

Summary of Lecture 16.10.2019



... Very condensed summary of the 16.10.2019 lecture



Summary 16.10.2019

«Software Everywhere» ... and what is the message?

Success Stories



Software generates **Business Value**
⇒ Products, Services, Quality of Life, ...



Failure Stories



Software creates **Risks**
⇒ Accidents, failures, malfunctions, ...



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Requirements Specifications

Dependability/Trustworthiness is a consequence of good quality properties

Functional Properties

Non-Functional Properties

Quality Properties



Security

Safety



AVERAGE UPTIME



Availability

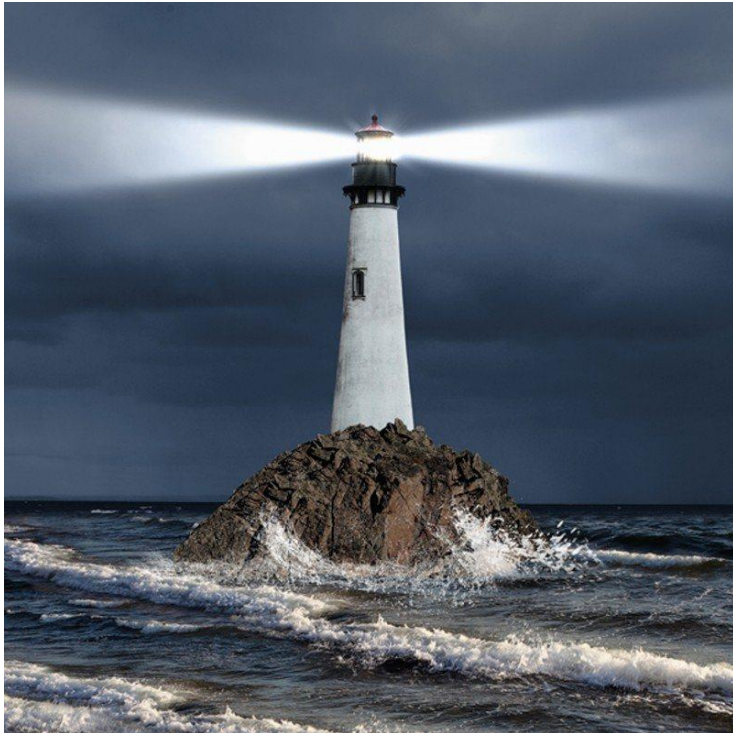
... etc.

Business-/Applications Functionality

<https://www.usabilityblog.de>

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Future-Proof Software-Systems



<https://www.otto.de>

<http://www.gettyimages.ch>

Our objective is:

to build, evolve, and maintain

long-lived, mission-critical IT-systems

with a strong dependability,

an easy changeability

and a high business value.

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Lecture Dates:

#	Date	Time	Location
1	Wed., 16. Oct. 2019 ✓	09:20 – 10:50 and 11:10 – 12:40	APB/E006
2	Wed., 30. Oct. 2019	09:20 – 10:50 and 11:10 – 12:40	APB/E006
3	Wed., 13. Nov. 2019	09:20 – 10:50 and 11:10 – 12:40	APB/E006
4	Wed., 27. Nov. 2019	09:20 – 10:50 and 11:10 – 12:40	APB/E006
5	Wed., 11. Dec. 2019	09:20 – 10:50 and 11:10 – 12:40	APB/E006
	<i>Christmas Holidays</i>	-	
6	Wed., 15. Jan. 2020	09:20 – 10:50 and 11:10 – 12:40	APB/E006
7	Wed., 29. Jan. 2020	09:20 – 10:50 and 11:10 – 12:40	APB/E006
8	6. & 7. Feb. 2020	FPSS Exams/Püfungen	tbd.

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Oral Exam

Participants can receive a grade via an **oral exam**
(3 credits ECTS)

Examination dates: 6. & 7.2020 February (+ more)



Deutsch

Examination Language
(Your Choice)



