



# Ingegneria del Software

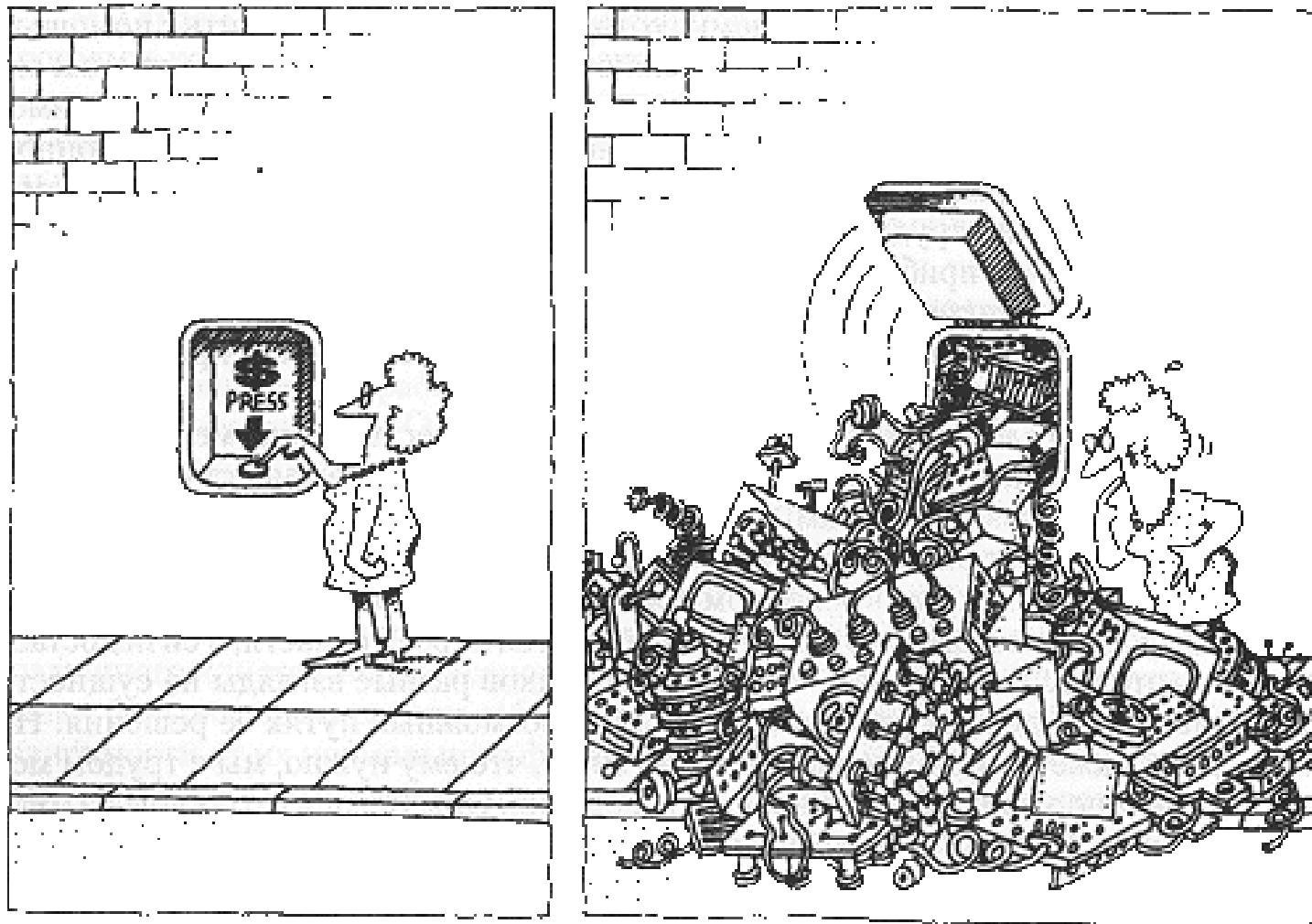
## Corso di Laurea in Informatica per il Management

# Software process model

**Davide Rossi**

Dipartimento di Informatica  
Università di Bologna





“The task of the software development team is to engineer the illusion of simplicity”  
[G. Booch]

# Software process model

- Process: set of coordinated activities leading to a goal
- Software process: the goal is software production / deployment / evolution / maintenance

# The software process's objectives

Planning / organizing / running a software project within given constraints, such as

- quality
- time
- cost (mostly resources, e.g. people)

optimizing (and assessing) progress, risks (profit, customer satisfaction, ...)



