

Let's go engineering ....

# Software Technology Master specialization

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# Software is eating the world

Marc Andreessen, Netscape founder

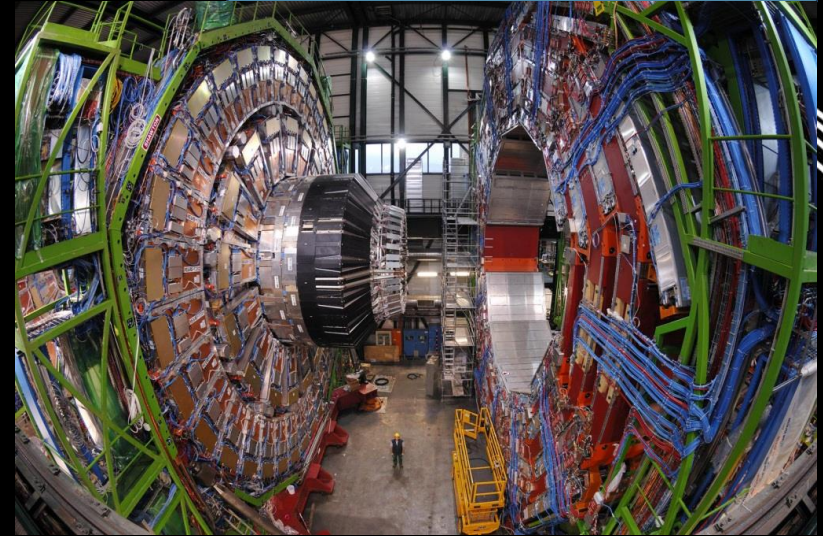


UNIVERSITY OF TWENTE.

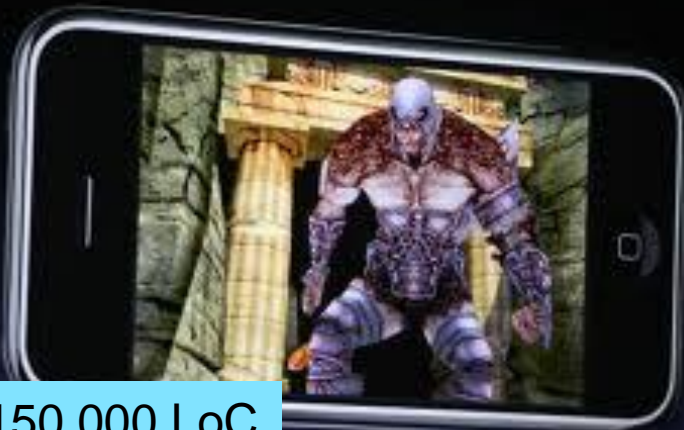
CERN's Hadron Collider  
30,000 SW components



51,000,000 LoC



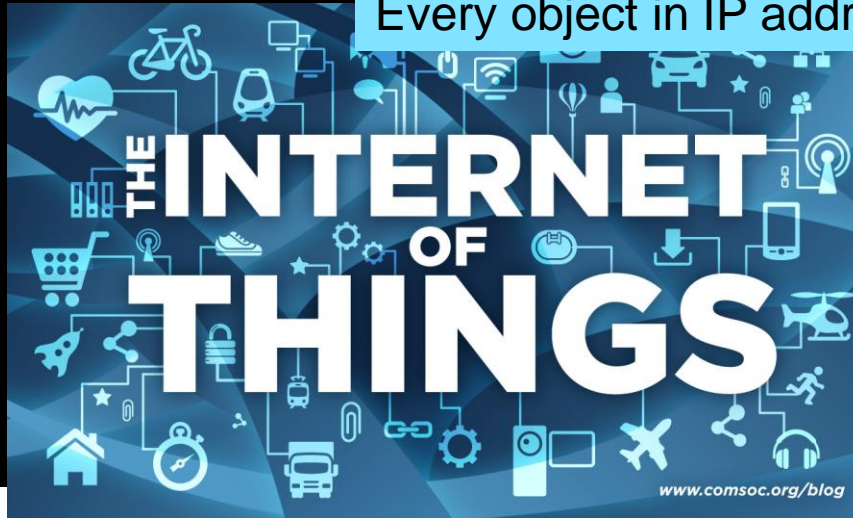
100,000,000 LoC



150,000 LoC



Every object in IP address



Self-driving cars



Robots



Wearable technology

# Let's go engineering ....

## more

- reliable
  - maintainable
  - secure
  - scalable
  - timely
  - robust
  - energy-efficient
  - portable
  - testable
  - stable
  - usable
  - resilient
- 
- The diagram features a central light blue box with the text 'Write better software faster' in bold black font. Two blue arrows originate from the top edge of this box: one points towards the 'more' section (top left) and the other points towards the 'via' section (bottom left). A single blue arrow originates from the bottom edge of the box and points towards the 'via' section (bottom right).

