

Good News

...for software engineers

**Yes, software engineering
is REAL engineering**

If you or someone you know is an engineering graduate working in the software field, you may be eligible for licensing as a professional engineer—even if you lack work experience in the same field as your engineering degree.

Under PEO assessment criteria designed for people like you, you may be eligible to become a P.Eng. based on your experience in software development and design, if you meet other specific requirements.

For a copy of PEO's new brochure *Licensing as a Professional Engineer: Answers to Frequently Asked Questions for Software Practitioners*, check PEO's website at www.peo.on.ca, or contact:

Professional Engineers Ontario

Tel: (416) 224-1100 or 1-800-339-3716

Fax: (416) 224-8168 or 1-800-268-0496

email: webmaster@peo.on.ca



Professional Engineers
Ontario



Today's Lecture

1. Intro to Software Engineering
2. Inexact quantities
3. Error propagation
4. Floating-point numbers
5. Design process
6. Teamwork
7. Project planning
8. Decision making
9. Professional Engineering
10. Software quality - no web review
11. Software safety
12. Intellectual property

Approaches to Software Quality

- Focus on the product
- Focus on the process to build the product
- Focus on the people who build the product
 - Software engineering education
 - Licensing of software engineers

SE Education

In Canada,

- Engineering programs are accredited by the **Canadian Engineering Accreditation Board (CEAB)** - a board of the **Canadian Council of Professional Engineers (CCPE)**.
- Computer science programs are accredited by the **Computer Science Accreditation Board (CSAC)** - an autonomous body of the **Computer Information Processing Society (CIPS)**.

SE Education

CEAB criteria

- 0.5 years of mathematics
- 0.5 years of basic (natural) sciences
- 2.0 years of engineering sciences and design
- 0.6 years of complementary studies (incl. engineering economics)

CSAC criteria

- 1.5 years of computer science/computer engineering
- 0.5 years of mathematics/statistics
- 1.0 years of subjects outside of computing and math

UW SE curriculum

- 1.6 computer science/computer engineering
- 0.8 software engineering
- 0.5 years of mathematics/statistics
- 0.5 years of natural sciences (2 physics + general electives)
- 0.6 complementary studies

Licensing vs. Certification

- The general purpose of *certification* and *licensing* is to verify and provide assurances about the competency of those being certified/licensed.
- Provincial and state governments *mandate* the *licensing* of certain professionals who are legally required to practice at a level consistent with public safety (doctors, lawyers, professional engineers).

Licensing vs. Certification

- A professional society may *voluntarily* operate a *certification program* to authenticate practitioners' competency and to inspire public confidence in the profession.

CIPS Information Systems Professional (I.S.P.)
IEEE Software Engineering Certification

- Some software companies offer product- or vendor-specific certifications that assess a user's proficiency in using the company's products.

Professional Engineers (P.Eng.)

In Ontario, any practising engineer must be *licensed* as a P.Eng.

Anyone who practises engineering without a license or a temporary license is guilty of an offense and may be fined.

Most provinces define “engineering” by *practice* (what an engineer does) rather than by *title*

Professional Engineers Act

In Ontario, the practice of professional engineering is defined in the **Professional Engineers Act** and comprises three tests:

1. Any act of *designing, composing, evaluating, advising, reporting, directing or supervising*
2. Wherein the *safeguarding of life, health, property or the public welfare* is concerned
3. Requires the *application of engineering principles*, but does not include practising as a natural scientist.

Professional Engineers Act, Revised Statutes of Ontario, 1990, Chapter P.28

Professional Engineers (P.E.) in U.S.

Licensing is *mandatory* for any professional who

- *Offers engineering services directly to the public*
- Participates in the design of facilities, roads, etc., where drawings must be submitted to state agencies for approval

Most engineers are not licensed in the States:

- They work for a *company* or the *federal government*.
- Their practice is limited to *company/government work*.
- They do not use the engineering title outside of work.
- They do not sell services to another party.