# Typical software process activities (a.k.a. The software lifecycle)

- Specification
- Design
- Implementation
- Validation
- Evolution

# Deliverables

Software is intangible, we may have lack of visibility, so we produce additional artifacts:

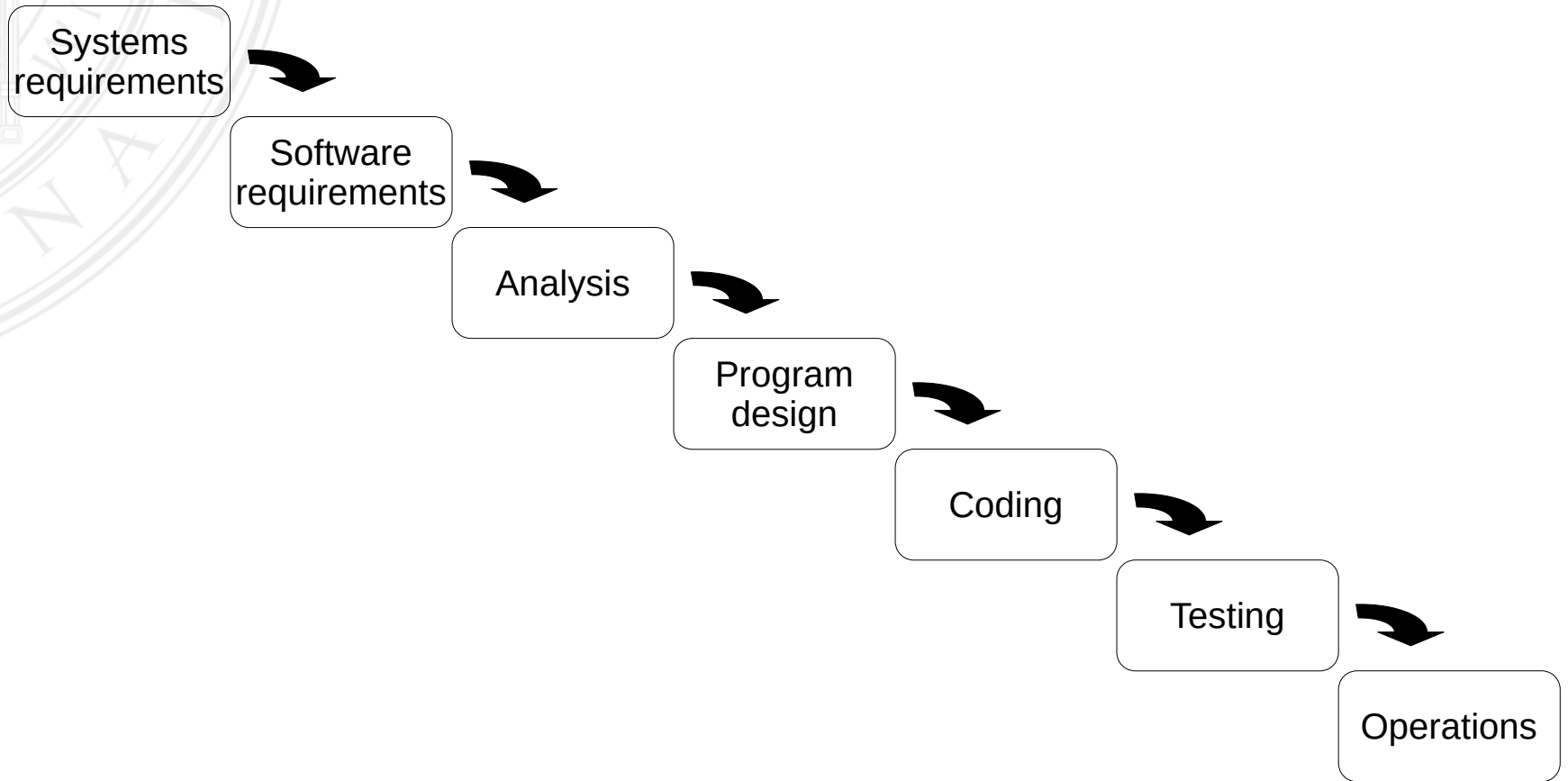
- Design documents/prototypes
- Reports
- Project/status meetings
- Client surveys (e.g. satisfaction level)

# The waterfall model

The waterfall model applies concepts from other engineering domains (manufacturing, construction, ...) to software production.