**Write better software faster**

## via

- model-driven engineering
- continuous integration / deployment
- novel programming languages / concepts
- code quality measurements
- domain-specific languages
- refactoring
- SOA, microarchitectures
- cloud computing
- multicore computing
- rigorous testing
- model checking
- ...



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How the customer explained it



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How the project leader understood it



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How the analyst designed it



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How the programmer wrote it



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How patches were applied



www.projectcartoon.com

When it was delivered



How the customer explained it



How the project leader understood it



How the analyst designed it



How the programmer wrote it



How patches were applied



When it was delivered



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What the customer really needed



# Who should take this Master programme?

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- Are you interested in becoming a
  - **Software practitioner**  
... with theoretical knowledge and practical skills
  - **Researcher**  
... do theoretical and experimental research
  - **Tool builder**  
... proficient in state-of-the-art software engineering techniques
- During your Bachelor you have learned the **basic concepts and techniques** to work with Software Engineering
- Software Technology specialization educates you to **make a difference** in this area!





# Highlights - 1

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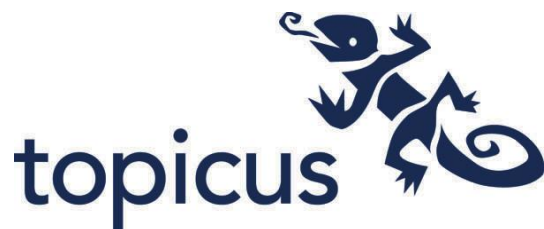
- **Broad coverage**
  - **Software Engineering phases**
    - requirements, architecture, design, ...
  - **Technologies**
    - XML, parallel computing, programming languages, ...
  - **Application areas**
    - security, cloud computing, real-time systems, ...
- Includes courses from



## Highlights 2

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- Practical relevance
  - Industrial Software Engineering Project (**experience with real project**)
  - Industrial Advisory Board (**your future employer?**)
  - More practice, less theory





# Kinds of final projects

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- **Case Studies applying software technology**

- On the Quality of Quality Models - J.H. Hegeman - @ Info Support BV
- Evaluating the Behavior of Embedded Control Software – Christian Terwellen @ Océ
- Towards Continuous Delivery in System Integration Projects - Sandra Drenthen @ Everett

- **Developing tools & Methods**

- A Java Bridge for LTSmin - Ruben Oostinga
- Trace-based debugging for Advanced-Dispatching Programming Languages – Marnix van 't Riet
- Multi-Target User Interface design and generation using Model-Driven Engineering – Mark Oude Veldhuis @ Sigmax
- Industrial Validation of Test Coverage Quality – Martijn Adolfsen

# Curriculum Structure - Overview

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- **General**
  - Courses on fundamental SE concepts
  - 3 mandatory
- **Phases**
  - Dedicated courses zooming in techniques from different SE phases
  - choose 3 from 6
- **Technologies**
  - Courses applying different technologies
  - Choose 2 from 9
- **Application Areas**
  - Software-related courses taken from different application areas
  - Choose 2 from 8
- **Electives**
  - up to 4 courses
- **Special courses**
  - upto 4 courses



# Why should you take this Master programme?

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- **Overlap with ISE specialization**

- ISE: focus information and data technology
- ST: broad education in software engineering  
room to specialize in technologies and application areas  
(other than IS)

- **Overlap with MTV specialization**

- MTV: focus on quality assurance phase in SE process and on  
QA tools
- ST: considering whole SE lifecycle

# Curriculum Structure – General courses

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3 mandatory

- **UT:** Software Management
- **UT:** ADSA – Model-Driven Engineering
- **UT:** Industrial Software Engineering project (*10 EC*)

# Curriculum Structure - Phases

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## At least three of:

- **UT:** Specification of Information Systems (Requirements phase)
- **UT:** Testing Techniques (Quality Assurance phase)
- **UT:** Design of Software Architecture (Architecture phase)
- **UT:** Best Practices in Software Development (Detailed Design and Development phases)
- One of (Maintenance phase):
  - **TU/e:** *2IS55* - Software Evolution
  - **TUD:** *IN4189* - Software Reengineering

# Curriculum Structure - Technologies

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## At least two of:

