軟體工程
(Software Engineering)

軟體工程概論
(Introduction to Software Engineering)

1091SE01
MBA, IM, NTPU (M5118) (Fall 2020)
Tue 2, 3, 4 (9:10-12:00) (B8F40)

Min-Yuh Day
戴敏育
Associate Professor
副教授
Institute of Information Management, National Taipei University
國立臺北大學 資訊管理研究所

https://web.ntpu.edu.tw/~myday
2020-09-15
Min-Yuh Day, Ph.D.

Publications Co-Chairs, IEEE/ACM International Conference on Advances in Social Networks Analysis and Mining (ASONAM 2013-)

Program Co-Chair, IEEE International Workshop on Empirical Methods for Recognizing Inference in TExt (IEEE EM-RITE 2012-)

Publications Chair, The IEEE International Conference on Information Reuse and Integration (IEEE IRI)
軟體工程
(Software Engineering)

Contact Information

戴敏育 博士 (Min-Yuh Day, Ph.D.)
副教授 (Associate Professor)

國立臺北大學 資訊管理研究所
Institute of Information Management, National Taipei University

電話： 02-86741111 ext. 66873
研究室： 商8F12
地址： 23741 新北市三峽區大學路 151 號
Email： myday@gm.ntpu.edu.tw
網址： http://web.ntpu.edu.tw/~myday/
課程名稱：軟體工程 (Software Engineering)
授課教師：戴敏育 (Min-Yuh Day)
開課系所：資管所碩士班
開課資料：選修 半學年 3 學分 (3 Credits, Elective)
上課時間：週二 2, 3, 4 (9:10-12:00)
上課教室：商8F40 (台北大學三峽校區)
教學目標

1. 瞭解軟體工程基本概念、與研究議題。
2. 具備軟體工程實務操作能力。
3. 進行軟體工程相關之資訊管理研究。
Course Objectives

1. Understand the fundamental concepts and research issues of software engineering.
2. Equip with Hands-on practices of software engineering.
3. Conduct information systems research in the context of software engineering.
內容綱要

• 本課程介紹軟體工程基本概念、研究議題、與實務操作。
• 課程內容包括

1. 軟體工程概論
2. 軟體產品與專案管理：軟體產品管理，原型設計
3. 敏捷軟體工程：敏捷方法、Scrum、極限程式設計
4. 功能、場景和故事
5. 軟體架構：架構設計、系統分解、分散式架構
6. 基於雲的軟體：虛擬化和容器、軟體即服務
7. 雲端運算與雲軟體架構
8. 微服務架構：RESTful服務、服務部署
9. 安全和隱私
10. 可靠的程式設計
11. 測試：功能測試、測試自動化、測試驅動的開發、程式審查
12. DevOps和程式碼管理：程式碼管理和DevOps自動化
13. 軟體工程個案研究
Course Outline

• This course introduces the fundamental concepts, research issues, and hands-on practices of software engineering.

• Topics include

1. Introduction to Software Engineering
2. Software Products and Project Management: Software product management and prototyping
3. Agile Software Engineering: Agile methods, Scrum, and Extreme Programming
4. Features, Scenarios, and Stories
5. Software Architecture: Architectural design, System decomposition, and Distribution architecture
6. Cloud-Based Software: Virtualization and containers, Everything as a service, Software as a service
7. Cloud Computing and Cloud Software Architecture
8. Microservices Architecture, RESTful services, Service deployment
9. Security and Privacy
10. Reliable Programming
11. Testing: Functional testing, Test automation, Test-driven development, and Code reviews
12. DevOps and Code Management: Code management and DevOps automation
13. Case Study on Software Engineering
資訊管理研究所
系核心能力
(Core Competence)

• 資訊科技新知探索與系統開發應用 90%
• 網路行銷企劃能力
• 論文寫作與獨立研究能力 10%
校四大基本素養
(Four Fundamental Qualities)

• 專業 (Professionalism)
  – 創意思考與問題解決 (Creative thinking and Problem-solving) 30 %
  – 綜合統整 (Comprehensive Integration) 30 %

• 人際 (Interpersonal Relationship)
  – 溝通協調 (Communication and Coordination) 10 %
  – 團隊合作 (Teamwork) 10 %

• 倫理 (Ethics)
  – 誠信正直 (Honesty and Integrity) 5 %
  – 尊重自省 (Self-Esteem and Self-reflection) 5 %

• 國際觀 (International Vision)
  – 多元關懷 (Caring for Diversity) 5 %
  – 跨界宏觀 (Interdisciplinary Vision) 5 %
(College Learning Goals)

• Ethics/Corporate Social Responsibility
• Global Knowledge/Awareness
• Communication
• Analytical and Critical Thinking
系所學習目標
(Department Learning Goals)