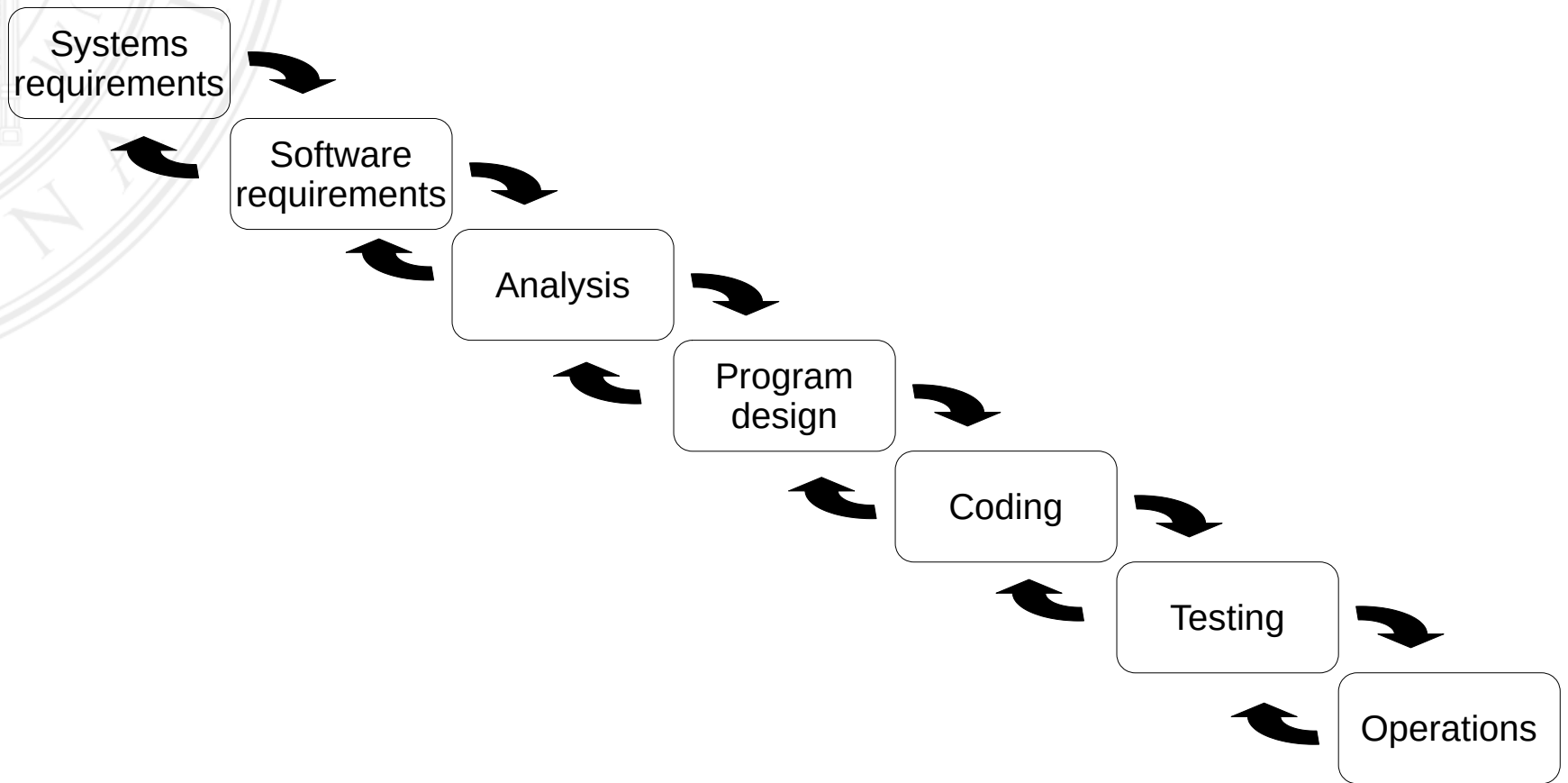
It is essentially composed by rigidly sequential activities.

