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<http://www.engr.uvic.ca/~seng321/>  
<https://courses1.csc.uvic.ca/courses/201/spring/seng/321>

## Announcements

- New class room as of Wed
  - MAC 288 (original one)
- Midterm rescheduled due to lab clash
  - Fri, Feb 26 in class **confirmed !!**
- Course website updated
  - Split Projects page into Groups and Projects pages
- Assignments/Deliverables
  - S0, C0, S1, C1 specs posted
  - Group website spec posted
  - [www.engr.uvic.ca/~seng321/deliverables.html](http://www.engr.uvic.ca/~seng321/deliverables.html)
- Projects and Groups
  - [www.engr.uvic.ca/~seng321/projects.html](http://www.engr.uvic.ca/~seng321/projects.html)
  - [www.engr.uvic.ca/~seng321/groups.html](http://www.engr.uvic.ca/~seng321/groups.html)

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## SENG 321 Calendar

First day of classes	Tue, Jan 5
Labs begin	Tue, Jan 12
Reading break	Feb 8-12
Midterm	Fri, Feb 26 ( <b>confirmed !!</b> )
Easter break	Mar 25-28
Project presentations	Mar 29-31
Last day of classes	Fri, Mar 31

**Detailed course calendar: deliverables deadlines**  
<http://www.engr.uvic.ca/~seng321/calendar.html>

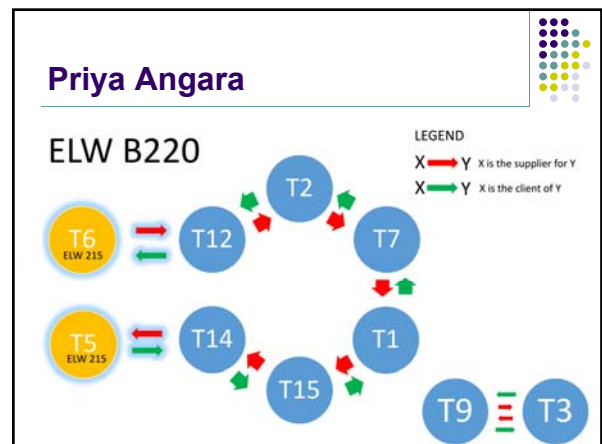
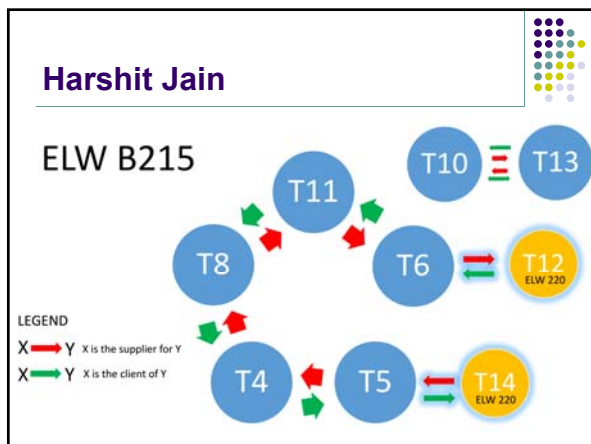
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## Groups

Group Client/Supplier Relationships

Groups

- Trevor Baker, Chris Carr, V. Louis Kraak, Diksha Sharma
- Tal Melamed, Haodong Yao, Brandon Mabey, Tanja Akter
- Felicity Rhone, Kevin Mitchell, Mike Allen-Newman, Ruiquan (Dorothy), Jinmin Huang Zhang
- Justyn Houle, Brandon Harvey, Sam Taylor, Graeme Turney
- Rhiannon Tully-Barr, Kathleen Garland, Ushanth Loganathan, Kunal Patel
- Ben Hawker, Jake Cooper, Jonas, Andrei Taylor
- Chris Kelly, Richard Lui, Trison Nguyen, Adewale Adekoya
- Heather Cape, Geoffrey Lorne, Tanner Zinck, Alex Neiman
- Jose Javier Gordillo, James Woo, Amrit Thind, Matthew Hodgson
- Jake Ruzer, Dylan Golden, Claire Champenowne, Zev Isert
- Graeme Bates, Luke McLaren, Adam Kroon, Rahat Mahbub
- Braydon Arthur, Abhi Jagdev, Gabrielle Silverredonda, Issac Straight
- Brian Pattie, Cameron Lang, Ngoc Think Nguyen, Chenchen Guo
- Brendan Hall, Jonah Rankin, Ali, Nohari, Spencer Mandrusiak
- Jeremy Krenbrink, Aman Shayan, Brady Schell

