Software Engineering

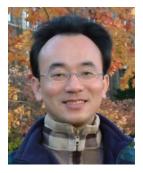


Introduction to Software Engineering

1122SE01 MBA, IM, NTPU (M5010) (Spring 2024) Wed 2, 3, 4 (9:10-12:00) (B3F17)







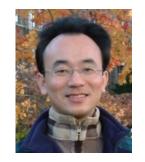
Min-Yuh Day, Ph.D, Associate Professor

Institute of Information Management, National Taipei University

https://web.ntpu.edu.tw/~myday







Min-Yuh Day, Ph.D.



2020 Cohort











Director, Intelligent Financial Innovation Technology, IFIT Lab, IM, NTPU
Associate Director, Fintech and Green Finance Center, NTPU

Artificial Intelligence, Financial Technology, Big Data Analytics,
Data Mining and Text Mining, Electronic Commerce









Course Syllabus National Taipei University Academic Year 112, 2nd Semester (Spring 2024)

- Course Title: Software Engineering
- Instructor: Min-Yuh Day
- Course Class: MBA, IM, NTPU (3 Credits, Elective)
 GMBA in Finance; SHM; IPUG
- Details
 - In-Person and Distance Learning EMI Course (3 Credits, Elective, One Semester) (M5010)
- Time & Place: Wed, 2, 3, 4, (9:10-12:00) (B3F17)
- Google Meet: https://meet.google.com/ish-gzmy-pmo





Course Objectives



- 1. Understand the fundamental concepts and research issues of <u>software engineering</u>.
- 2. Equip with Hands-on practices of software engineering.
- 3. Conduct information systems research in the context of software engineering.

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; Reliable Programming
- 10. Testing: Functional testing, Test automation, Test-driven development, and Code reviews
- 11. DevOps and Code Management: Code management and DevOps automation
- 12. Case Study on Software Engineering

Core Competence



 Exploring new knowledge in information technology, system development and application 80 %

Internet marketing planning ability 10 %

Thesis writing and independent research skills 10 %

Four Fundamental Qualities



- Professionalism
 - Creative thinking and Problem-solving 30 %
 - Comprehensive Integration 30 %
- Interpersonal Relationship
 - Communication and Coordination 10 %
 - Teamwork 10 %
- Ethics
 - Honesty and Integrity 5 %
 - Self-Esteem and Self-reflection 5 %
- International Vision
 - Caring for Diversity 5 %
 - Interdisciplinary Vision 5 %

College Learning Goals



- Ethics/Corporate Social Responsibility
- Global Knowledge/Awareness
- Communication
- Analytical and Critical Thinking





- Information Technologies and System Development Capabilities
- Internet Marketing Management Capabilities
- Research capabilities

Syllabus



Week Date Subject/Topics

- 1 2024/02/21 Introduction to Software Engineering
- 2 2024/02/28 Peace Memorial Day (Day Off)
- 3 2024/03/06 Software Products and Project Management: Software product management and prototyping
- 4 2024/03/13 Agile Software Engineering: Agile methods, Scrum, and Extreme Programming
- 5 2024/03/20 Case Study on Software Engineering I
- 6 2024/03/27 Features, Scenarios, and Stories
- 7 2024/04/03 Make-up holiday for NTPU Sports Day (No Classes)
- 8 2024/04/10 Midterm Project Report

Syllabus



Week Date Subject/Topics

- 9 2024/04/17 Software Architecture: Architectural design,
 System decomposition, and Distribution architecture
- 10 2024/04/24 Cloud-Based Software: Virtualization and containers, Everything as a service, Software as a service; Cloud Computing and Cloud Software Architecture
- 11 2024/05/01 Case Study on Software Engineering II
- 12 2024/05/08 Microservices Architecture, RESTful services, Service deployment
- 13 2024/05/15 Industry Practices of Software Engineering

Syllabus



Week Date Subject/Topics

14 2024/05/22 Security and Privacy; Reliable Programming; Testing: Functional testing, Test automation, Test-driven development, and Code reviews; DevOps and Code Management:

Code management and DevOps automation

15 2024/05/29 Final Project Report I

16 2024/06/05 Final Project Report II

Teaching Methods and Activities



- Lecture
- Discussion
- Practicum

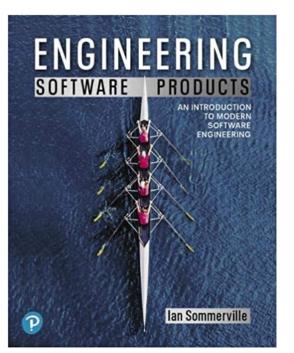
Evaluation Methods



- Individual Presentation 60 %
- Group Presentation 10 %
- Case Report 10 %
- Class Participation 10 %
- Assignment 10 %

Required Texts

Ian Sommerville (2019),
 Engineering Software Products:
 An Introduction to Modern Software Engineering,
 Pearson.



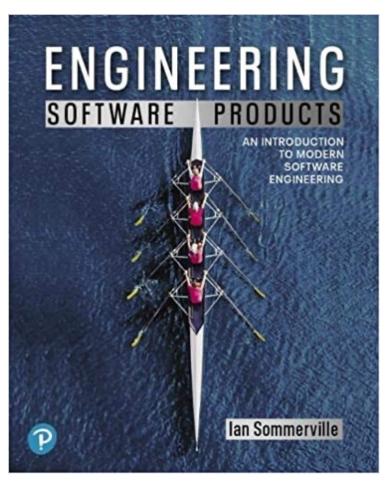
Reference Books

- Ian Sommerville (2015),
 Software Engineering,
 10th Edition, Pearson.
- Titus Winters, Tom Manshreck, and Hyrum Wright (2020),
 Software Engineering at Google: Lessons Learned from Programming Over Time, O'Reilly Media.
- Project Management Institute (2017),
 Agile Practice Guide, PMI
- Project Management Institute (2021),
 A Guide to the Project Management Body of Knowledge (PMBOK Guide) –
 Seventh Edition and The Standard for Project Management, PMI

Ian Sommerville (2019),

Engineering Software Products:

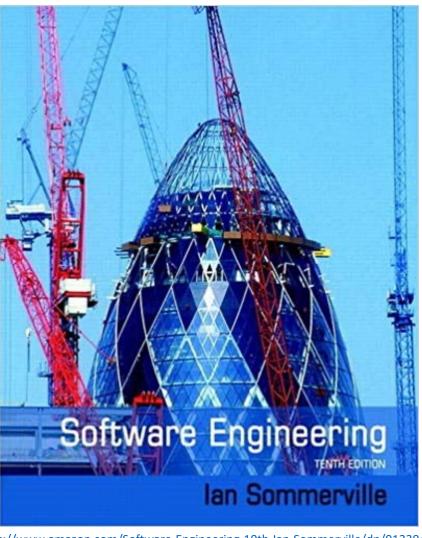
An Introduction to Modern Software Engineering, Pearson.



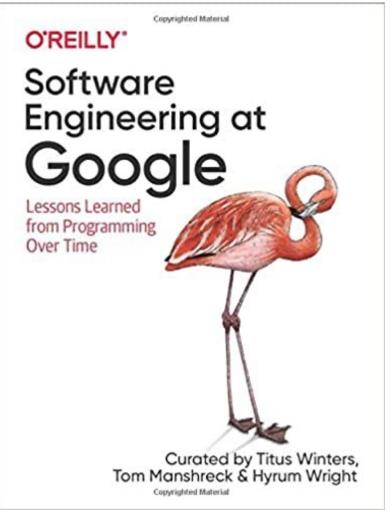
Ian Sommerville (2015),

Software Engineering,

10th Edition, Pearson.