# The waterfall model

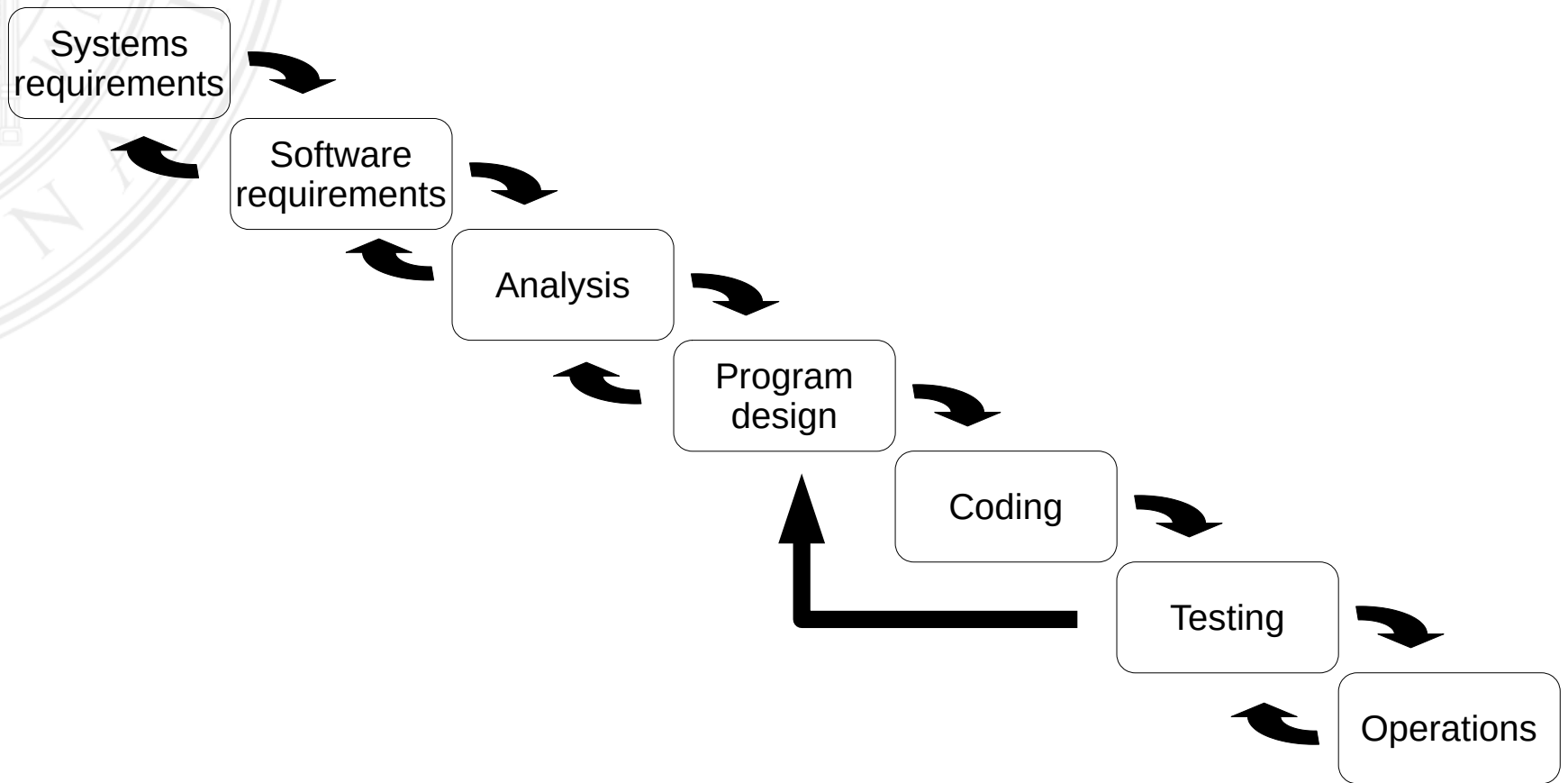




# The waterfall model



# The waterfall model



# Waterfall: pros and cons

- Pros

- Easy to understand
- Enforces good practices
- Identifiable deliverables and milestones
- Comprehensive documentation

