

# Introducing Software Engineering

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CMPUT 301 – Introduction to Software Engineering  
Slides adapted from Dr. Hazel Campbell, Dr. Ken Wong



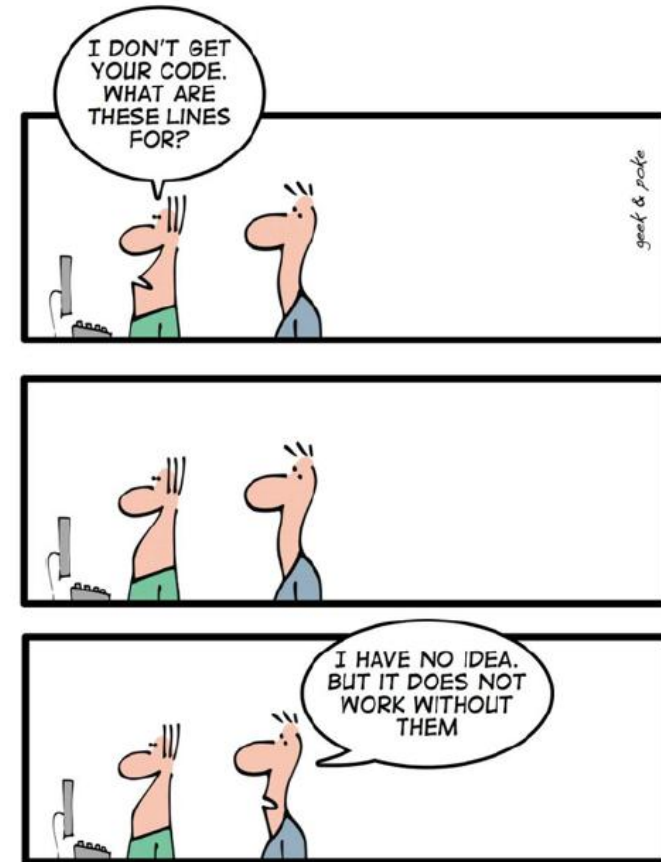
# Motivation



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<https://i.redd.it/myewf7wm51i61.png>



*THE ART OF PROGRAMMING - PART 2: KISS*

[https://ouzhang.me/slides/readable\\_code/img/self-explaining.PNG](https://ouzhang.me/slides/readable_code/img/self-explaining.PNG)

# Discussion

What is software engineering about?

# Software Engineering

“It is a ‘systematic approach to the analysis, design, assessment, implementation, test, maintenance and re-engineering of software, that is, the application of engineering to software.’ ”

[https://en.wikipedia.org/wiki/Software\\_engineering](https://en.wikipedia.org/wiki/Software_engineering)

# Weinberg's Second Law

“If builders built buildings the way programmers wrote programs, then the first woodpecker that came along would destroy civilization.”