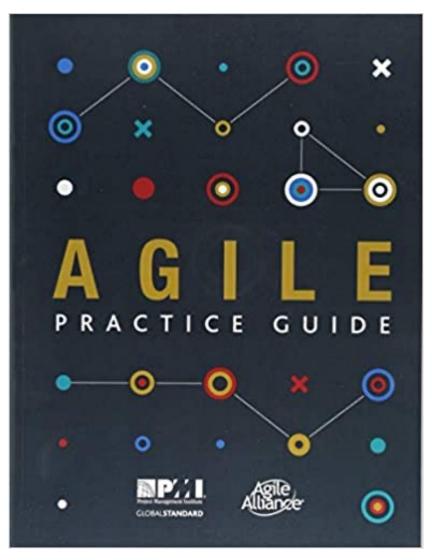


Titus Winters, Tom Manshreck, and Hyrum Wright (2020),
Software Engineering at Google:
Lessons Learned from Programming Over Time,
O'Reilly Media.



Project Management Institute (2017),

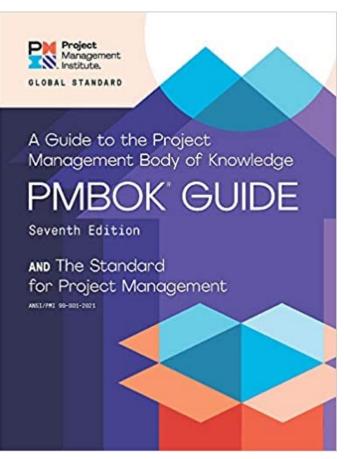
Agile Practice Guide



Project Management Institute (2021),

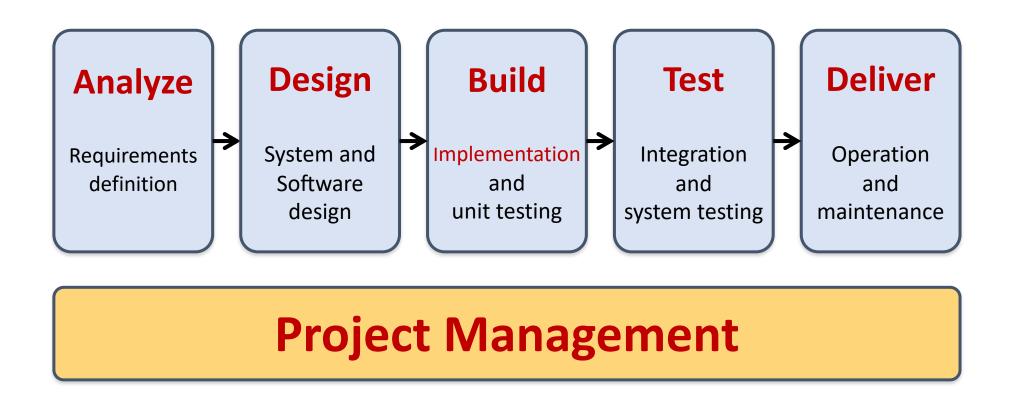
A Guide to the Project Management Body of Knowledge (PMBOK Guide) –

Seventh Edition and The Standard for Project Management



Software Engineering

Software Engineering and Project Management



Information Management

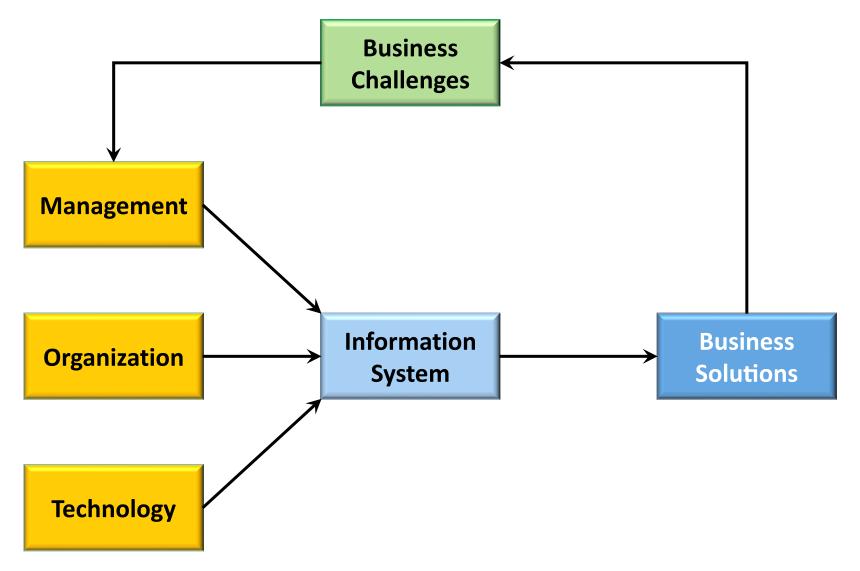
Management
Information Systems (MIS)

Information Systems

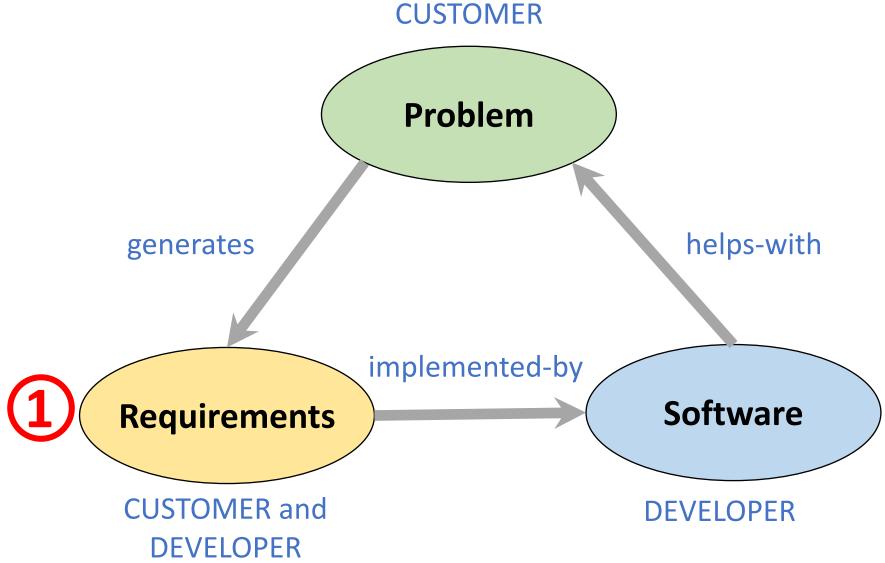
Information Management (MIS) Information Systems