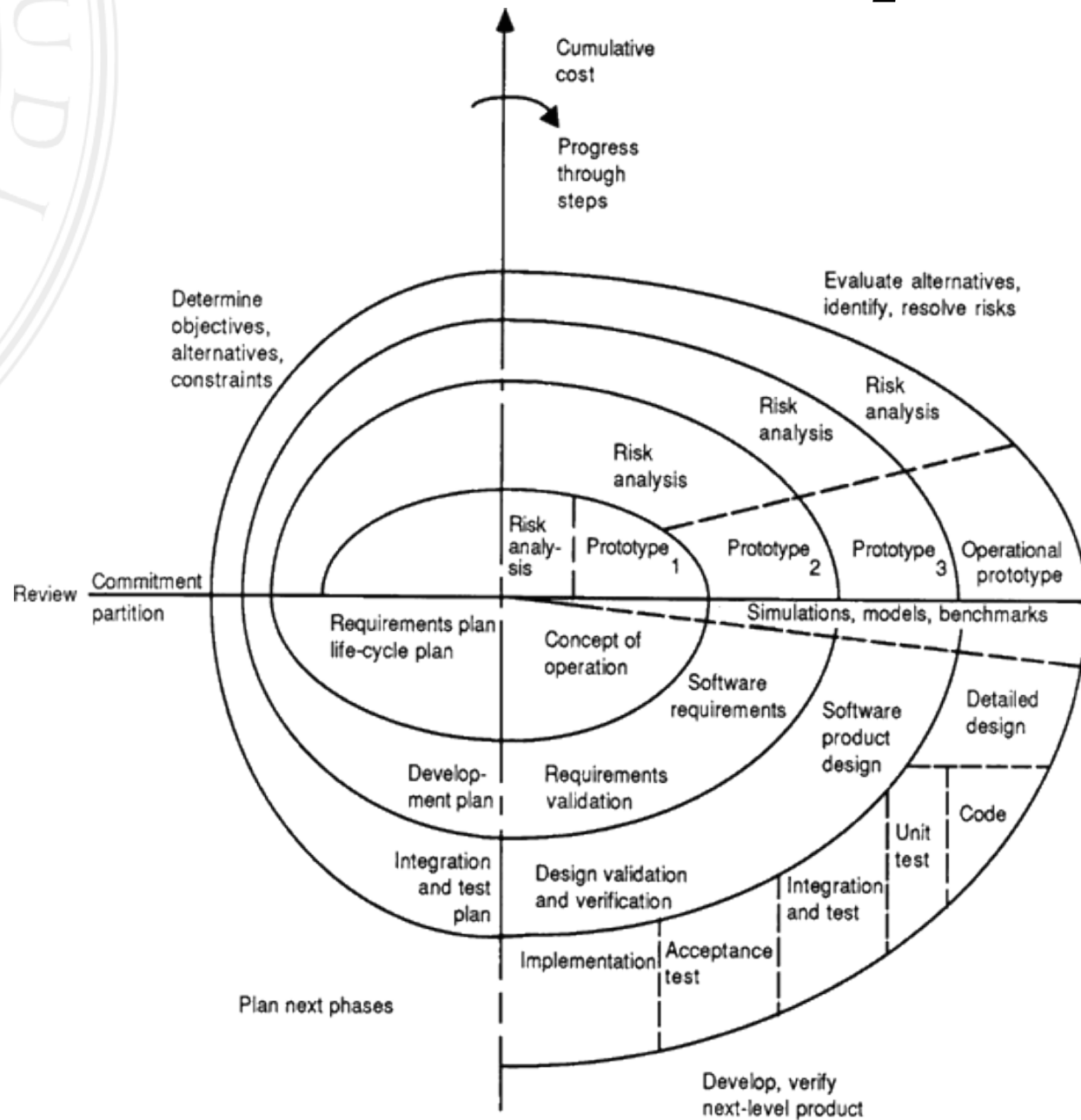
- Cons

- Unrealistic
- Late delivery
- Ineffective risk management
- Hard to cope with changes
- High overhead

# Spiral model

- *Family* of processes
- Risk-driven process model generator (phased reduction of risk)
  - *The major distinguishing feature of the Spiral Model is that it creates a risk-driven approach to the software process.* [Boehm]
- Iterative model (*cyclic approach*)
- Formalized in 1986 but used internally before that [Boehm 86]

# Spiral model



# Spiral model

- Each cycle starts with
  - Objectives
  - Alternatives
  - Constraints
- The next step is determined on the basis of the risks remaining
- Each cycle ends with a review from the stakeholders (mutual commitment)

# Spiral: pros and cons

- **Pros**

- Reflects the iterative nature of software development
- Good visibility
- Risk assessment

- **Cons**

- Risk analysis is far from trivial
- Complicated model, risks priorities could lead to late delivery
- High overhead

A large, faint watermark of a university seal is visible in the background on the left side of the slide. The seal features a central figure, possibly a saint or scholar, surrounded by Latin text including 'UNIV ARTISTAR' and 'STUDIORUM'.