English

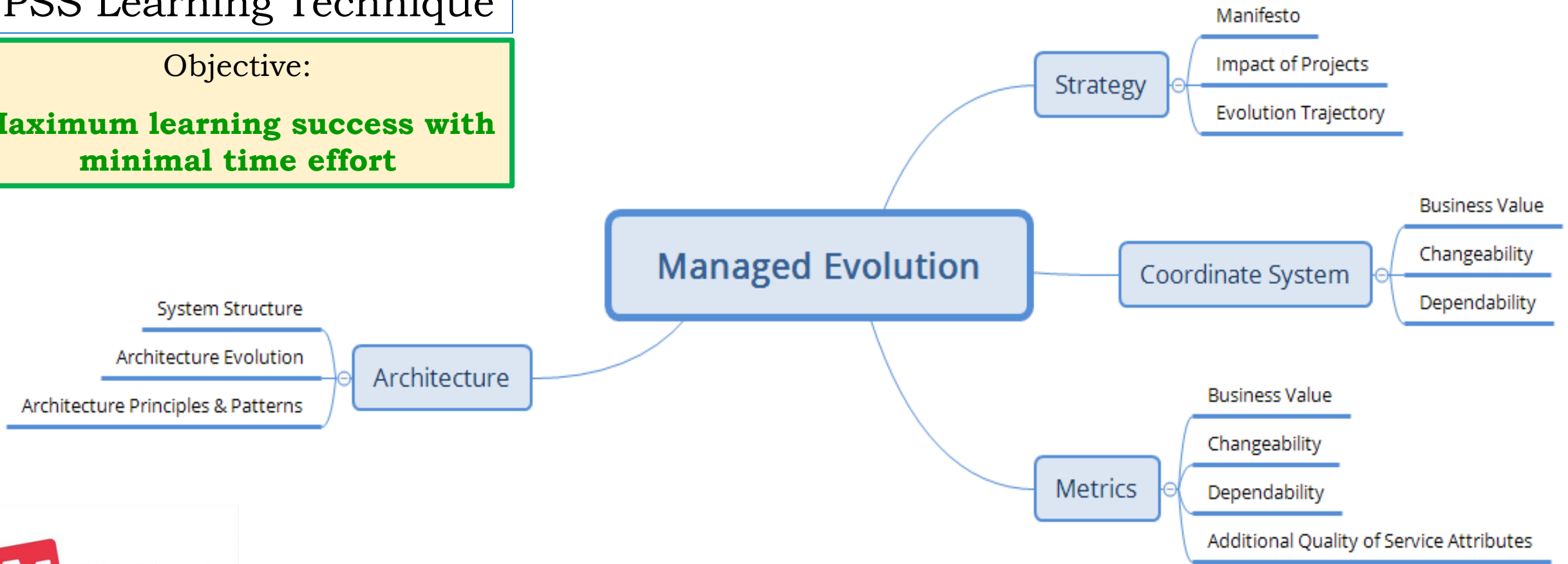
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Hierarchical Representation:
«Mind Map»

FPSS Learning Technique

Objective:

Maximum learning success with minimal time effort



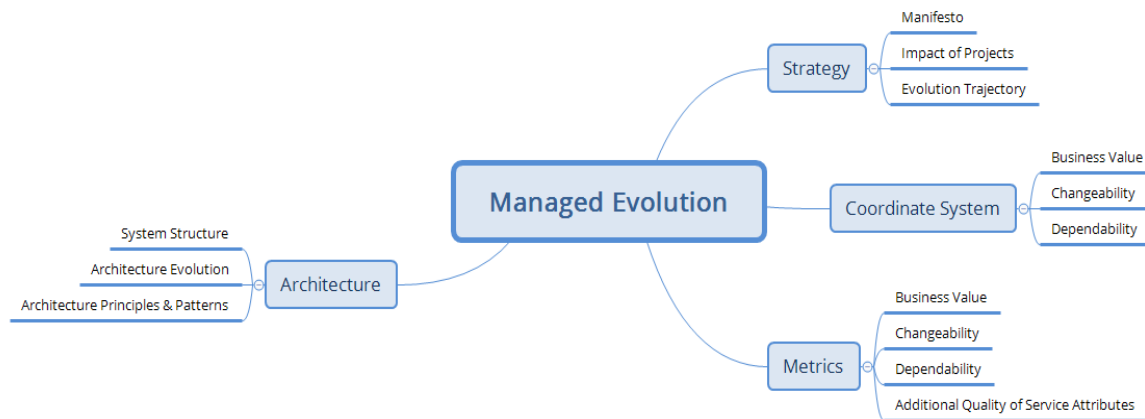
<http://www.xmind.net>

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Step 2: Representation as «learning cards»