Fundamental MIS Concepts



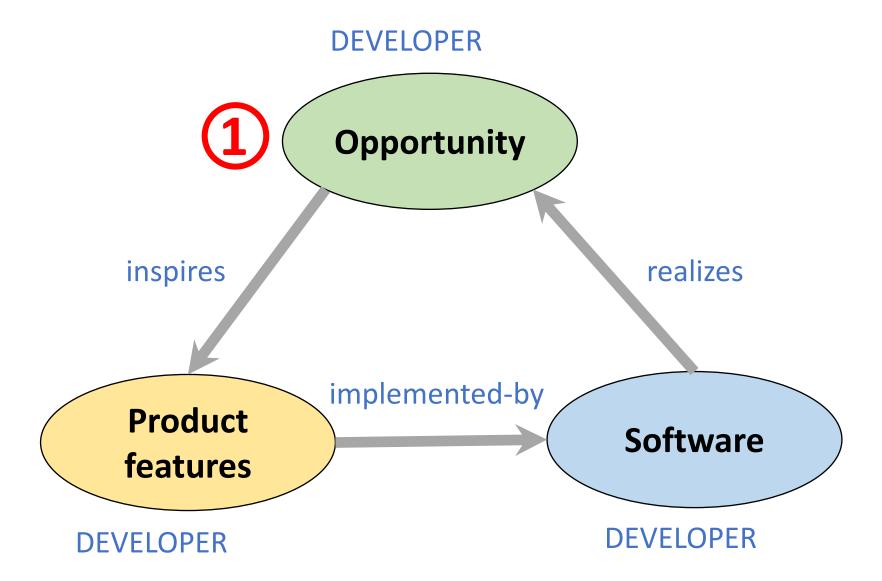
Project-based software engineering



Project-based software engineering

- 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



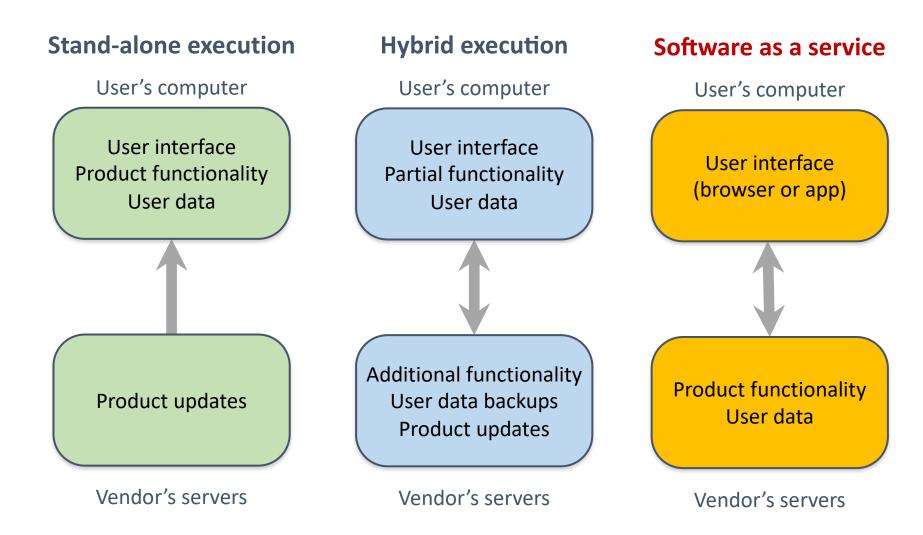
Product software engineering

- 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
- 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.

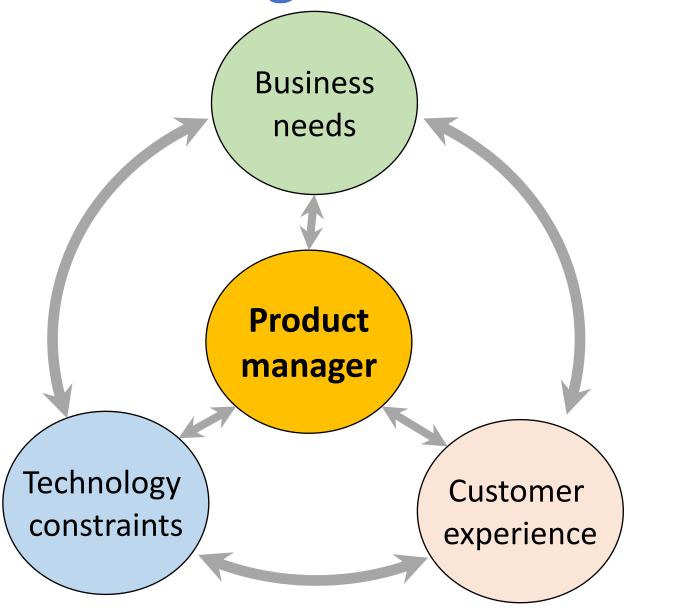
this to customers.

- 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.

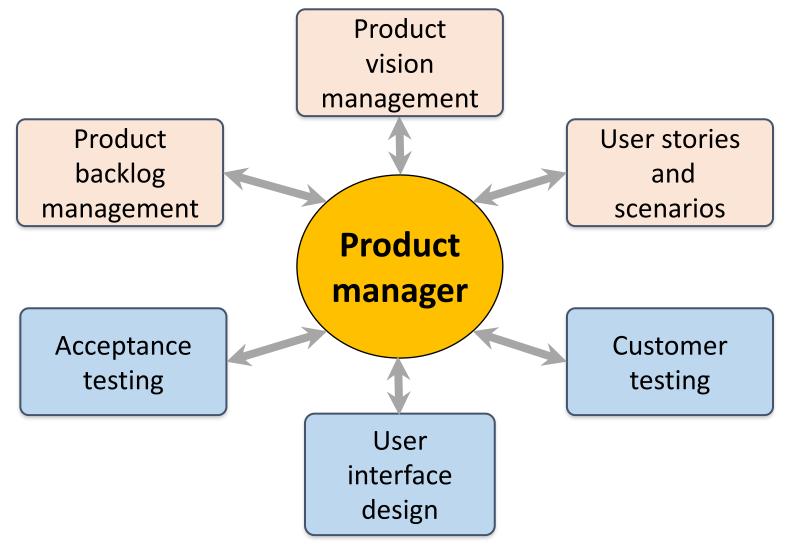
Software execution models



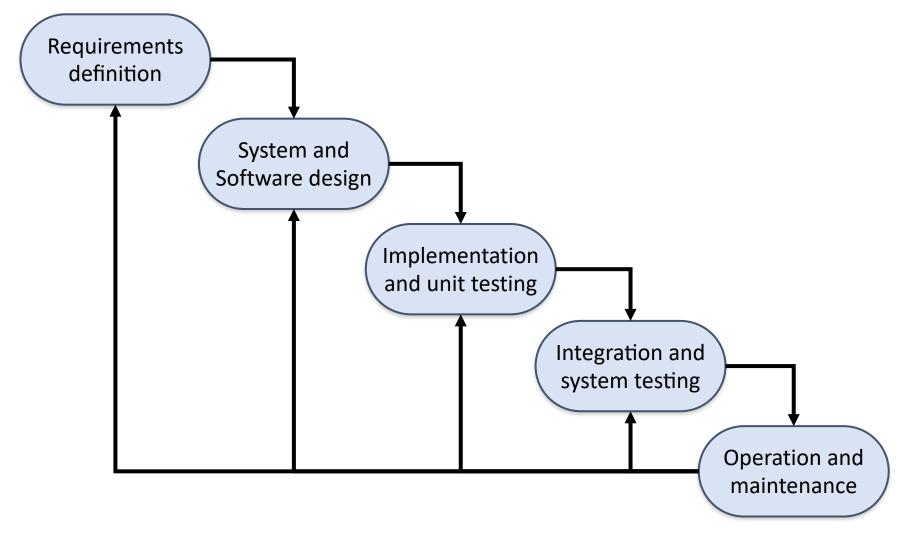
Product management concerns



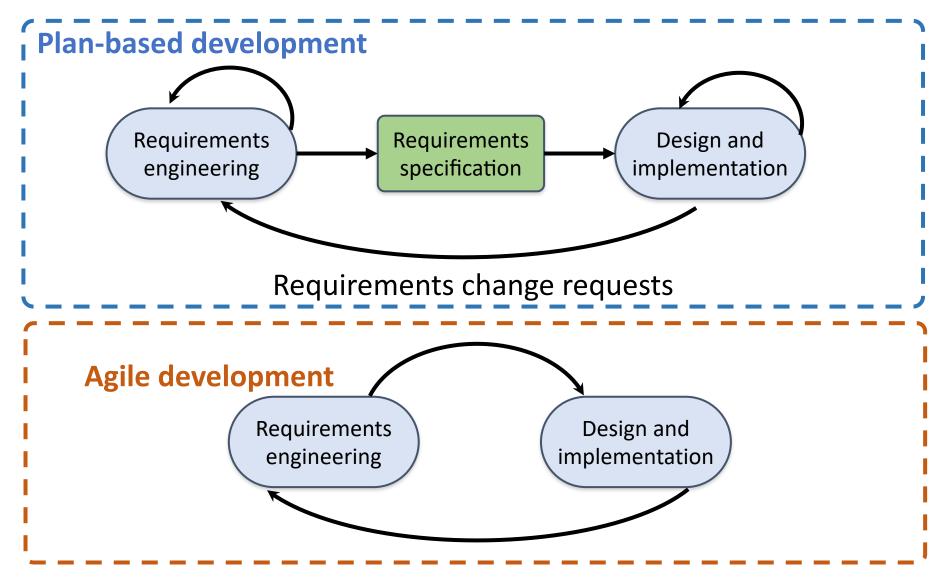
Technical interactions of product managers