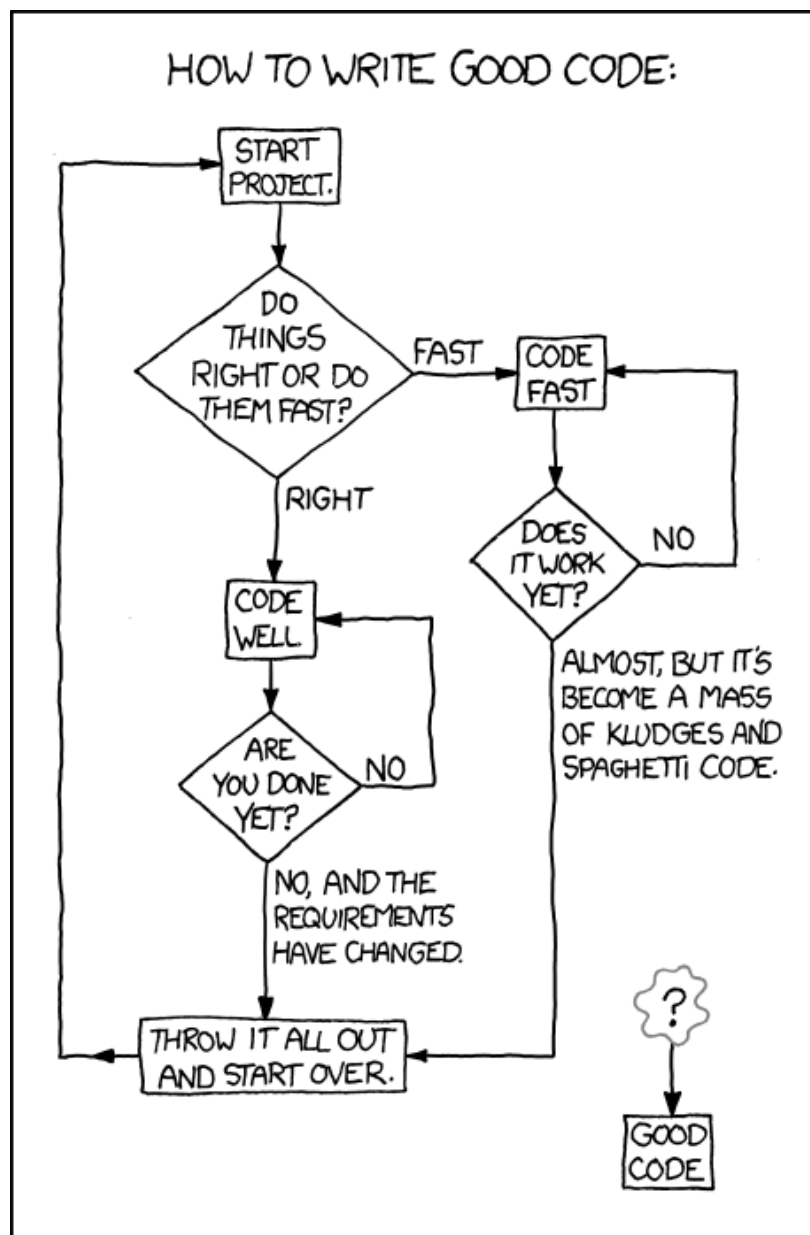
- Geralt Weinberg

“Software and cathedrals are much the same — first we build them, then we pray.”

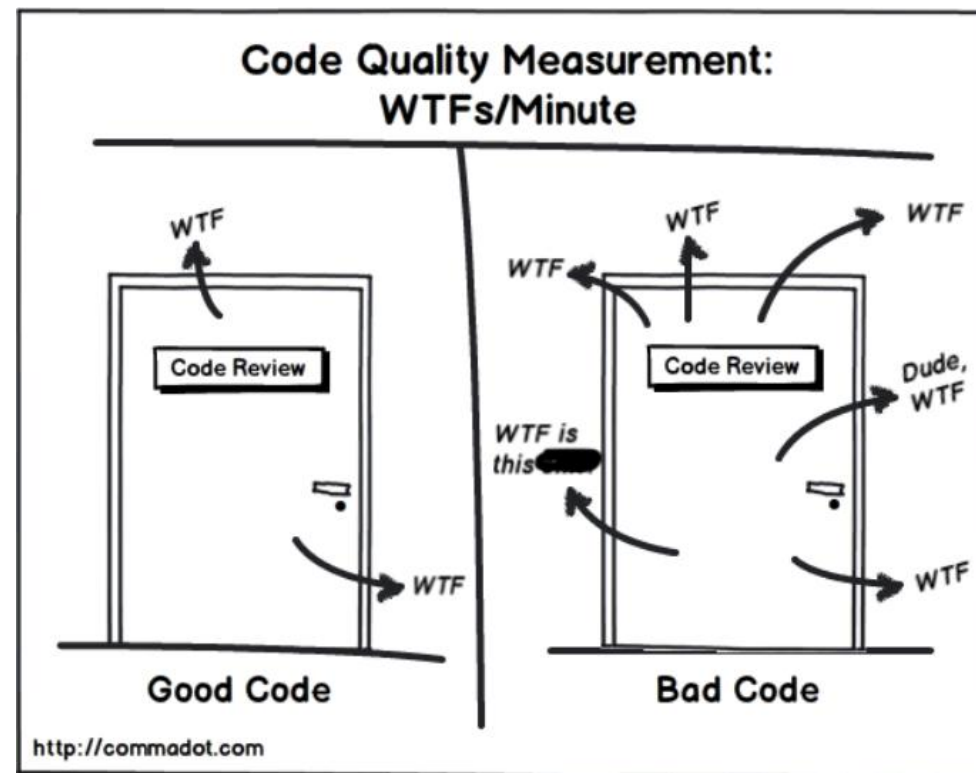
- Sam Redwine

# Discussion

Why is developing quality software on-time and under budget so difficult?



<https://xkcd.com/844/>



[https://cdn.prod.website-files.com/5ef654d13ecc9cf65b188b10/61a677d1ef93444318b94913\\_Picture1.png](https://cdn.prod.website-files.com/5ef654d13ecc9cf65b188b10/61a677d1ef93444318b94913_Picture1.png)

# Goals

Learn and apply:

- Effective software development practices
- Focus on:
  - Team project
  - Design
  - Tools
  - Practicality



# Project

We will be role-playing.

It's a popular system called Agile Software Development.

A little bit like D&D, except no combat phase.

**I am the customer.**

**Your TAs will be the managers.**

**You will be the programmers.**