# Iterative incremental development

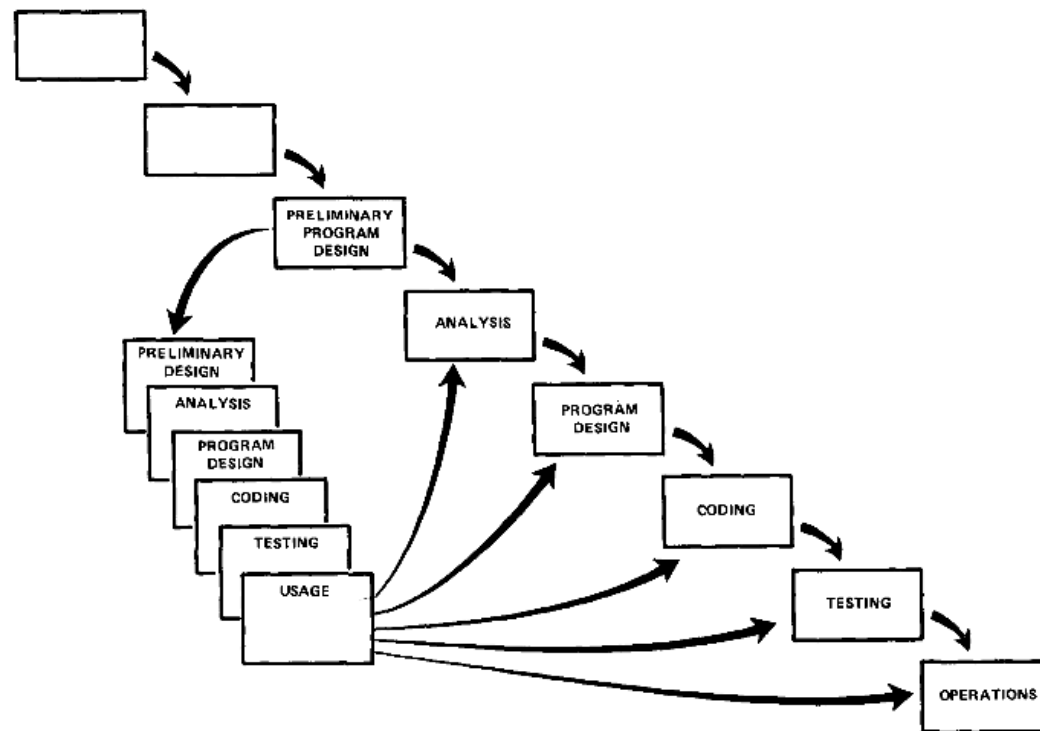
Involves early programming and testing of a partial system, in repeating cycles. It also normally assumes development starts before all the requirements are defined in detail; feedback is used to clarify and improve the evolving specifications.

Empiric studies demonstrate that iterative methods are associated with higher success and productivity rates, and lower defect levels.



# The waterfall model

Has it ever existed? The usual reference for the waterfall model [Royce 70] describes it as “fundamentally sound” but suggests to extend it to embrace iterations!



The watermark is a circular seal from the University of Gennadius. It features a central figure, possibly a saint or scholar, surrounded by Latin text. The outer ring of the seal contains the words 'STUDIUM' and 'GENNA'. Below the central figure, the text 'UNIV. ARTISTAR.' and 'COLL. IUR. CIVIL.' is visible. The year '1088' is also present at the bottom of the seal.

# The waterfall model

Yet it became a military standard (DOD-STD-2167A)

# Unified Process

The Unified Process (UP) is an iterative and incremental software development process framework.

The UP combines commonly accepted best practices, such as an iterative lifecycle and risk-driven development, into a cohesive and well-documented process description.