Enforcement Varies

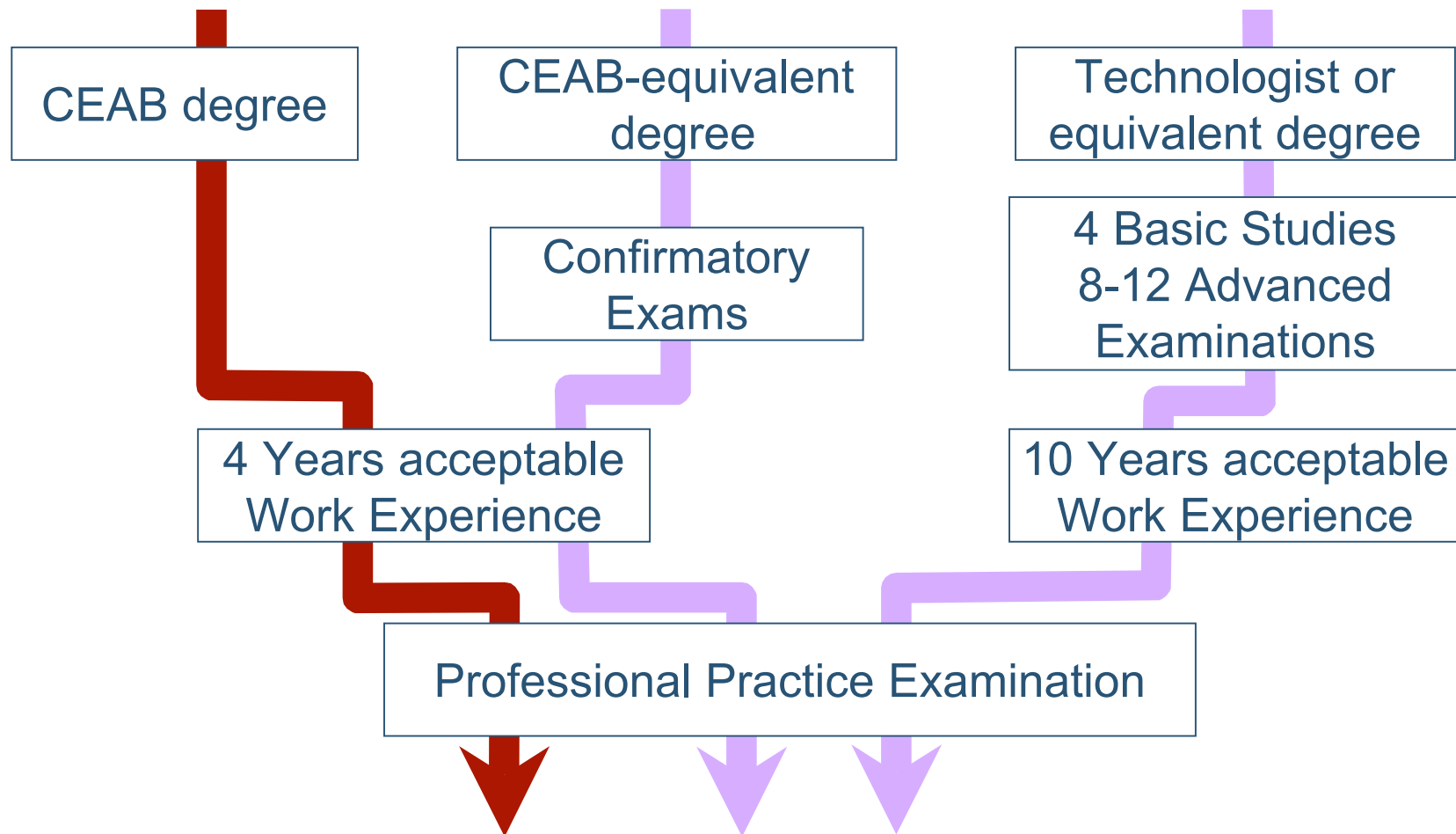
The PEO does not have the resources to enforce the licensing of every practicing engineer

Licensing (and enforcement) is most prevalent among civil engineers — for reasons that would affect software engineers

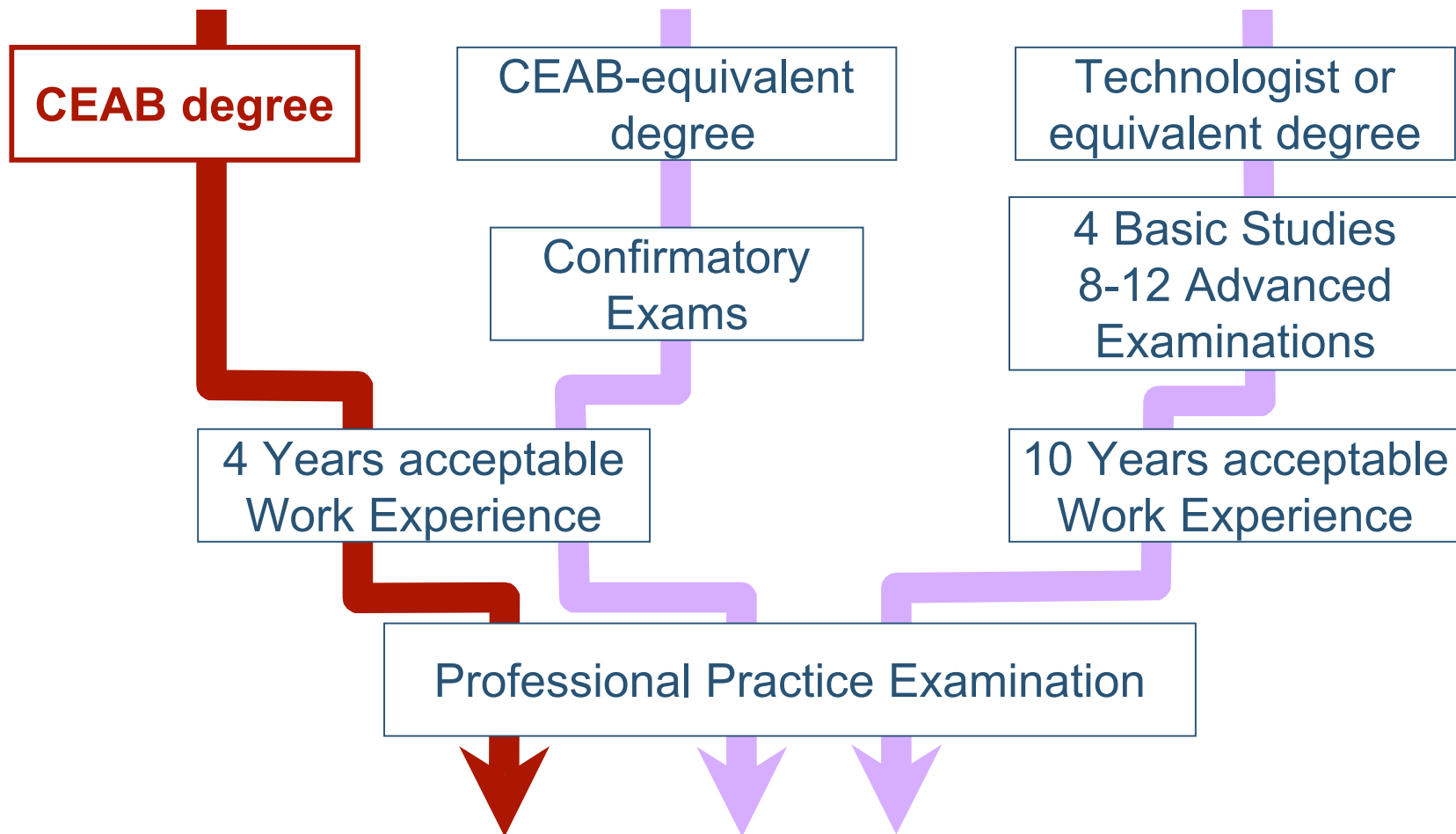
- They deal with government employees
- They sell their services directly to the public

Neither of whom can be expected to assess quality of the engineer's products or processes