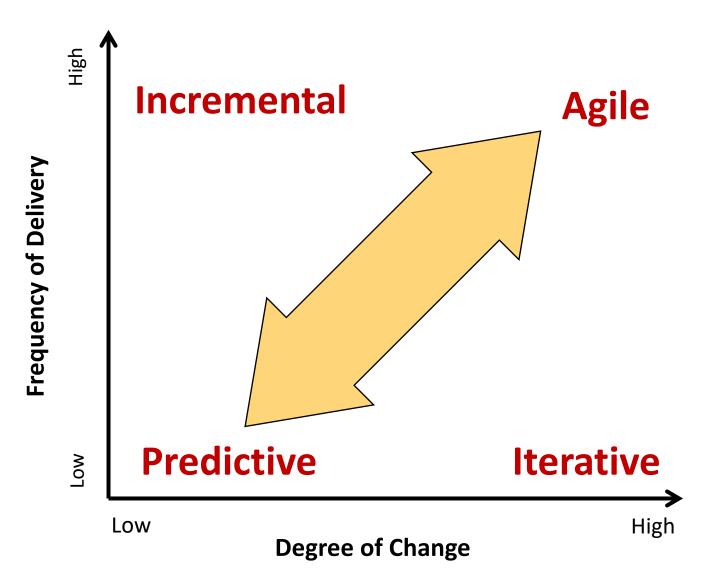
Software Development Life Cycle (SDLC) The waterfall model



Plan-based and Agile development



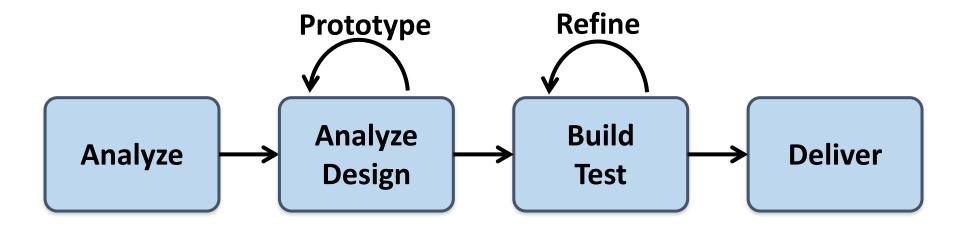
The Continuum of Life Cycles



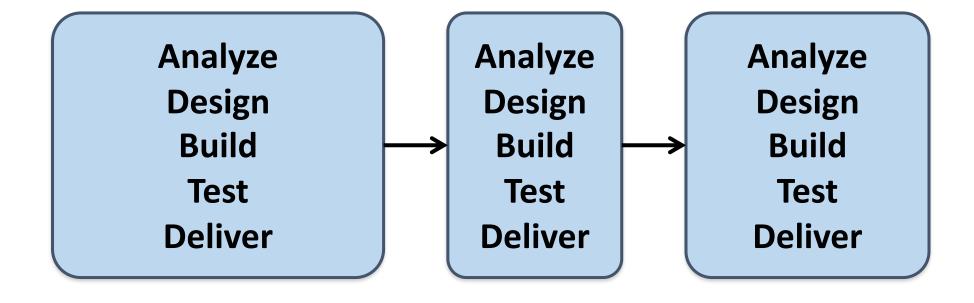
Predictive Life Cycle



Iterative Life Cycle



A Life Cycle of Varying-Sized Increments



Iteration-Based and Flow-Based Agile Life Cycles

Iteration-Based Agile

Analysis Design **Build** Test

Requirements | Requirements | **Analysis** Design Build Test

Analysis Design Build Test

Requirements | Requirements **Analysis** Design Build Test

Repeat as needed **Analysis** Design Build Test

Requirements Requirements **Analysis** Design **Build** Test

Flow-Based Agile

Requirements Analysis Design **Build** Test the number of features in the WIP limit

Requirements **Analysis** Design Build Test the number of features in the WIP limit

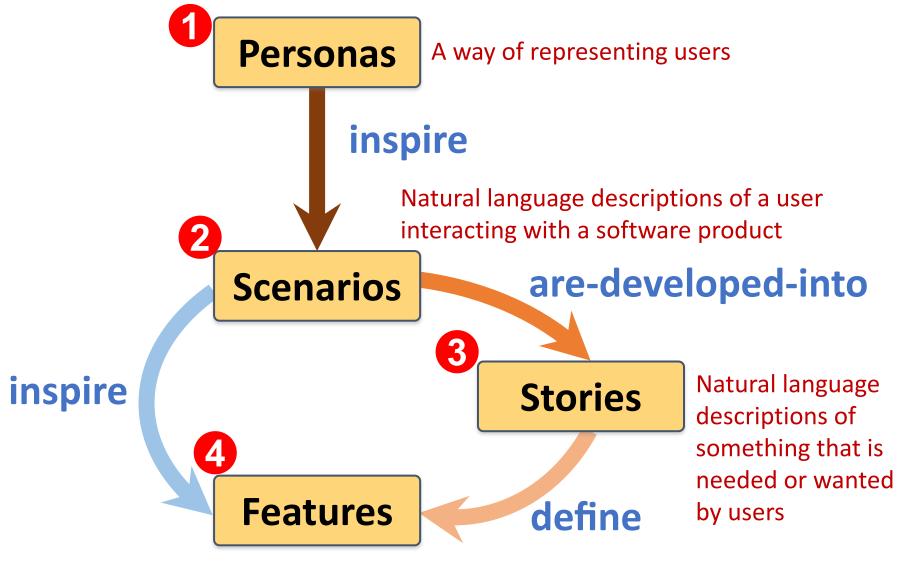
Requirements **Analysis** Design Build Test the number of features in the WIP limit

Repeat as needed

Requirements **Analysis** Design Build Test the number of features in the WIP limit

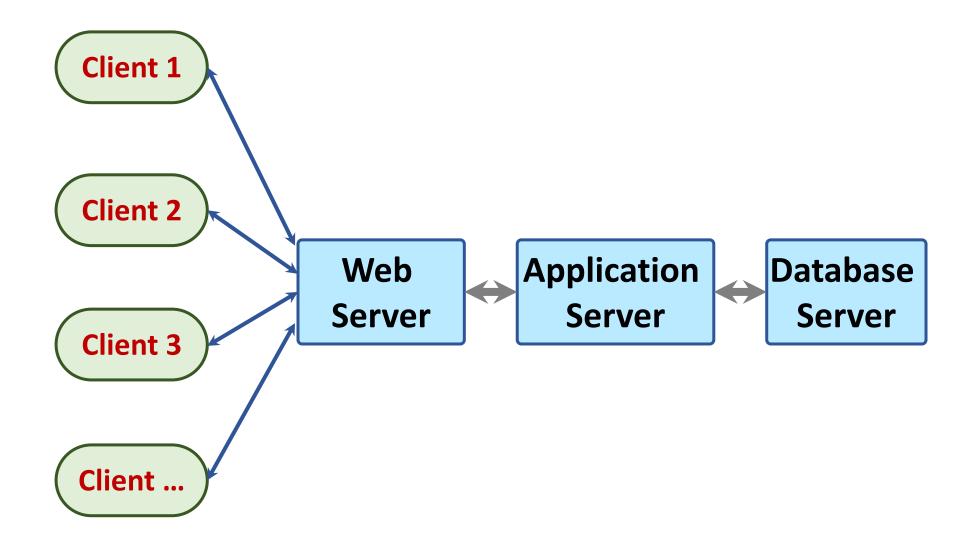
Requirements **Analysis** Design Build Test the number of features in the WIP limit