Front: Concept Hierarchy

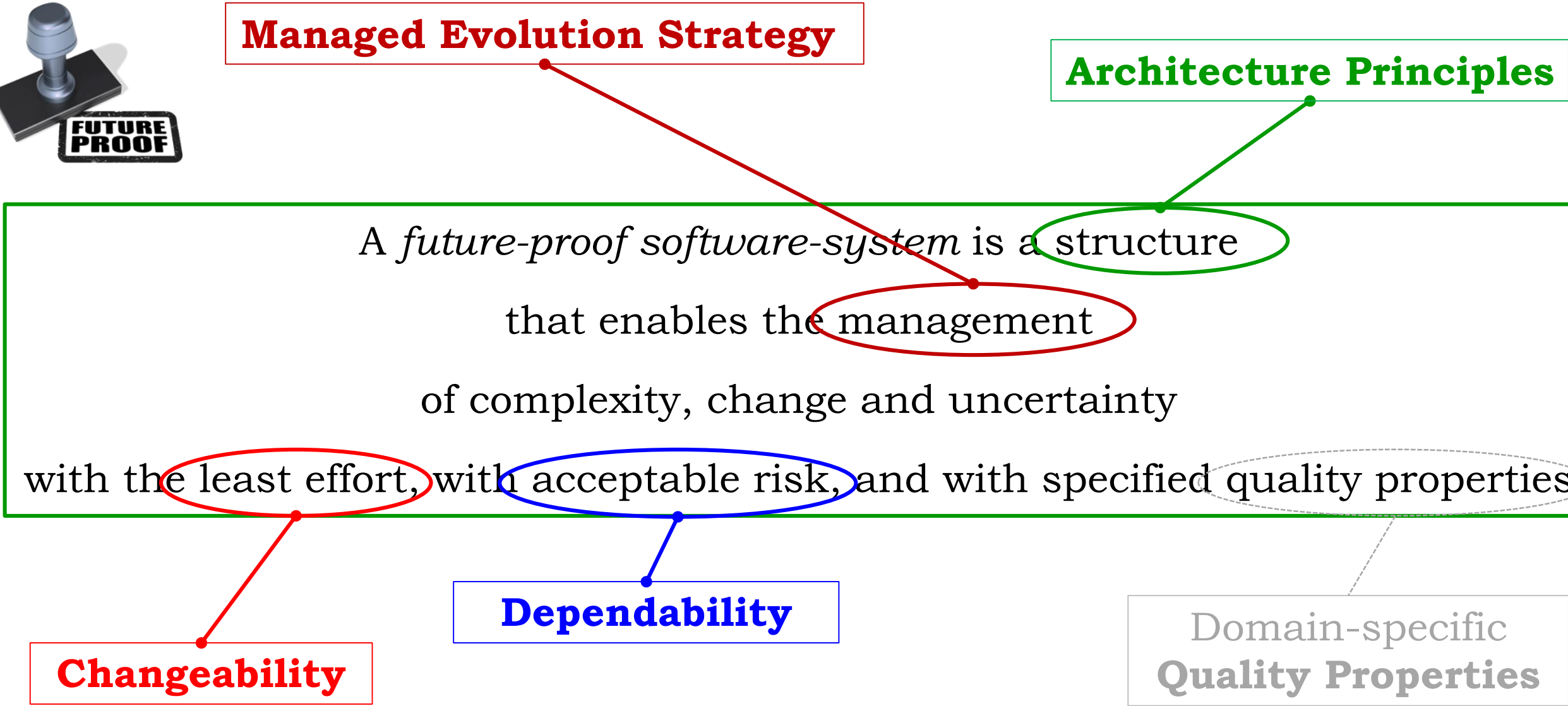
Back: Notes



- *Negative: Technical debt, architecture erosion, business + market pressure*
- *Business value, changeability and dependability are continuously improved*
- *Managed Evolution coordinate system: ME evolution channel*
- *Tracking through metrics (BV, T+M, DevC, size)*
- *Dependability = survival / Changeability = adaptability to new requirements (T+M, DevC)*
- *Architecture = Key success factor*
- *Business ↔ IT interests/conflict*

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FPSS Definition

Managed Evolution Strategy**Architecture Principles**

A future-proof software-system is a structure that enables the management of complexity, change and uncertainty with the least effort, with acceptable risk, and with specified quality properties

Changeability**Dependability**Domain-specific
Quality Properties

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Business Value

= Reason for the Creation of the Software

Changeability

= Competitive Advantage (DevC, TtM)

Dependability

= Assures Survival in today's World

Domain-specific
Quality Properties

= «Fit for Function»

FPSS



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Metrics



Example:

Business Value

Net Present Value: NPV

Changeability

$$\text{Changeability} = \frac{\overbrace{\sum TtM_i * \sum DevC_i}^{\text{averaged}}}{(\sum Size_i)^2}$$

How much does it **cost** and **how long** does it take to produce a certain **functionality**

Unit: (days*k€) / #UCP2

Dependability

General Resilience

Domain-specific dependability properties

Domain-specific Quality Properties

Additional properties: Usability, Resources, Energy, ...