# Unified Process

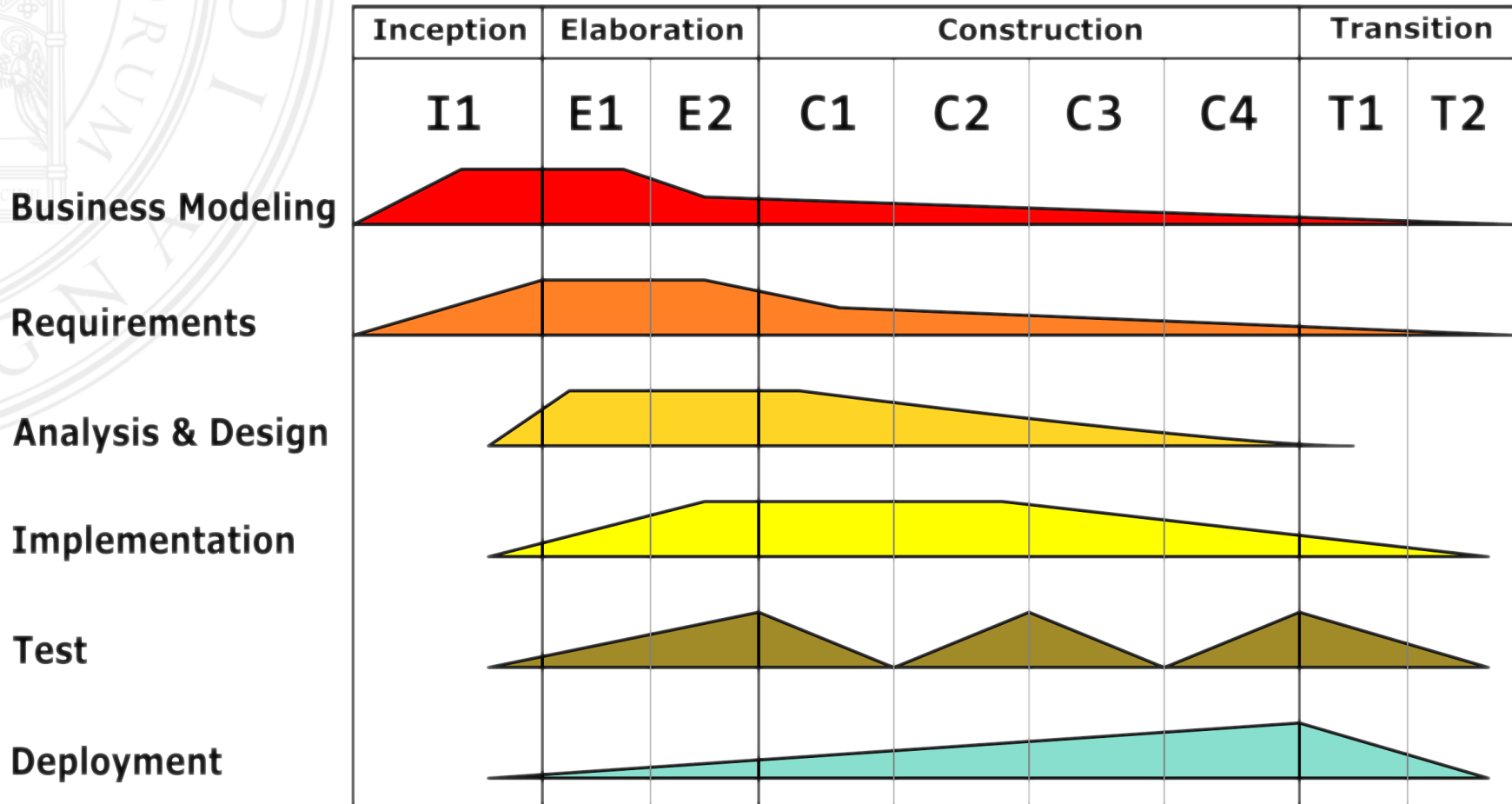
- Iterative and incremental
- Use case-driven
- Architecture-centric
- Risk focused