- **UT:** System Validation
- **UT:** Modeling and Analysis of Concurrent Systems 1
- **UT:** ADSA – Product Line Engineering
- **UT:** Data Science
- **UT:** Concepts of Programming Languages
- **TU/e:** Advanced algorithms
- **TU/e:** Architecture of Distributed Systems
- **TUD:** Distributed Algorithms
- **TUD:** Parallel Algorithms and Parallel Computers



# Curriculum Structure – Application Areas

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## At least two of:

- One of (application area “security”)
  - **UT**: Network Security
  - **UT**: Algebra & Security
- **UT**: Real-Time Software Development
- **UT**: Managing Big Data
- **UT**: Programming in Engineering
- **UT**: Wireless Sensor Networks
- **UT**: Cloud networking
- **TU/e**: Constraint programming

# Curriculum Structure – Electives

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**up to four courses (to reach a total of 120 ECTS)**

- **UT:** Advanced Logic
- **UT:** Capita Selecta Software Technology
- **UT:** Advanced Programming in Engineering
- **UT:** Advanced Requirements Engineering
- **UT:** Service-oriented Architecture Web Services
- **UT:** Graph Theory
- **UT:** Design Science Methodology
- **TU/e:** Algorithms for massive data
- **TU/e:** Geometric algorithms
- **TUD:** Embedded Real-Time systems
- And all courses from the Computer Science Master program at the University of Twente
- **A “Traineeship” cannot be chosen as part of the ST study package.**

# Special courses

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- ***Capita Selecta Software Technology:***
  - elective self-study course
  - research on selected topics from Software Technology. Although not mandatory, we will recommend this course to all students with research-oriented interests.
  
- ***Industrial Software Engineering project:***
  - Project course, where teams develop a product. A company (eg from advisory board) acts as the client for this product. The team must follow a complete software engineering process.
  
- ***Best Practices in Software Development (Q 2B)***
  - Software patterns
  
- ***Concepts of Programming Languages (Q 1B):***
  - Programming paradigmas' Software Technology

# Local Embedding

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- Relation to other specializations discussed before
- Most core courses from groups “Formal Methods and Tools” and “Services, Cyber security and Safety”
- Other groups contribute courses mainly in categories “technology” and “application areas”
- Students can do master project in any research group
  - Performing software engineering in the respective application domain
  - Develop or evaluate supporting tools

# International Embedding - IEEE Software Engineering Body of Knowledge (SWEBOK)

Knowledge Area	Covered in Courses of SE Master Program
Software requirements	<ul style="list-style-type: none"> <li>• Specification of Information Systems-</li> </ul>
Software design	<ul style="list-style-type: none"> <li>• Design of software architecture-</li> <li>• Advanced Design of Software Architectures – PLE-</li> <li>• Advanced Design of Software Architectures – MDE-</li> <li>• Service-Oriented Architecture with Web Services</li> </ul>
Software construction	<ul style="list-style-type: none"> <li>• Concepts of Programming Languages</li> <li>• Service-Oriented Architecture with Web Services</li> <li>• Best practices in software development-</li> </ul>
Software testing	<ul style="list-style-type: none"> <li>• Testing Techniques-</li> <li>• Best practices in software development-</li> </ul>
Software maintenance	<ul style="list-style-type: none"> <li>• Software Evolution-</li> <li>• Software Reengineering-</li> </ul>
Software configuration management	-
Software engineering management	<ul style="list-style-type: none"> <li>• Software Management-</li> </ul>
Software engineering process	<ul style="list-style-type: none"> <li>• Software Management-</li> </ul>
Software engineering tools and methods	<ul style="list-style-type: none"> <li>• Best practices in software development-</li> </ul>
Software quality	<ul style="list-style-type: none"> <li>• System Validation-</li> <li>• Modeling and Analysis of Concurrent Systems I-</li> </ul>
Software engineering professional practice	<ul style="list-style-type: none"> <li>• Industrial software engineering project</li> </ul>
Software Engineering Economics	-
Computing Foundations	<ul style="list-style-type: none"> <li>• Advanced algorithms</li> <li>• Parallel algorithms and parallel computers</li> <li>• Network security</li> </ul>
Mathematical Foundations	<ul style="list-style-type: none"> <li>• Algebra and security</li> </ul>
Engineering Foundations	-

# Details

- **Responsible chair:** Formal Methods and Tools
- **Homepage:** <http://fmt.ewi.utwente.nl/education/st/>
- **Program Mentor:** Prof. Arend Rensink (Zilverling 3090)  
[a.rensink@utwente.nl](mailto:a.rensink@utwente.nl)