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Program Module

```

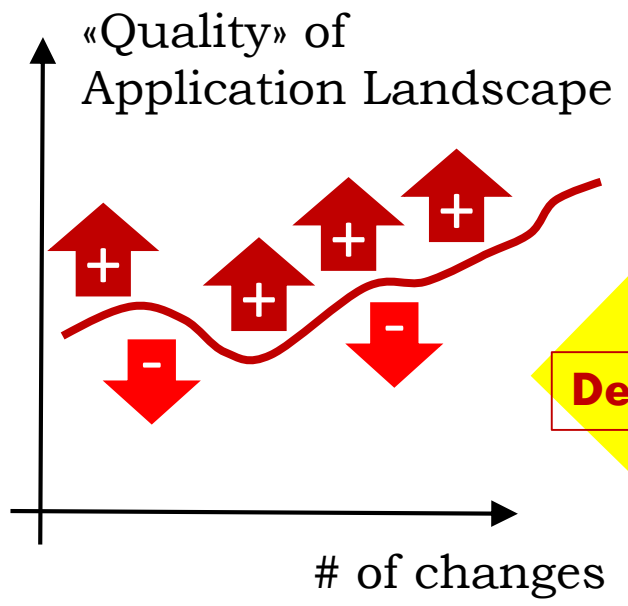
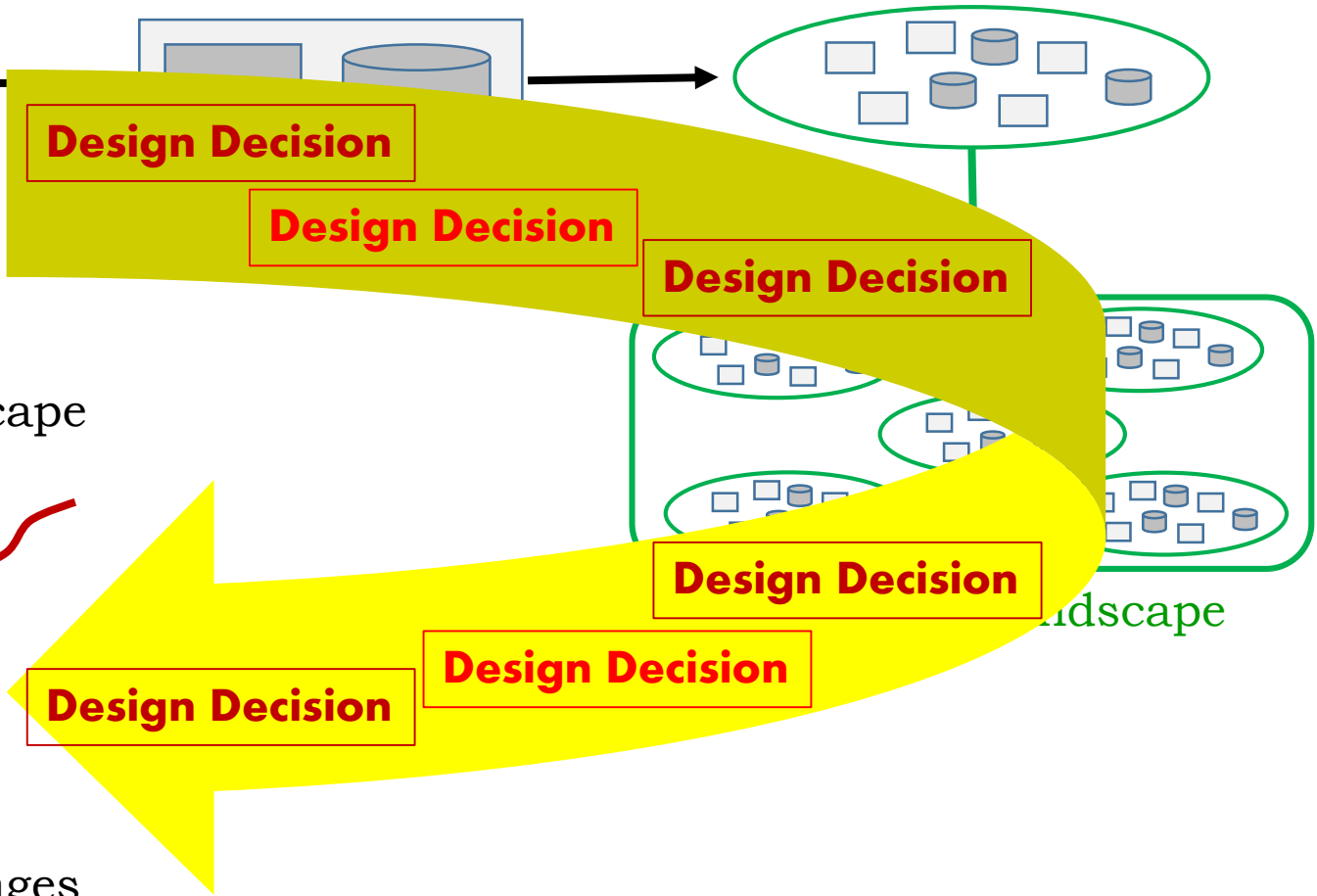
The next code will be directly imported from a file:
function X = BitXorMatrix(A,B)
%function to compute the sum without charge of two vectors

%convert elements into unsigned integers
A = uint8(A);
B = uint8(B);

m1 = length(A);
m2 = length(B);
X = uint8(zeros(m1, m2));
for n1=1:m1
    for n2=1:m2
        X(n1, n2) = bitxor(A(n1), B(n2));
    end
end
    
```

