

Fundamentals of Software Engineering

Week 2 Lab Exercise: Historical Perspectives

In this set of lab exercises you are required to use the library search facilities to track down a couple of historic papers on topics related to software engineering.

The link to IEEE explore is given below.

http://ilink.gcal.ac.uk/uhtbin/cgiisirs/x/0/0/57/5/3?searchdata1=465358{CKEY}&searchfield1=GENERAL^SUBJECT^GENERAL^&user_id=WEBSERVER

You may have to supply your user name and password when connecting to this resource.

1.

Use IEEE xplore to find the following journal article. (This was the route that you used to find the paper “Why Software Fails” in the previous lab exercise.)

Brooks, F.P., No silver bullet, Essence and accidents of software engineering, IEEE Computer 20 (4), April 1987.

(a)

This is quite an old article. Read through the paper and make notes which record the main points that are made.

(b)

Based on the content of the article that you have read, and using the notes that you have made record what you expect to learn from a module entitled Fundamentals of Software Engineering and in particular how you might use these skills in the future, giving a brief justification for the points that you identified.. Your word limit here should be around 250 - 350 words.

2.

Use IEEE xplore to find the following journal article.

Rashid et al, Software Engineering Ethics in a Digital World, IEEE Computer, 42 (6) June 2009.

Read through the paper and make notes. Concentrating on Facebook and Google Maps, briefly discuss in around 250 -350 words any potential ethical issues for the software engineer developing these applications. Include a brief discussion of what you think you need to learn about ethics in relation to software engineering.

You should access the BCS Code of Conduct and use that as part of your answer. You can find this code of conduct here. <http://www.bcs.org/category/6030>