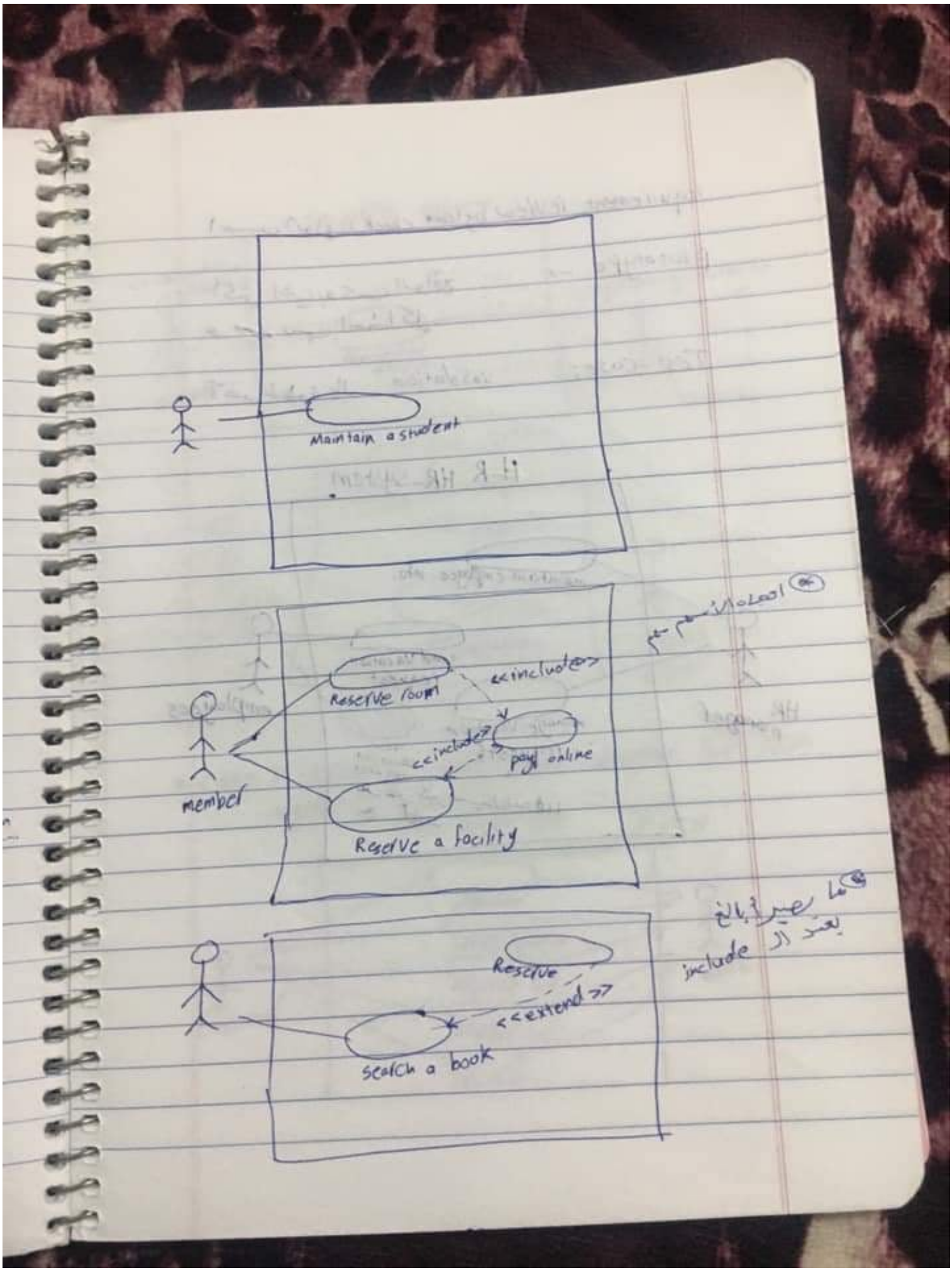
maintain يعني مع بعض Add Delete update ← diagram عشان ما يكون الـ كتير كبير

using use case specification ← entity بعدما بنكتب كل

use case ⇒ has many flows → many scenarios → main view
successful view
fail views



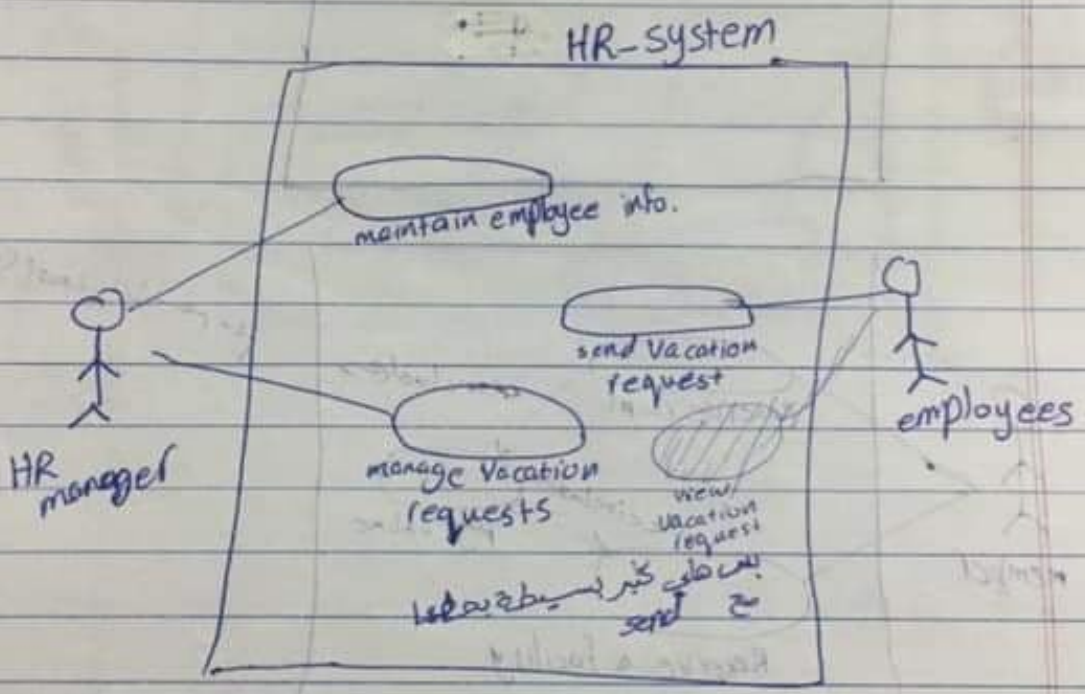
user → make inheritance "cashier, manager, inventory"...