Component

Application



The «quality» of the application landscape is the sum of all design & implementation decisions

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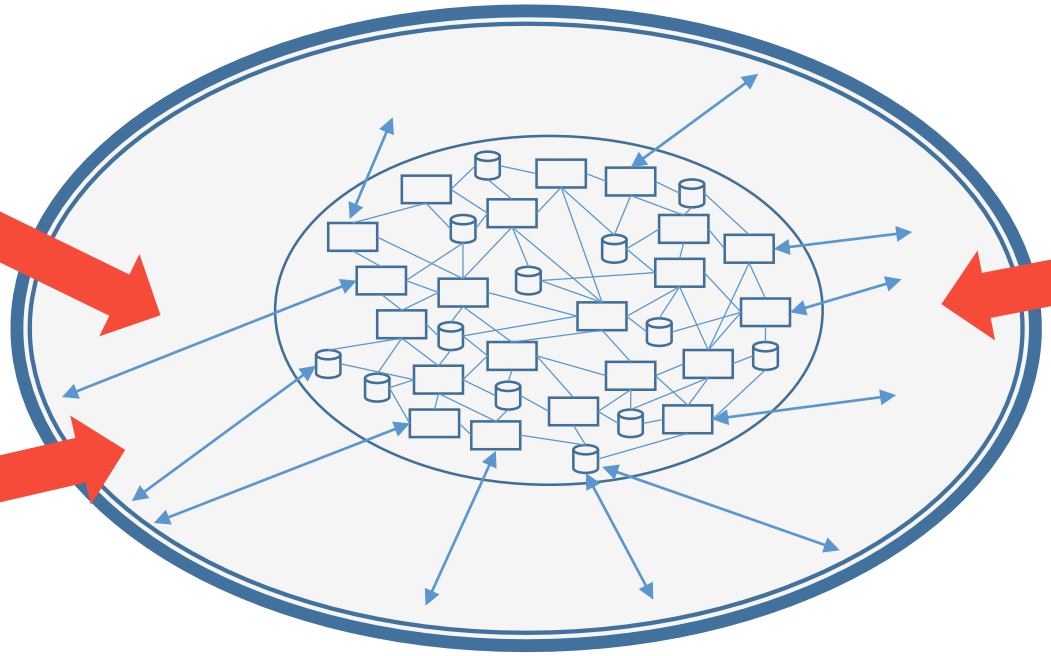
Three Devils of Systems Engineering



Change



Uncertainty



Complexity

... you cannot fight complexity, change and uncertainty
⇒ **You can only manage it !**

... by using principles, methods, strategies, and processes for **future-proof software-systems**

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Activity: Steering the development & evolution
→ **Strategy**

Parts of the system and their relationships
→ **Architecture**

A *future-proof software-system* is a structure that enables the management of complexity, change and uncertainty with the least effort, with acceptable risk, and with specified quality properties

Acceptable probability for undesired effects and consequences
→ **Dependability**

Assuring the desired non-functional properties
→ „**Fit for Purpose**“

Best value for the parameters ‘money’ and ‘time-to-market’
→ **Changeability**

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Managed Evolution Strategy

Architecture [Principle-Based Architecting]

Complexity



Change



Uncertainty



Business Value



Changeability



Dependability

cont.