• Information Technologies and System Development Capabilities
• Research capabilities
<table>
<thead>
<tr>
<th>週次 (Week)</th>
<th>日期 (Date)</th>
<th>內容 (Subject/Topics)</th>
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<tbody>
<tr>
<td><strong>1</strong> 2020/09/15</td>
<td>軟體工程概論 (Introduction to Software Engineering)</td>
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<td><strong>2</strong> 2020/09/22</td>
<td>軟體產品與專案管理：軟體產品管理，原型設計 (Software Products and Project Management: Software product management and prototyping)</td>
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<td><strong>3</strong> 2020/09/29</td>
<td>敏捷軟體工程：敏捷方法、Scrum、極限程式設計 (Agile Software Engineering: Agile methods, Scrum, and Extreme Programming)</td>
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<td><strong>4</strong> 2020/10/06</td>
<td>功能、場景和故事 (Features, Scenarios, and Stories)</td>
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<td><strong>5</strong> 2020/10/13</td>
<td>軟體架構：架構設計、系統分解、分散式架構 (Software Architecture: Architectural design, System decomposition, and Distribution architecture)</td>
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<td><strong>6</strong> 2020/10/20</td>
<td>軟體工程個案研究Ⅰ (Case Study on Software Engineering I)</td>
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<td>週次 (Week)</td>
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| 7          | 2020/10/27 | 基於雲的軟體：虛擬化和容器、軟體即服務  
(Cloud-Based Software: Virtualization and containers,  
Everything as a service, Software as a service) |
| 8          | 2020/11/03 | 雲端運算與雲軟體架構  
(Cloud Computing and Cloud Software Architecture) |
| 9          | 2020/11/10 | 期中報告 (Midterm Project Report) |
| 10         | 2020/11/17 | 微服務架構：RESTful服務、服務部署  
(Microservices Architecture, RESTful services,  
Service deployment) |
| 11         | 2020/11/24 | 軟體工程產業實務  
(Industry Practices of Software Engineering) |
| 12         | 2020/12/01 | 安全和隱私 (Security and Privacy) |
週次 (Week) 日期 (Date)  內容 (Subject/Topics)
13  2020/12/08  軟體工程個案研究 II
      (Case Study on Software Engineering II)
14  2020/12/15  可靠的程式設計 (Reliable Programming)
15  2020/12/22  測試：功能測試、測試自動化、
      測試驅動的開發、程式碼審查
      (Testing: Functional testing, Test automation,
      Test-driven development, and Code reviews)
16  2020/12/29  DevOps和程式碼管理：
      程式碼管理和DevOps自動化
      (DevOps and Code Management:
      Code management and DevOps automation)
17  2021/01/05  期末報告 I (Final Project Report I)
18  2021/01/12  期末報告 II (Final Project Report I)
教學方法與教學活動
(Teaching methods and activities)

• 講授 (Lecture)
• 討論 (Discussion)
• 實習 (Practicum)
評量方式
(Evaluation Methods)

• 個人報告 (Individual Presentation) 60 %
• 團體報告 (Group Presentation) 10 %
• 個案分析報告 (Case Report) 10 %
• 課堂參與 (Class Participation) 10 %
• 作業 (Assignment) 10 %
(Required Texts)

(Reference Books)


• Titus Winters, Tom Manshreck, and Hyrum Wright (2020), Software Engineering at Google: Lessons Learned from Programming Over Time, O'Reilly Media.
Ian Sommerville (2019),
Engineering Software Products: An Introduction to Modern Software Engineering,
Pearson.

Ian Sommerville (2015),

Software Engineering,


Source: https://www.amazon.com/Software-Engineering-10th-Ian-Sommerville/dp/0133943038

Software Engineering
Information Management
Management
Information Systems (MIS)
Information Systems
Information Management (MIS)
Information Systems

Fundamental MIS Concepts

Project-based software engineering

CUSTOMER and DEVELOPER generates implemented-by helps-with

CUSTOMER
Problem
Software

Requirements

1

The starting point for the software development is a set of ‘software requirements’ that are owned by an external client and which set out what they want a software system to do to support their business processes.

The software is developed by a software company (the contractor) who design and implement a system that delivers functionality to meet the requirements.

The customer may change the requirements at any time in response to business changes (they usually do). The contractor must change the software to reflect these requirements changes.

Custom software usually has a long-lifetime (10 years or more) and it must be supported over that lifetime.

Product software engineering

Opportunity

1. Opportunity

Product features

Software

DEVELOPER

inspires

DEVELOPER

implemented-by

realizes

DEVELOPER

Product software engineering

• The starting point for product development is a business opportunity that is identified by individuals or a company. They develop a software product to take advantage of this opportunity and sell this to customers.

• The company who identified the opportunity design and implement a set of software features that realize the opportunity and that will be useful to customers.

• The software development company are responsible for deciding on the development timescale, what features to include and when the product should change.

• Rapid delivery of software products is essential to capture the market for that type of product.

Software execution models

Stand-alone execution
- User’s computer
  - User interface
  - Product functionality
  - User data
- Product updates
  - Vendor’s servers

Hybrid execution
- User’s computer
  - User interface
  - Partial functionality
  - User data
- Additional functionality
  - User data backups
  - Product updates
  - Vendor’s servers

Software as a service
- User’s computer
  - User interface (browser or app)
- Product functionality
  - User data
  - Vendor’s servers

Product management concerns

- Business needs
- Technology constraints
- Customer experience

Product manager
Technical interactions of product managers

Product manager

- Product vision management
- Product backlog management
- Acceptance testing
- User stories and scenarios
- User interface design
- Customer testing

Marketing
Marketing “Meeting needs profitably”

“Marketing is an organizational function and a set of processes for creating, communicating, and delivering value to customers and for managing customer relationships in ways that benefit the organization and its stakeholders.”

Marketing Management
“Marketing management is the art and science of choosing target markets and getting, keeping, and growing customers through creating, delivering, and communicating superior customer value.”

Marketing Management

1. Understanding Marketing Management
2. Capturing Marketing Insights
3. Connecting with Customers
4. Building Strong Brands
5. Creating Value
6. Delivering Value
7. Communicating Value
8. Conducting Marketing Responsibly for Long-term Success

Summary

- This course introduces the **fundamental concepts, research issues, and hands-on practices of software engineering.**

- Topics include
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電話： 02-86741111 ext. 66873
研究室： 商8F12
地址： 23741 新北市三稜區大學路 151 號
Email： myday@gm.ntpu.edu.tw
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