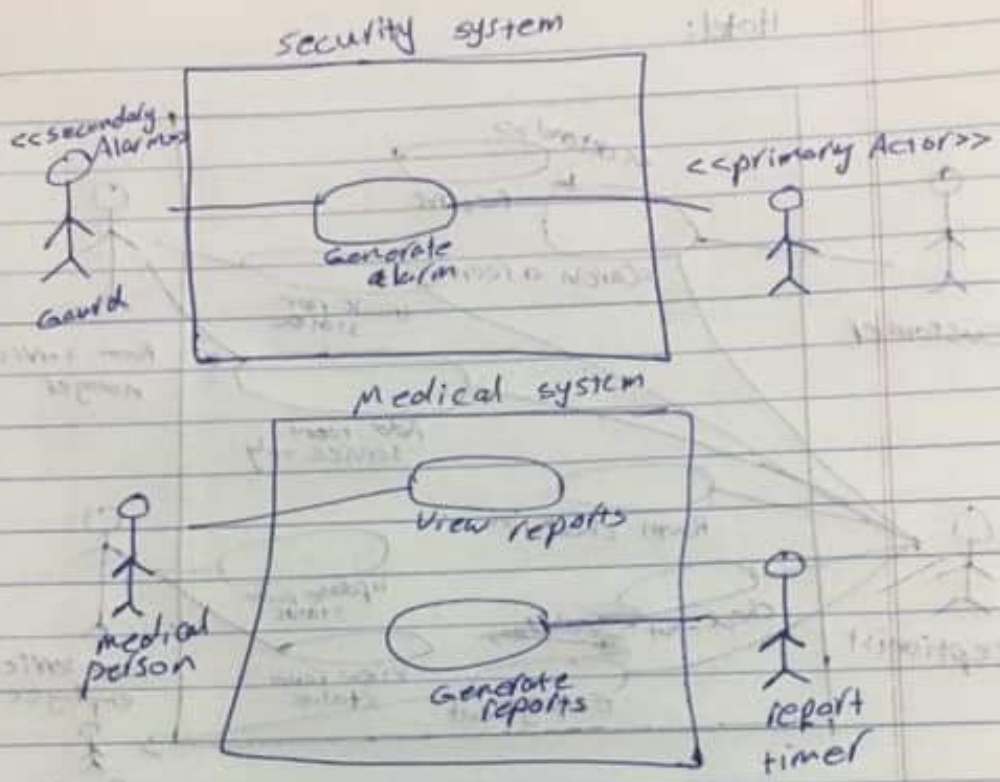


requirement review by team check أحسن أنواع الـ

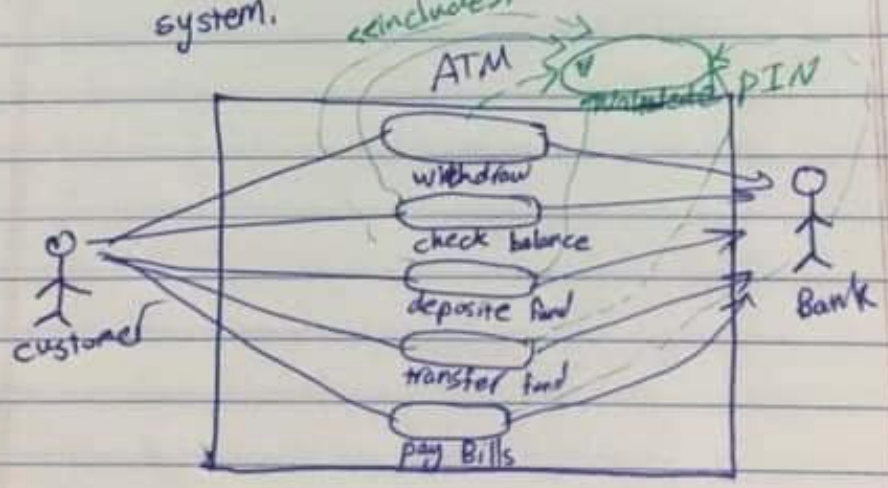
prototype → أكثر اشي يعكس الواقع
و بيبين المشاكل

Test-case: Validation آخر خطوة بال





* case 1: Draw a use case diagram for ATM system.



Hotel: