

CMSC 132: Object-Oriented Programming II



Software Development

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Modern Software Development

- **Why do we want to study the software development process?**
 - **To understand**
 - **Software development problems**
 - **Why software projects fail**
 - **Impact of software failures**
 - **How to develop better software**

Software Engineering

■ Definition from Wikipedia

- Field that creates and maintains software applications by applying technologies and practices from computer science, project management, engineering, application domains, and other fields.

Software Development Problems

- **Software is**
 - **Expensive**
 - **Cost per line of code growing (unlike hardware)**
 - **Frequently late**
 - **Schedule overruns**
 - **More expensive than projected**
 - **Cost overruns**
 - **Difficult to use & understand**
 - **Missing features**
 - **Too slow**

Software Projects Fail

- Anywhere from 25-50% of custom software fail
- Example – FBI Virtual Case File
 - Began Jan 2001
 - Officially scrapped Jan 2005
 - LA Times (Jan 13, 2005)

“A new FBI computer program designed to help agents share information to ward off terrorist attacks may have to be scrapped... Sources said about **\$100 million would be essentially lost** if the FBI were to scrap the software...”

Software Projects Fail

- **Reasons for failure of FBI Virtual Case File**
 - **Poor specification**
 - 800-page requirement document
 - Repeated changes in specification
 - New requirements continually added
 - **Poor management**
 - Repeated management turnover
 - Micromanagement of software developers
 - FBI personnel with no software experience

Impact of Software Failures Increasing

- **Software becoming part of basic infrastructure**
 - **Software in cars, appliances**
 - **Business transactions moving online**
- **Computers becoming increasingly connected**
 - **Failures can propagate through internet**
 - **Internet worms**
 - **Failures can be exploited by others**
 - **Viruses**
 - **Spyware**

Software Contributes to Real Failures

- Bugs in software may cause real-world failures
- Example – Air Force F-22A Raptor
 - Stealth fighter costing \$300 million each
 - 1.7 millions lines of code for plane's avionics



Software Contributes to Real Failures

- **Air Force F-22A Raptor software fails midair**
 - **DefenseNews.com (March 5, 2007)**

“When a dozen Raptors en route from Hawaii to Japan crossed the International Date Line for the first time, the jets’ Global Positioning System navigation avionics went haywire, forcing the pilots to turn around.”
 - **GPS software unable to handle change in longitude from W179.99° to E180°**
 - **Raptor pilots visually followed refueling tankers back to Hawaii**



Software Contributes to Real Failures

- **Happy ending for Raptor?**
 - **Lockheed-Martin provided software fix in 48 hours**
 - **For “operational security reasons” the USAF declined to elaborate, saying only that the F-22A “experienced a software problem involving the navigation system”**
- **Tough being a Raptor test pilot**
 - **DefenseNews.com (March 5, 2007)**

“When the plane was in developmental stages ... pilots flying the Raptor would often have to reboot the onboard computers that controlled the jet’s high-end functions”

Other Famous Software Failures

- **1990 AT&T long distance calls fail for 9 hours**
 - **Wrong location for C break statement**
- **1996 Ariane rocket explodes on launch**
 - **Overflow converting 64-bit float to 16-bit integer**
- **1999 Mars Climate Orbiter crashes on Mars**
 - **Missing conversion of English units to metric units**



Why Is Software So Difficult?

■ Complexity

- Software becoming much larger
 - Millions of line of code
 - Hundreds of developers
- Many more interacting pieces

■ Length of use

- Software stays in use longer
 - Features & requirements change
 - Data sets increase
 - Can outlast its creators

Software Size

■ Small

- 1-2 programmers, < 3000 lines of code

■ Medium

- 2-5 programmers, < 20,000 lines of code

■ Large

- 5-20 programmers, < 100,000 lines of code

■ Very large

- 20-200 programmers, < 1 million lines of code

■ Extremely large

- > 200 programmers, > 1 million lines of code

Source Lines of Code

■ Source lines of code

- Software metric
- Measures the amount of code in a program
- Abbreviated as **SLOC**

■ Example software sizes

- Windows 95 – 15 million SLOC
- Windows 98 – 18 million SLOC
- Windows 2000 – 29 million SLOC
- Windows XP – 40 million SLOC
- Windows Vista – 50 million SLOC (estimated)

Software Size

- **Small software projects**
 - Can keep track of details in head
 - Last for short periods
 - What students learn in school

- **Large projects**
 - Much more complex
 - Commonly found in real world
 - Why we try to teach you
 - Software engineering
 - Object-oriented programming

Software Life Cycle

- **Coding is only part of software development**
- **Software engineering requires**
 - **Preparation before writing code**
 - **Follow-up work after coding is complete**
- **Software life cycle**
 - **List of essential operations / tasks**
 - **Needed for developing good software**
 - **No universal agreement on details**
 - **Also known as **software development process****

Components of Software Life Cycle

- 1. Problem specification**
- 2. Program design**
- 3. Algorithms and data structures**
- 4. Coding and debugging**
- 5. Testing and verification**
- 6. Documentation and support**
- 7. Maintenance**