From personas to features

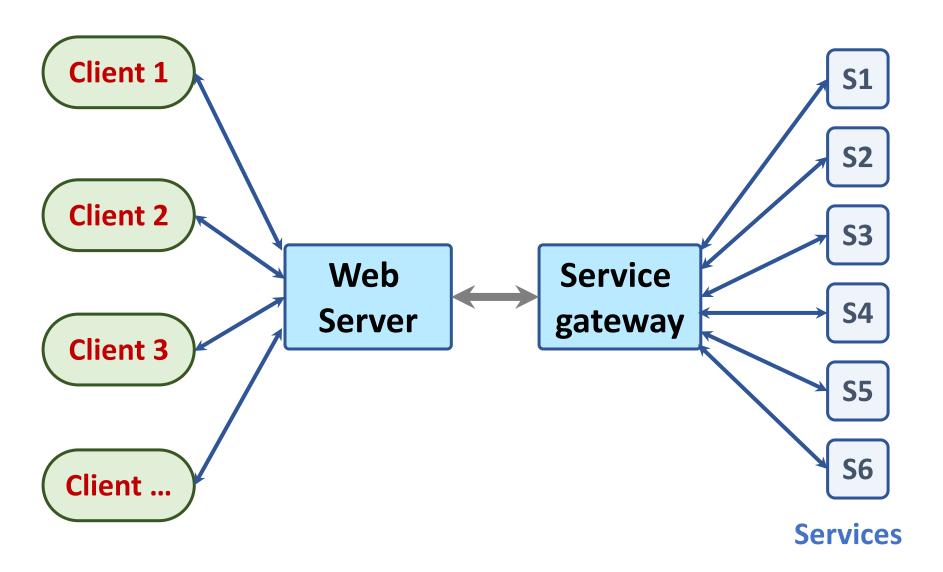


Fragments of product functionality

Multi-tier client-server architecture



Service-oriented Architecture



VM

Container

Virtual Virtual mail server web server Server Server software software Guest Guest OS OS **Hypervisor Host OS Server Hardware**

User 2 User 1 **Container 1 Container 2 Application Application** software software Server Server software software **Container manager Host OS Server Hardware**

Everything as a service

Photo editing

Software as a service (SaaS)

Logistics management

Cloud management Monitoring

Platform as a service (PaaS)

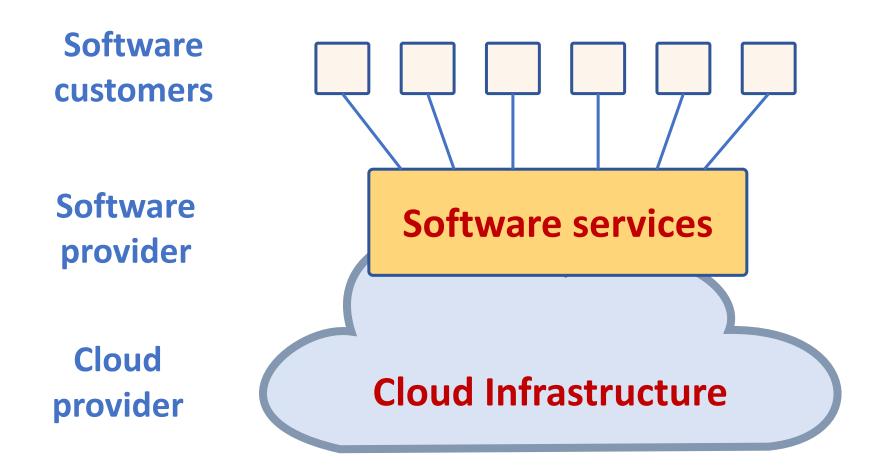
Database Software development

Storage Network Infrastructure as a service (laaS)

Computing Virtualization

Cloud data center

Software as a service



Microservices architecture – key design questions

What are the microservices that make up the system?

How should data be distributed and shared?

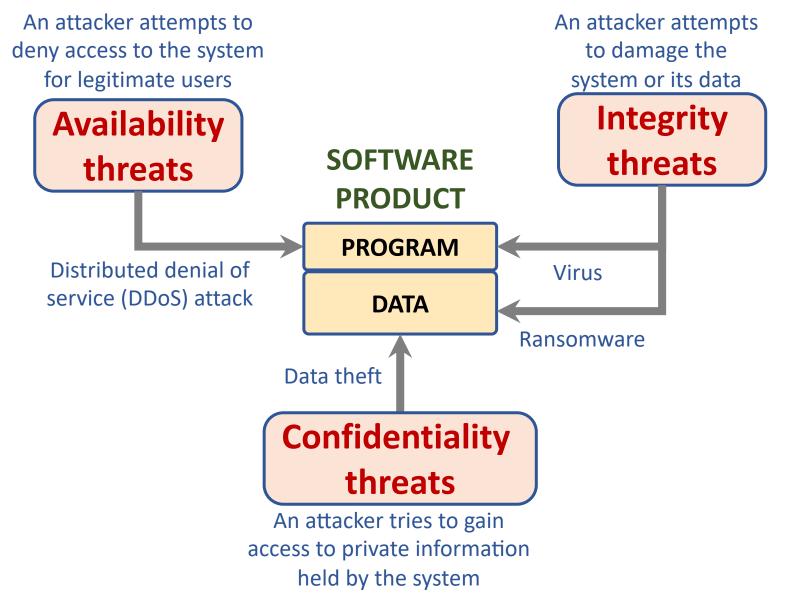
Microservices architecture design

How should microservices communicate with each other?

How should the microservices in the system be coordinated?

How should service failure be detected, reported and managed?

