



software Engineering Analysis

Prangyalin sahuo

lecturer

Computer science (B.s.c)

college of science and technology, Adaspur, Cuttack

Abstract: The research study aims to give some brief idea about the software engineer to develop a software in an efficient way with minimum effort on convenient ways of analysis about software engineering, why we use software engineering, when that develop, how much capital to require, how the software process etc.

I. INTRODUCTION

It is one type of systematic application of engineering approaches to development of a software in accuracy way, which satisfy all the user constraints. The outcome of software engineering is an efficient and reliable software product.

II. ANALYSIS

A. Why we use software engineering: -

For flexible, reliable, better economical quality software product development, the developer requires to use the concept of software engineering, because the software engineering process always analysis user requirement and develop an application that will satisfy user needs through the use of naïve programming language so that very conveniently end user consuming the given software for their objective fulfilment.

B. When software engineering concept comes: -

Initially, when the first digital computer appeared in early 1940's, the instructions to make them operate were wired into the machine. Developers instantly realized, that design is not flexible, so came up with the "stored program architecture" or "Von Neumann Architecture". This may be deal with complexity application, but it is not user friendly. Therefore in 1950, programming languages started for specific purpose on and some of the format of arithmetical algorithm mechanism which solves scientific, business, graphical oriented data manipulation like: - FORTRAN, ALGOL, COBOL, David Parkas introduced the key concept of modularity and information hiding in 1972 to help programmers deal with the ever-increasing complexity of software systems.

The software engineering has been attributed to various sources. The term software engineering appeared in a list of services offered by companies in the June 1965 issue of computers and automation and used formally in August 1966 issue of communication of the ACM (Volume 9, number 8) "Letter to the ACM membership" by the ACM President Anthony G. Oettinger. It is also associated with the title of a NATO conference in 1968 by professor Friedrich L. Bauer, the first conference on software engineering.

III.METHODOLOGY: -

HOW SOFTWARE ENGINEERING TO BE PROCESS: -

IT USES ONE TYPE OF DOCUMENT I.E. SRS (SOFTWARE REQUIREMENT SPECIFICATION) THROUGH WHICH,

- I. ★ USER REQUIREMENTS TO BE COLLECTED FIRST
- II. ★ ANALYSING THE USER REQUIREMENT INFORMATION
- III. ★ ELIMINATE THE RELUCTANCE AND UNNECESSARY DATA
- IV. ★ ANALYSIS THE COLLECTED DATA WHICH SATISFY FEASIBILITY MECHANISM FOR SOFTWARE DEVELOPMENT
- V. ★ IT IMPLEMENTS BY USING SOME PROGRAMMING LANGUAGES

FOR SOFTWARE DESIGNING PROCESS IT GOES TO PHASE: -

1. INTERFACE DESIGN
2. ARCHITECTURAL DESIGN
3. DETAILED DESIGN

1.INTERFACE DESIGN: -

IT SCHEMA OUT INTERACTION BETWEEN A SYSTEM AND ITS ENVIRONMENT.

- ★ PRECISE DESCRIPTION OF EVENTS IN THE ENVIRONMENT, OR MESSAGES FROM AGENTS TO WHICH THE SYSTEM MUST RESPOND.
- ★ SPECIFICATION OF THE ORDERING AND TIMING RELATIONSHIPS BETWEEN INCOMING EVENTS OR MESSAGES AND OUTGOING EVENTS.

2.ARCHITECTURAL DESIGN: -

IT SCHEMA OUT THE MAJOR COMPONENTS OF A SYSTEM, THEIR RESPONSIBILITY, PROPERTIES, INTERFACES AND THE RELATIONSHIPS AND INTERACTION BETWEEN THEM.

3.DETAILED DESIGN: -

IT SCHEMA INTERNAL ELEMENTS OF ALL MAJOR SYSTEM COMPONENTS, THEIR PROPERTIES, RELATIONSHIPS, PROCESSING, AND OFTEN THEIR ALGORITHMS AND THE DATA STRUCTURES.

- ★ DATA AND CONTROL INTERACTION BETWEEN UNITS
- ★ Data packaging and implementations, including issues of scope and visibility of program

IV.Software cost estimation in software engineering

It is a process of predicting the effort required to develop a software system. Every software to be require 2 key elements for its development I.e. time and cost.

It uses one model, that may be static or dynamic. In a static model, a single variable is used as a key element for calculating cost and time, but in a dynamic model, all variables are interdependent, and there is no basic variable.

- ★ In static, single variable cost calculated as,

$$C = ALB$$

Where C = cost

L = Size

A & B are constants

- ★ The Software engineering laboratory established a model called SEL (Software Engineering Lifecycle), for estimating its software production. This model is an example of the static, single variable model,

$$E = 1.4L^{0.93}$$

$$Doc = 30.4L^{0.90}$$

$$D = 4.6L^{0.26}$$

Where E → Efforts (Person per month)

Doc → Documentation (Number of pages)

D → Duration (D, in months)

L → Number of lines per code

V.Future Scopes of software engineering: -

There is huge scope for IT and CS students due to fast growing of IT industries. As now of different technology to come like cloud and Big data there is growth in this field. So multiple recruitments to be possible. There is good scope in both public and private sector.so that multiple number of educated unemployment people to be find their goal.

VI.Suggestion for students: -

Before developing the software first to analyse about goal product through acquiring some knowledge about software engineering.

VII.Conclusion: -

It is the best experience practical knowledge about the principle that have been taught in future scope, when any develop a software or taught in classroom, how a software or product to be developed.

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