# Unified Process

The Unified Process divides the project into four phases

- Inception
- Elaboration
- Construction
- Transition

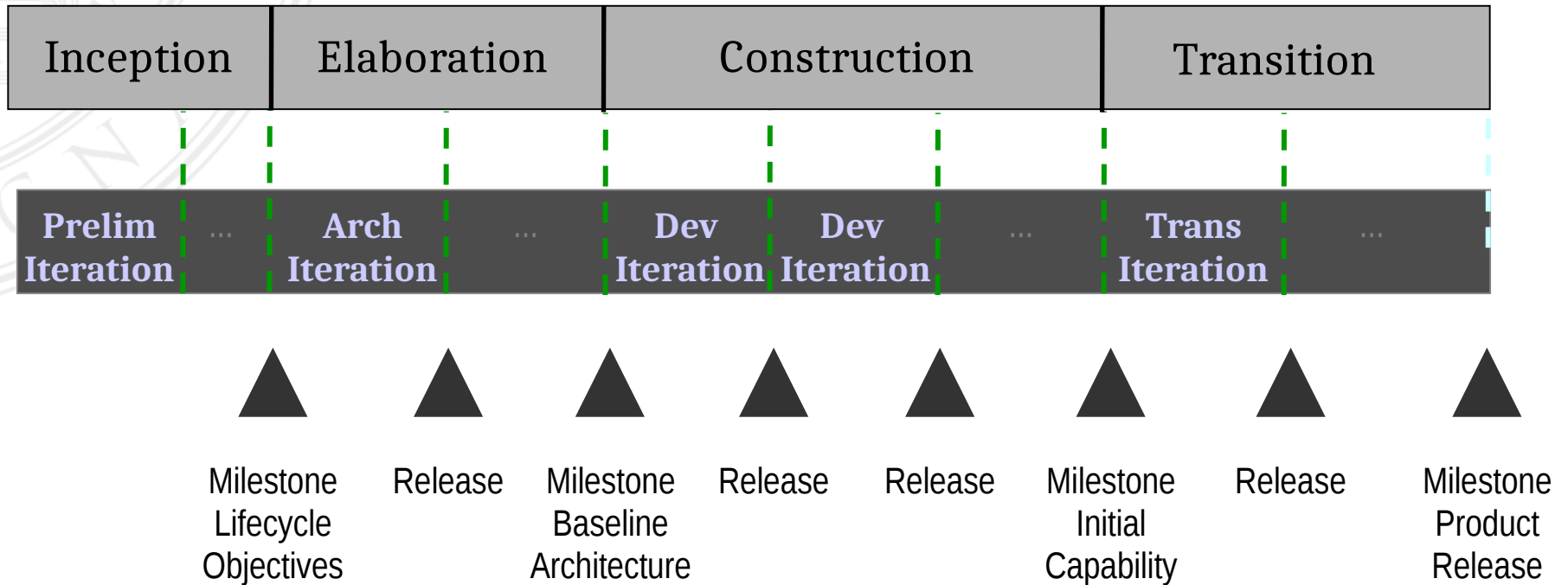
# Unified Process



Time



# Phases and iterations



# UP: inception

- **Goals**
  - Business case/scope
  - Use cases
  - Candidate architectures
  - Risk identification
- Ends with *Lifecycle Objective Milestone*



# UP: elaboration

- **Goals**
  - Address risks
  - Validate architecture
- En *executable architecture baseline* is implemented
- Ends with a plan for the construction phase (includes costs and times)

# UP: construction

- Goal
  - Implement system features
- Uses timeboxed iterations producing a release
- Incremental refinement

# UP: transition

- **Goals**
  - Deploy the system
  - User engagement
  - Collect feedback
- Also includes training

# UP: most known implementations

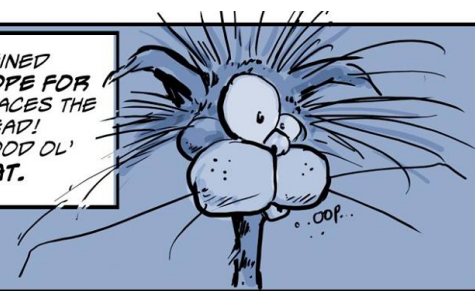
- Rational Unified Process (RUP)
- Agile Unified Process
- Open Unified Process (OpenUP)
- Oracle Unified Method

# BLOOM COUNTY

by Berkeley Breathed

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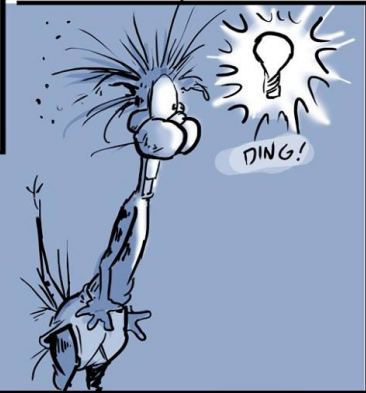
A FURTHERLY REFINED  
TEMPLATE OF HOPE FOR  
HUMANITY AS IT FACES THE  
CHALLENGES AHEAD!  
THIS TIME, WITH GOOD OL'  
BILL THE CAT.



1. IDENTIFY PROBLEM. (STUCK KETCHUP)



2. WIELDING AWESOME  
COGNITIVE INTELLIGENCE  
BORN OF 200 MILLION  
YEARS OF EVOLUTION,  
ARRIVE AT SOLUTION!



3. QUICK ACTION!



4. EXECUTE!