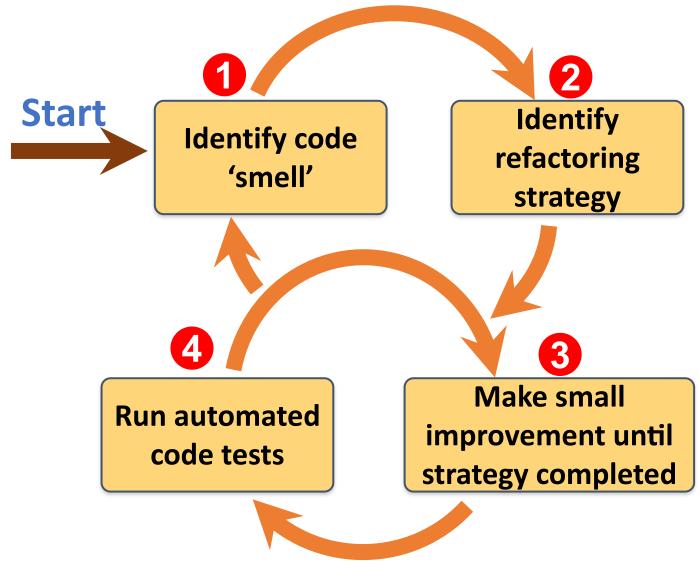
Types of security threat



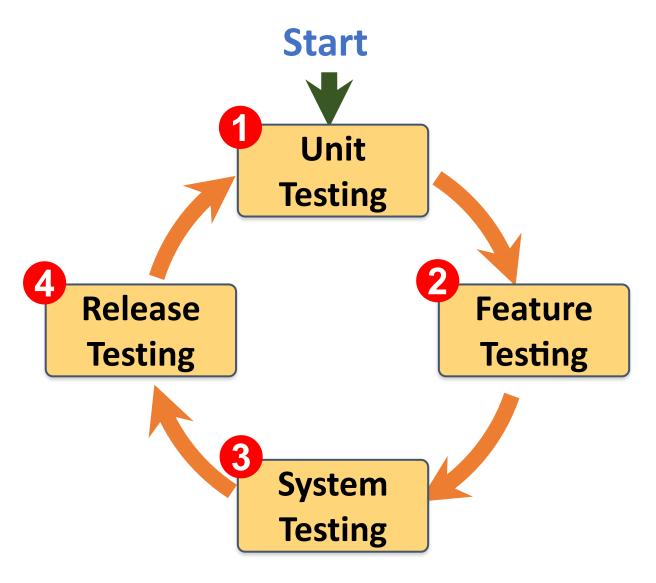
Software product quality attributes



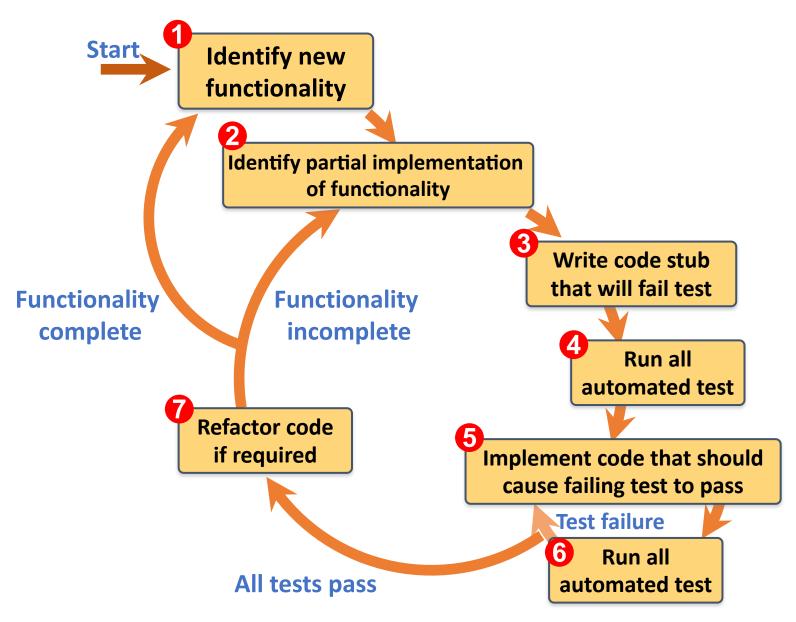
A refactoring process



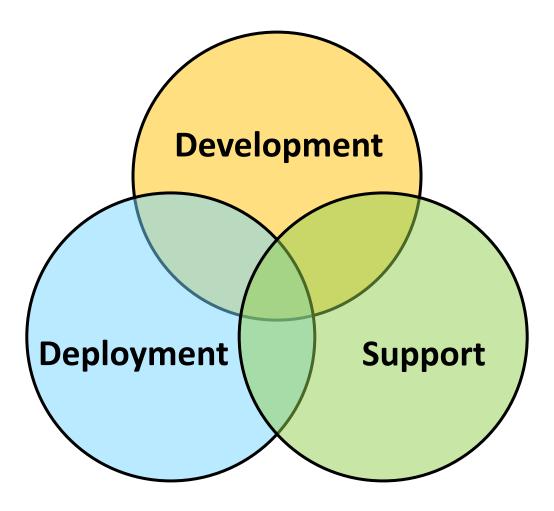
Functional testing



Test-driven development (TDD)



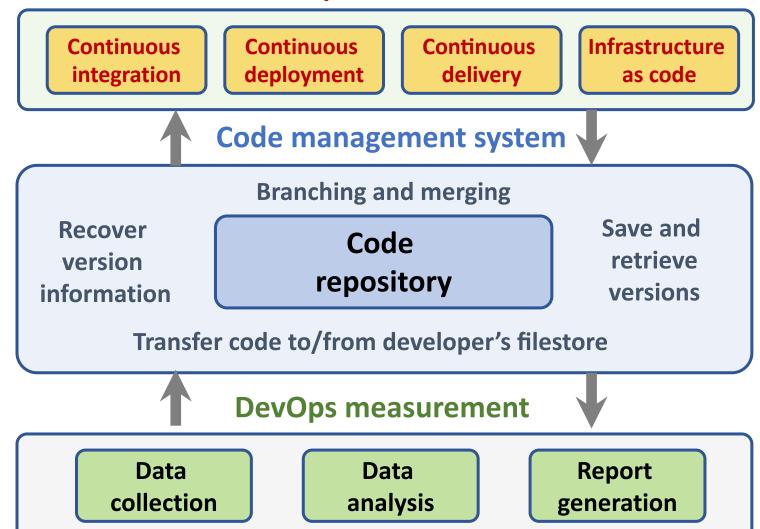
DevOps



Multi-skilled DevOps team

Code management and DevOps

DevOps automation



Marketing

Marketing "Meeting needs profitably"

Marketing

"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

"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

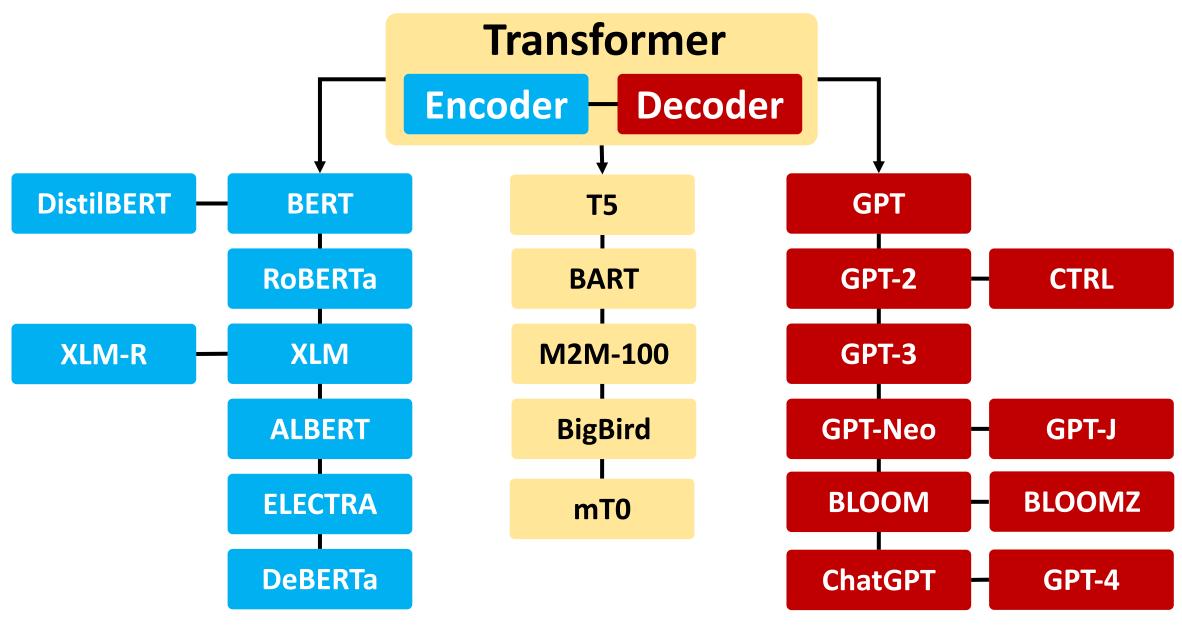
Understanding Marketing Management Capturing Marketing Insights Connecting with Customers Building Strong Brands Creating Value 6 **Delivering Value Communicating Value Conducting Marketing Responsibly for Long-term Success**

Generative Al and LLM

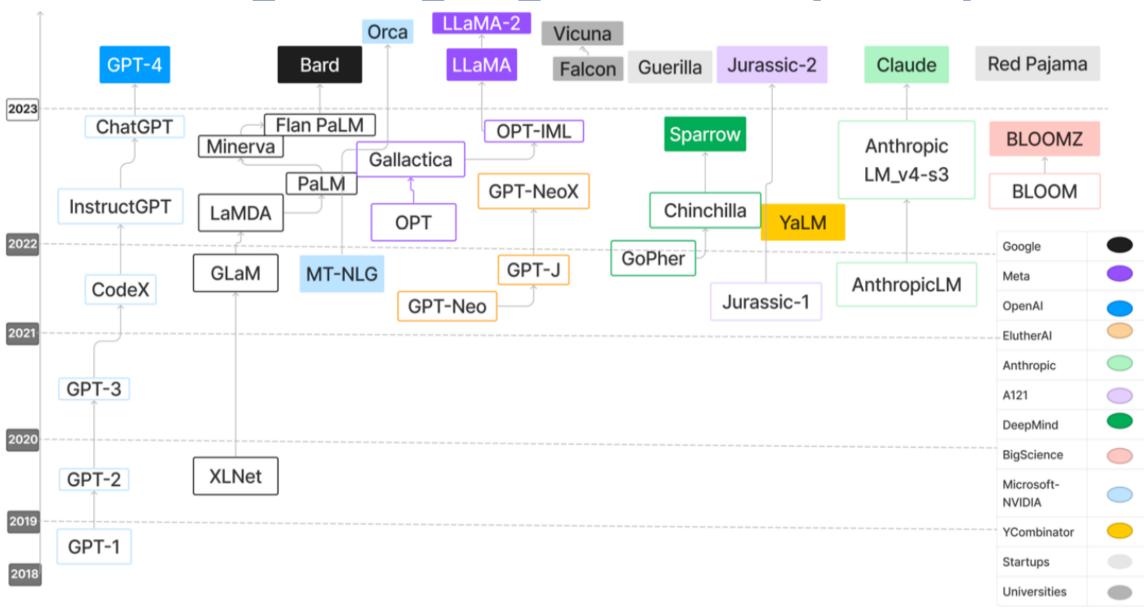
for Agile Al Software Engineering

Generative Al Text, Image, Video, Audio **Applications**

Transformer Models



Large Language Models (LLMs)



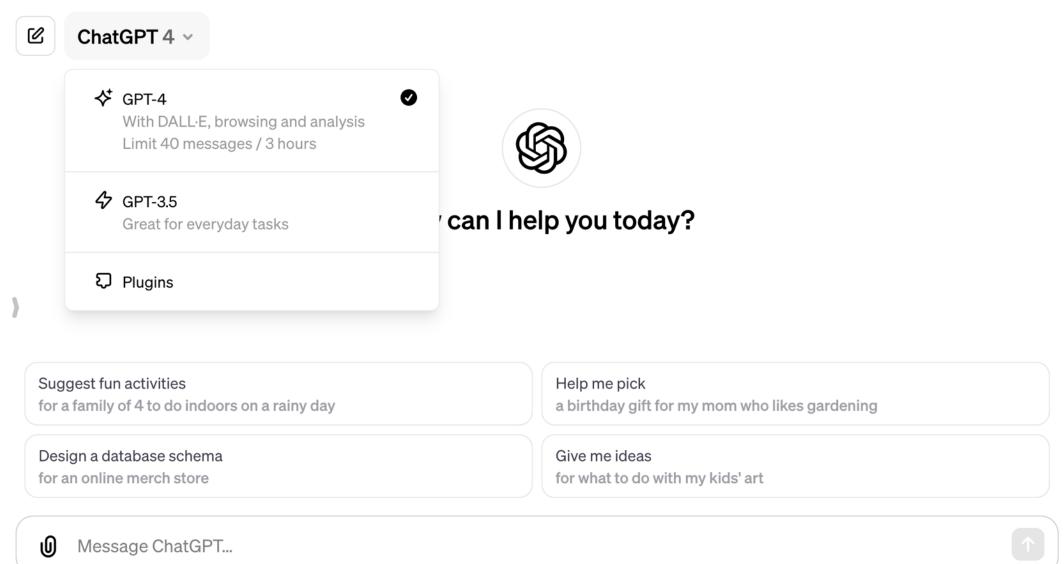
Four Paradigms in NLP (LM)

Paradigm	Engineering	Task Relation
a. Fully Supervised Learning (Non-Neural Network)	Feature (e.g. word identity, part-of-speech, sentence length)	CLS TAG LM GEN
b. Fully Supervised Learning (Neural Network)	Architecture (e.g. convolutional, recurrent, self-attentional)	CLS TAG LM GEN
Transfer Learning: Pre-t	CLS	
c. Pre-train, Fine-tune	Objective (e.g. masked language modeling, next sentence prediction)	LM GEN
GAI: Pre-train, Prompt,	CLS	
d. Pre-train, Prompt, Predict	Prompt (e.g. cloze, prefix)	LM

Popular Generative Al

- OpenAl ChatGPT (GPT-3.5, GPT-4)
- OpenAl DALL·E 3
- Perplexity.ai
- Chat.LMSys.org
- ChatPDF
- Stable Diffusion
- Video: D-ID, Synthesia
- Audio: Speechify

OpenAl ChatGPT (GPT-4, GPT-3.5)



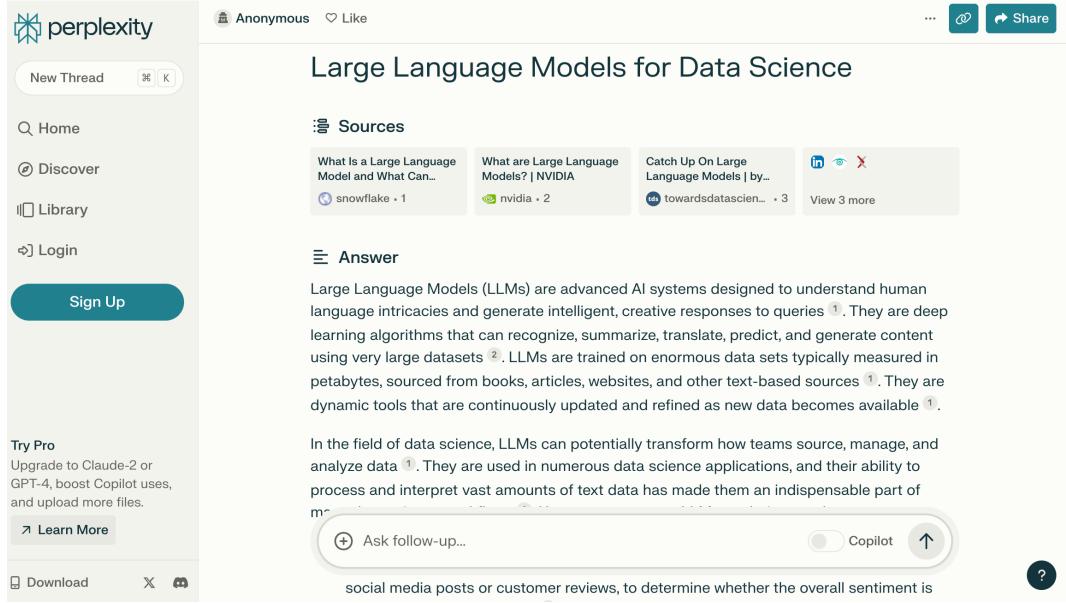
ChatGPT can make mistakes. Consider checking important information.

OpenAl ChatGPT (GPT-4) DALL·E 3

Vector graphic of a flowchart depicting the integration of generative AI in the education process, from content creation to virtual experiments, personalized learning, and innovative learning.