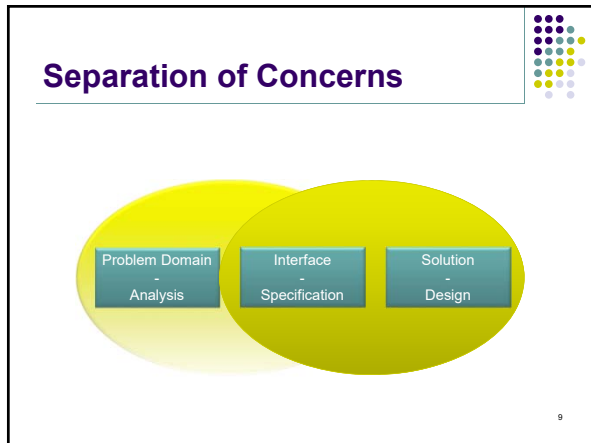
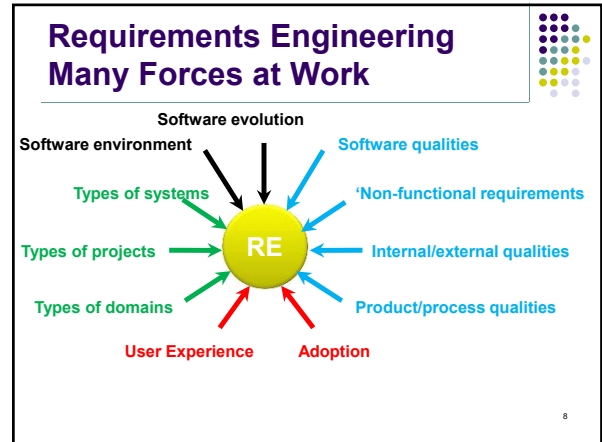


Students must participate in all project presentations in class & labs  
No show results in a 25% reduction in the mark for that presentation

### Project Deadlines and Marks

1.	Call for Project Proposals		6 Jan (Class)
2.	Request for Proposal (RFP)		8 Jan
3.	Project selection		12 Jan (Lab)
4.	Team selection		14 Jan (Lab)
5.	Related work (S0)	5%	22 Jan (Lab)
6.	Project website up and running	5%	26 Jan (Lab)
7.	RFP2 Informal Requirements Specification (C0)	5%	29 Jan (Lab)
8.	Formal Requirements Spec (S1)	10%	16 Feb (Lab)
9.	Customer Feedback on S1 (C1)	5%	18 Feb (Lab)
10.	Detailed Requirements Spec (S2a)	10%	1 Mar (Lab)
11.	Prototype demo (S2b)	5%	3 Mar (Lab)
12.	Customer Feedback on S2a-b (C2)	5%	8 Mar (Lab)
13.	Final Requirements Spec (S3a)	15%	15 Mar (Lab)
14.	User Manual (S3b)	10%	22 Mar (Lab)
15.	Customer Feedback on S3a-b (C3)	5%	24 Mar (Lab)
16.	Demo Final Project (S4)	10%	29,31 Mar (Lab)
17.	Customer Feedback on S4 (C4)	5%	29,31 Mar (Lab)
18.	Instructor and TA Evaluations (S5)	5%	1 Apr

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### Functional and Non-functional Requirements

- **Functional requirements** describe system functions or services
- **Non-functional requirements** is a constraint on the system or on the development process
- What's the difference?

- ### What is Quality (Pressman)?
- Conformance to explicitly stated requirements, standards, and implicit characteristics
  - Functional and non-functional **requirements**
    - Foundation from which quality is measured
    - Lack of conformance ← → lack of quality
  - Explicitly documented development **standards**
    - Development criteria guide manner software engineered
    - Criteria not followed → lack of quality
  - Implicit characteristics expected of professionally developed software
    - Often go unmentioned (e.g., desire for good maintainability)
    - Even if explicit requirements met, failing to meet implicit requirements suggest suspect software quality
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- ### Quality Factors
- **Correctness:** fulfill specifications
  - **Reliability:** perform function with required precision
  - **Efficiency:** resources & code required to perform function
  - **Integrity:** controlled access to software / data
  - **Usability:** effort required to learn / operate / interpret
  - **Maintainability:** effort to test program to ensure functionality
  - **Flexibility:** effort required to modify operational program
  - **Portability:** effort to transfer to other environments
  - **Reusability:** extent to which components can be reused
  - **Interoperability:** effort to couple system with another
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## Software qualities

- Software engineering is concerned with software qualities
- Qualities (a.k.a. "ilities") are goals in the practice of software engineering
- The qualities are usually expressed as **non-functional requirements** during the early design stages
- **External** qualities
  - visible to the user
  - reliability, efficiency, usability
- **Internal** qualities
  - the concern of developers
  - they help developers achieve external qualities
  - verifiability, maintainability, extensibility, evolvability, adaptability



## Software qualities ...

- **Product** qualities
  - concern the developed artifacts
  - maintainability, understandability, performance
- **Process** qualities
  - deal with the development activity
  - products are developed through process
  - maintainability, productivity, timeliness



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## Discussion

Are security requirements satisfied?

- How can we measure security quality?
- Can security quality be measured using static analyses?
- What can be measured using static analyses?
- How can we instrument the code to validate security requirements?
- What can be measure using dynamic analyses?



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## Evolution of Software Systems

Successful requirements engineering will take the projected evolution of a software system into account



## Different Phases in Software Development Cycle

1. Requirements
  2. Architecture
  3. Design
  4. Coding
  5. Testing
  6. Maintenance
- Most emphasis during undergraduate program is on phases 3-5
  - Which phase is hardest, costliest, and most time consuming?
  - Which phase lasts the longest?



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