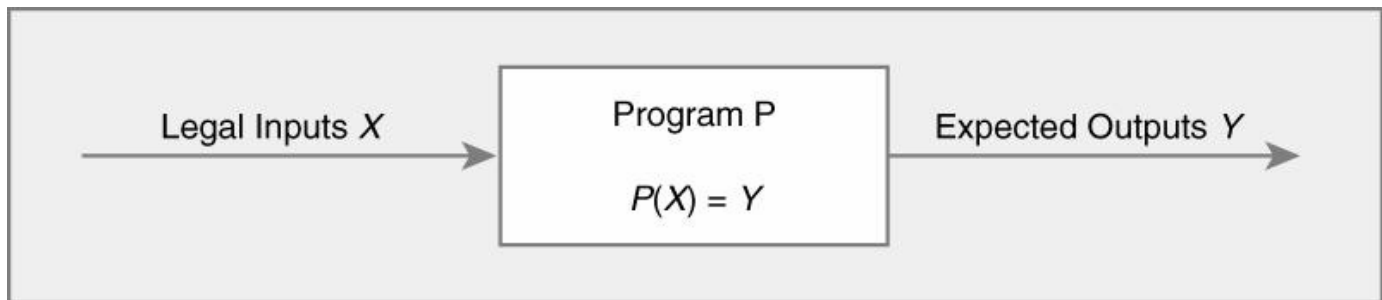
Problem Specification

■ Goal

- Create complete, accurate, and unambiguous statement of problem to be solved

■ Example

- Specification of input & output of program



■ Problems

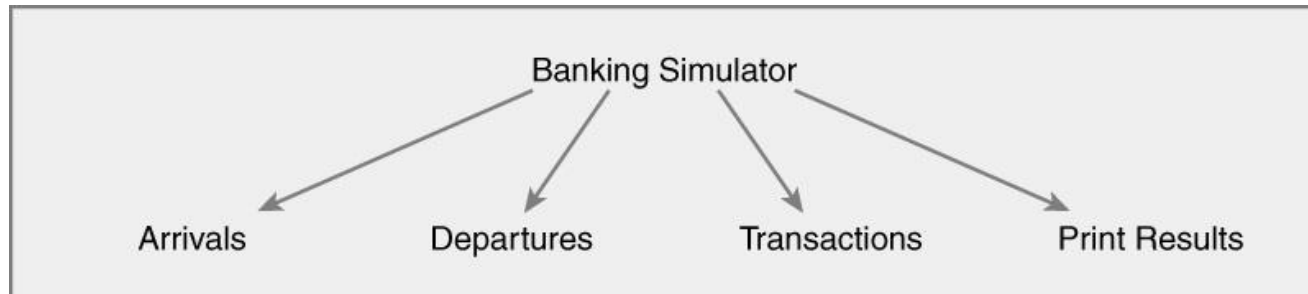
- Description may be inaccurate or change over time
- Difficult to specify behavior for all inputs

Program Design

■ Goal

- Break software into integrated set of **components** that work together to solve problem specification

■ Example



■ Problems

- Methods for decomposing problem
- How components work together

Algorithms and Data Structures

■ Goal

- Select algorithms and data structures to implement each component

■ Problems

■ Functionality

- Provides desired abilities

■ Efficiency

- Provides desired performance

■ Correctness

- Provides desired results

Algorithms and Data Structures

■ Example

■ Implement list as array or linked list

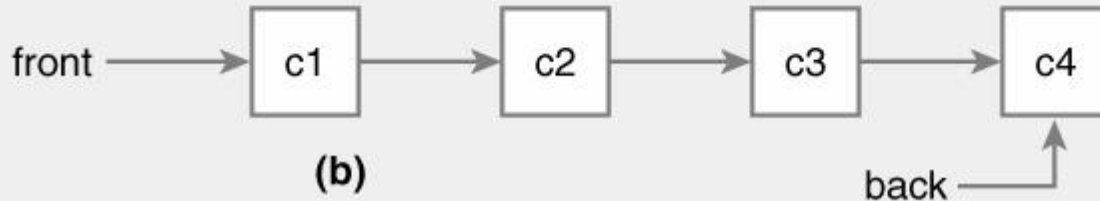
As an array:



front = 0 back = 3

(a)

As a linked list:



(b)

Coding and Debugging

■ Goal

- Write actual code and ensure code works

■ Problems

- Choosing programming language

- Functional design

- Fortran, BASIC, Pascal, C

- Object-oriented design

- Smalltalk, C++, Java

- Using language features

- Exceptions, streams, threads

Testing and Verification

■ Goal

- Demonstrate software correctly match specification

■ Problem

■ Program verification

- Formal proof of correctness
- Difficult / impossible for large programs

■ Empirical testing

- Verify using test cases
 - Unit tests, integration tests, alpha / beta tests
- Used in majority of cases in practice

Documentation and Support

■ Goal

- Provide information needed by users and technical maintenance

■ Problems

■ User documentation

- Help users understand how to use software

■ Technical documentation

- Help coders understand how to modify, maintain software

Maintenance

■ Goal

- Keep software working over time

■ Problems

- Fix errors
- Improve features
- Meet changing specification
- Add new functionality