Perplexity.ai



Chat with Open Large Language Models

chat.lmsys.org

\times Chatbot Arena \times : Benchmarking LLMs in the Wild

Mixtral of experts: A Mixture-of-Experts model Qwen 1.5: A large language model by Alibaba Cloud **Bard**: Bard by Google by Mistral Al DeepSeek LLM: An advanced language model by StripedHyena-Nous: A chat model developed by Gemini: Gemini by Google DeepSeek Together Research and Nous Research. GPT-4-Turbo: GPT-4-Turbo by OpenAI GPT-3.5: GPT-3.5-Turbo by OpenAl Claude: Claude 2 by Anthropic Nous-Hermes-2-Mixtral-8x7B-DPO: Nous Hermes OpenChat 3.5: An open model fine-tuned on Claude Instant: Claude Instant by Anthropic finetuned from Mixtral 8x7B Mistral-7B using C-RLFT Llama2-70B-SteerLM-Chat: A Llama fine-tuned OpenHermes-2.5-Mistral-7B: A mistral-based pplx-online-llms: Online LLM API by Perplexity AI with SteerLM method by NVIDIA model fine-tuned on 1M GPT-4 outputs Starling-LM-7B-alpha: An open model trained Tulu 2: An instruction and RLHF model by UW/AllenAI Yi-Chat: A large language model by 01 Al using RLAIF by Berkeley Llama 2: Open foundation and fine-tuned chat Vicuna: A chat assistant fine-tuned on user-shared Zephyr: A chatbot fine-tuned from Mistral by models by Meta conversations by LMSYS **Hugging Face**

WizardLM: An instruction-following LLM using evol-

instruct by Microsoft

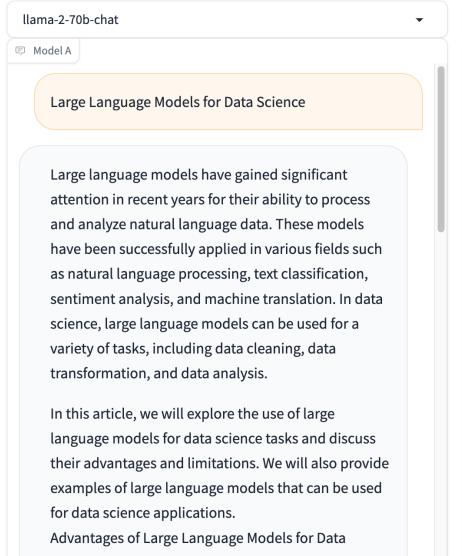
Code Llama: Open foundation models for code

by Meta

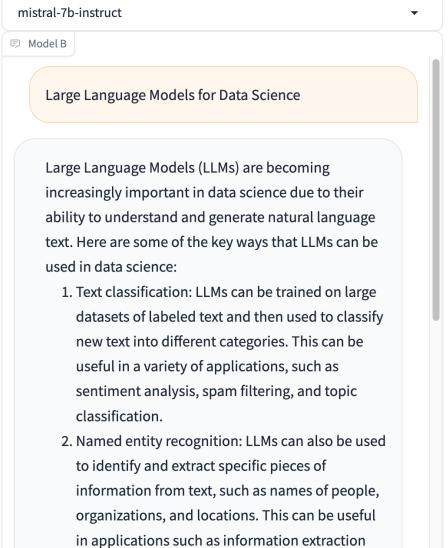
Large Language Models for Data Science

Chat with Open Large Language **Models:** Chatbot **Arena**

Llama 2-70b-chat



Mistral-7b-instruct



Chatbot Arena Leaderboard LLM Leaderboard

Rank	≌ Model	🙀 Arena Elo	■ 95% CI	Votes	Organization	License
1	GPT-4-1106-preview	1254	5/-5	38745	OpenAl	Proprietary
2	GPT-4-0125-preview	1253	10/-8	6308	OpenAl	Proprietary
3	Bard (Gemini Pro)	1218	8/-7	10313	Google	Proprietary
4	GPT-4-0314	1191	6/-6	20430	OpenAl	Proprietary
5	GPT-4-0613	1164	5/-6	32941	OpenAl	Proprietary
6	Mistral Medium	1152	5/-7	17847	Mistral	Proprietary
7	Claude-1	1150	7/-5	19017	Anthropic	Proprietary
8	Qwen1.5-72B-Chat	1147	8/-8	5204	Alibaba	Qianwen LICENSE
9	Claude-2.0	1132	6/-8	12753	Anthropic	Proprietary
10	Gemini Pro (Dev API)	1122	7/-7	9024	Google	Proprietary
11	Claude-2.1	1120	6/-4	27723	Anthropic	Proprietary
12	Mixtral-8x7b-Instruct-v0.1	1120	5/-6	18410	Mistral	Apache 2.0
13	GPT-3.5-Turbo-0613	1118	5/-5	36704	OpenAl	Proprietary
14	Gemini Pro	1115	9/-9	6958	Google	Proprietary
15	<u>Yi-34B-Chat</u>	1111	7/-8	7734	01 AI	Yi License



Teaching



- Big Data Analytics
 - Fall 2020, Spring 2023, Spring 2024
- Software Engineering
 - Fall 2020, Fall, 2021, Spring 2022, Spring 2023, Spring 2024
- Artificial Intelligence in Finance and Quantitative
 - Fall 2021, Fall 2022, Fall 2023
- Artificial Intelligence
 - Spring 2021, Fall 2022
- Artificial Intelligence for Text Analytics
 - Spring 2022, Fall 2023
- Sustainability and ESG Data Analytics
 - Spring 2024
- Python for Accounting Applications
 - Fall 2023
- Foundation of Business Cloud Computing
 - Spring 2021, Spring 2022, Spring 2023, Spring 2024

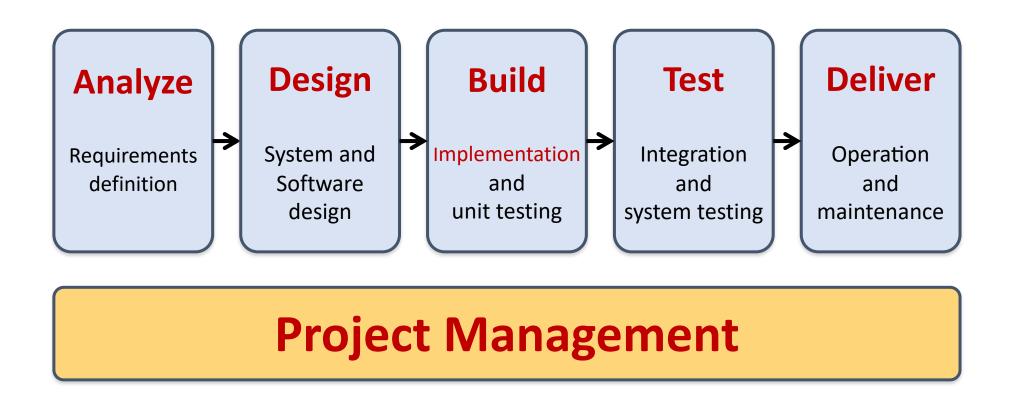


Research Projects



- 1. Fintech Green Finance for Carbon Market Index, Corporate Finance, and Environmental Policies. Carbon Emission Sentiment Index with AI Text Analytics
 - NTPU, 113-NTPU_ORDA-F-003 , 2023/01/01~2024/12/31
- 2. Digital Support, Unimpeded Communication: The Development, Support and Promotion of AI-assisted Communication Assistive Devices for Speech Impairment (1/3). Multimodal Cross-lingual Task-Oriented Dialogue System for Inclusive Communication Support
 - NSTC 112-2425-H-305-002-, 3 Years (2023/05/01-2026/04/30) Year 1: 2023/05/01~2024/04/30
- 3. Research on speech processing, synthesis, recognition, and sentence construction of people with language disabilities. Multimodal Cross-lingual Task-Oriented Dialogue System
 - NTPU, 113-NTPU ORDA-F-004, 2023/01/01~2025/12/31
- 4. Metaverse Al Multimodal Cross-Language Task-Oriented Dialogue System
 - ATEC Group, Fintech and Green Finance Center (FGFC, NTPU), NTPU-112A413E01, 3 Years (2023/05/01~2026/04/30)
- 5. Establishment and Implement of Smart Assistive Technology for Dementia Care and Its Socio-Economic Impacts (2/3). Intelligent, individualized and precise care with smart AT and system integration
 - NSTC, 112-2627-M-038-001-, 2023/08/01~2024/07/31
- 6. Prospective longitudinal study on peri-implant bone loss associated with peri-implantitis
 - USTP (NTPU, TMU), USTP-NTPU-TMU-113-03, 2024/01/01~2024/12/31

Software Engineering and Project Management



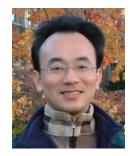
Summary



 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
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- 12. Case Study on Software Engineering



Software Engineering





Educator

Contact Information

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Associate Professor

Institute of Information Management, National Taipei University

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Email: myday@gm.ntpu.edu.tw

Web: http://web.ntpu.edu.tw/~myday/