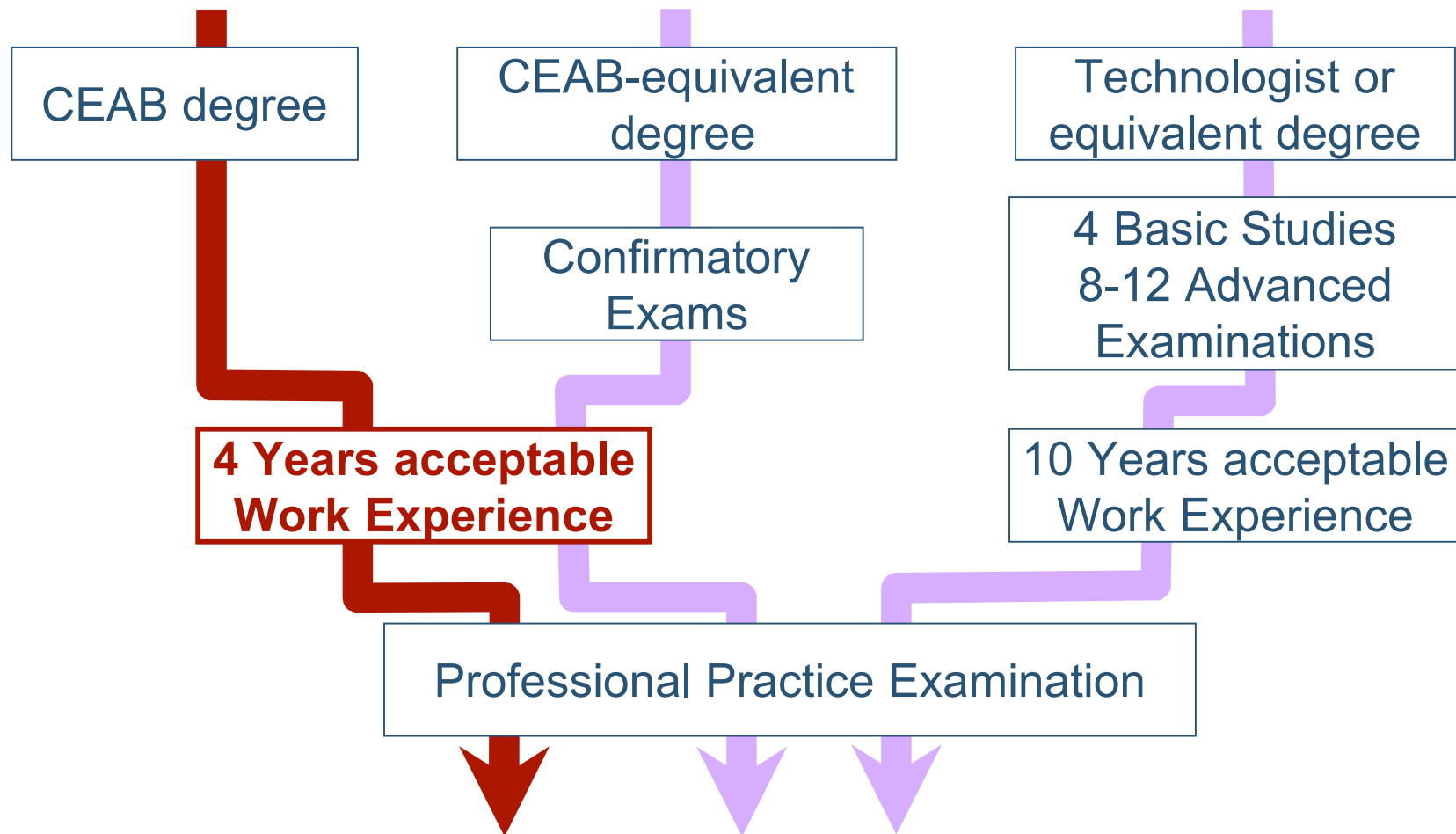
P.Eng. Application Process



P.Eng. Application Process



P.Eng. Application Process



Work Experience

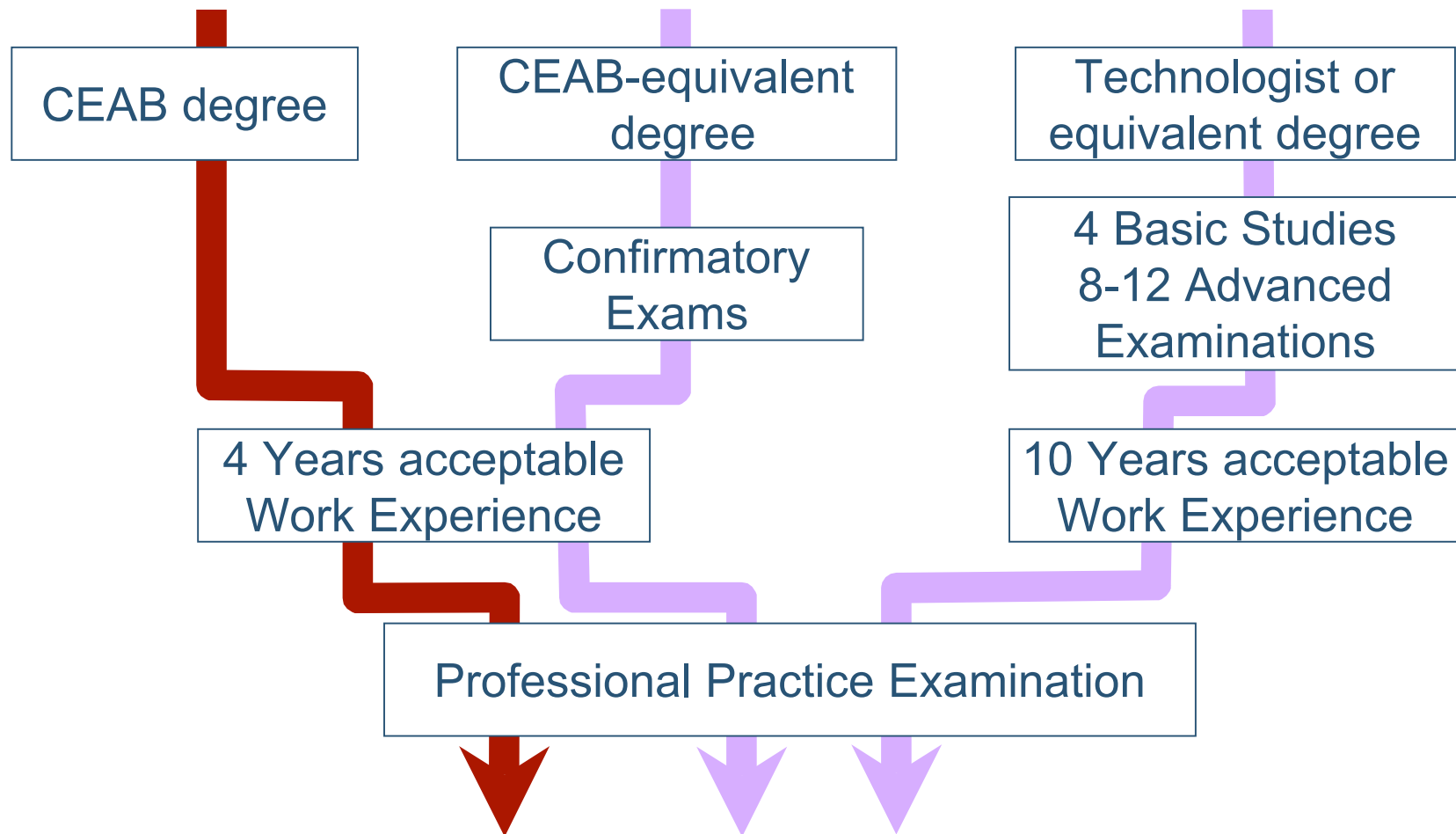
Nascent professionals need to *practice* applying their knowledge before they are prepared to take *primary responsibility* for performing work in their field.

