

3rdclass

Software Engineering

هندسةالبرمجيات

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Chapter 1: An Introduction to Software Engineering

1.3 Software Characteristics

- 1. Software is developed or engineered.
- 2. Most of software is custom build rather than assemble from existing component.
- 3. Computer program and associated documentation.
- 4. Easy to modified.
- 5. Easy to reproduce.
- 6. Software product may be developed for a particular customer or for the general market.

<u>1.4 Programmer & Software Engineer</u>

Software is not just the programs but also all associated documentation and configuration data which is needed to make these programs operate correctly. <u>A software system consists of:</u>

-separate programs

- -configuration files to setup programs
- -system documentation to describe the structure of the system.
- -User documentation to explain how to use the system .
- Web sites to down load recent product information.

1.5The characteristic of software engineer

1. Good programmer and fluent in one or more programming language .

2. Well versed data structure and approaches .

3. Familiar with several designs approaches .

4.Be able to translate vague (not clear) requirements and desires intoprecise specification .

5.Be able to converse with the user of the system in terms of applicationnot in "computer ."

6.Able to a build a model. The model is used to answer questions about the system behavior and its performance .

7. Communication skills and interpersonal skills.

خصائص مهندس البرمجيات (characteristic of software engineer):

<u>1.6Software Applications</u>

The following software areas indicate the breadth of potential applications :

1.System software: It is a collection of programs written to service other programs .Some system software (e.g., compilers, editors, and file management utilities) processcomplex, but determinate, information structures. Other

systems applications (e.g ,.operating system components, drivers, telecommunications processors) process largely<u>indeterminate data</u>.

2.Real-time software: Software that monitors/analyzes/controls real world events asthey occur is called real time. Real-time differs from "interactive" or "time sharing". Areal-time system must respond within strict time constraints. The response time of aninteractive (or time sharing) system can normally be exceeded without results.

3.Business software: Business information processing is the largest single software application area. Discrete "systems" (e.g., payroll, accounts receivable/payable, inventory).

4.Engineering and scientific software: modern applications within theengineering/scientific area are moving away from conventional numerical algorithms.Computer-aided design, system simulation, and other interactive applications havebegun to take on real-time and even system software characteristics.

5.Embedded software: Intelligent products have become commonplace in nearlyevery consumer and industrial market (e.g., keypad control for a microwave oven ordigital functions in an automobile such as fuel control, and braking systems.(

6.Personal computer software: Such as(Word processing, spreadsheets, computergraphics, multimedia, entertainment, database management.(

7.Web-based software: The Web pages retrieved by a browser are software that incorporates executable instructions (e.g., HTML, Perl, or Java), and data (e.g., hypertext and a variety of visual and audio formats.(

8.Artificial intelligence software: It makes use of no numerical algorithms to solvecomplex problems that are not amenable to computation or straightforward analysis.Expert systems, also called knowledge-based systems, pattern recognition (image andvoice), artificial neural networks, theorem proving, and game playing are representative of applications within this category.