P.Eng. (Canada) - 4 years engineering experience*

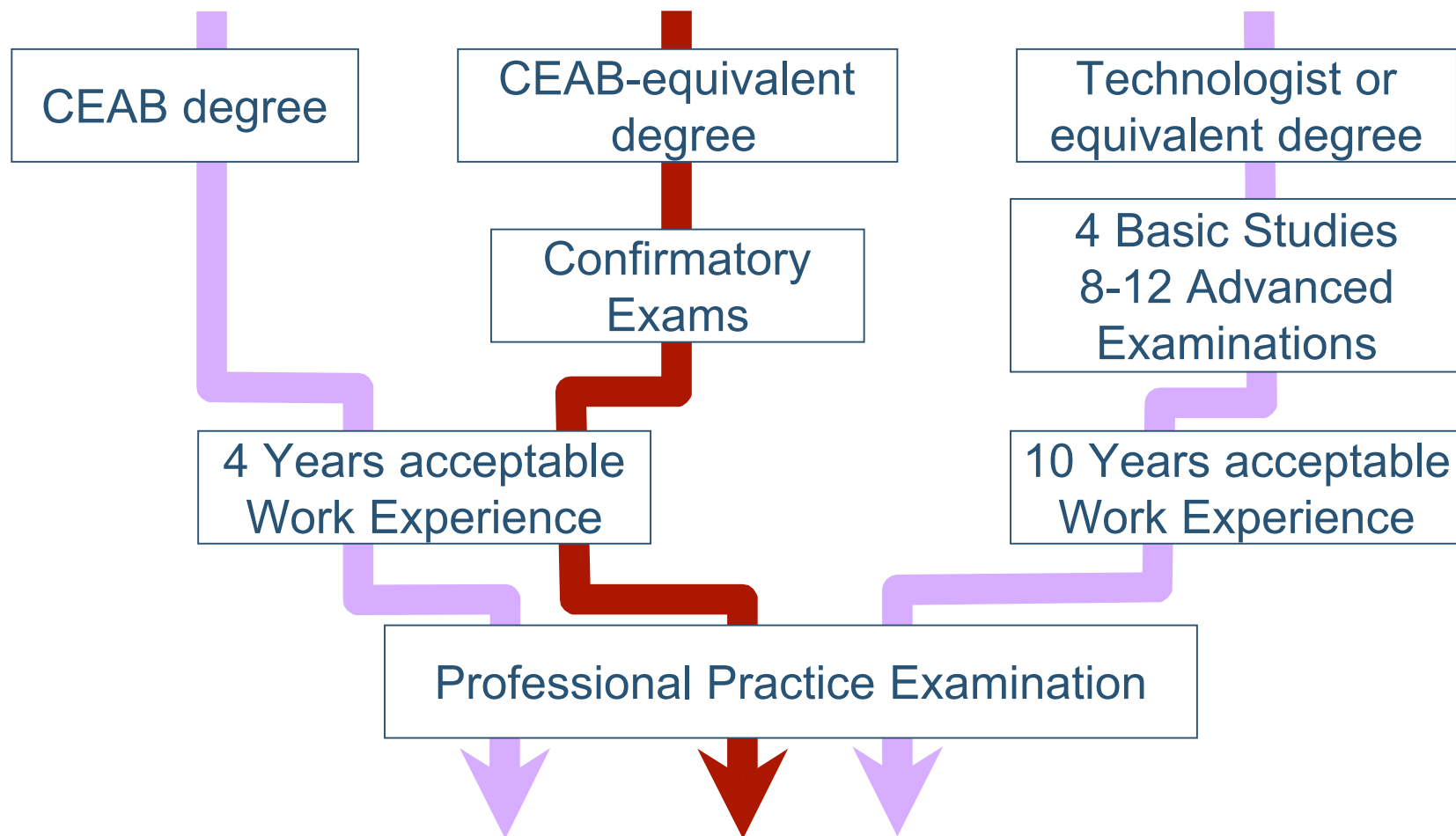
- In the same field of engineering as **your education**
- In **Canada**, under the **supervision of a P.Eng.** (1 year)
- After graduation (3 years)
- Up to one year credit for **post-graduate studies**
- Up to one year credit for **co-op work**

*Assuming you graduate from an accredited engineering program

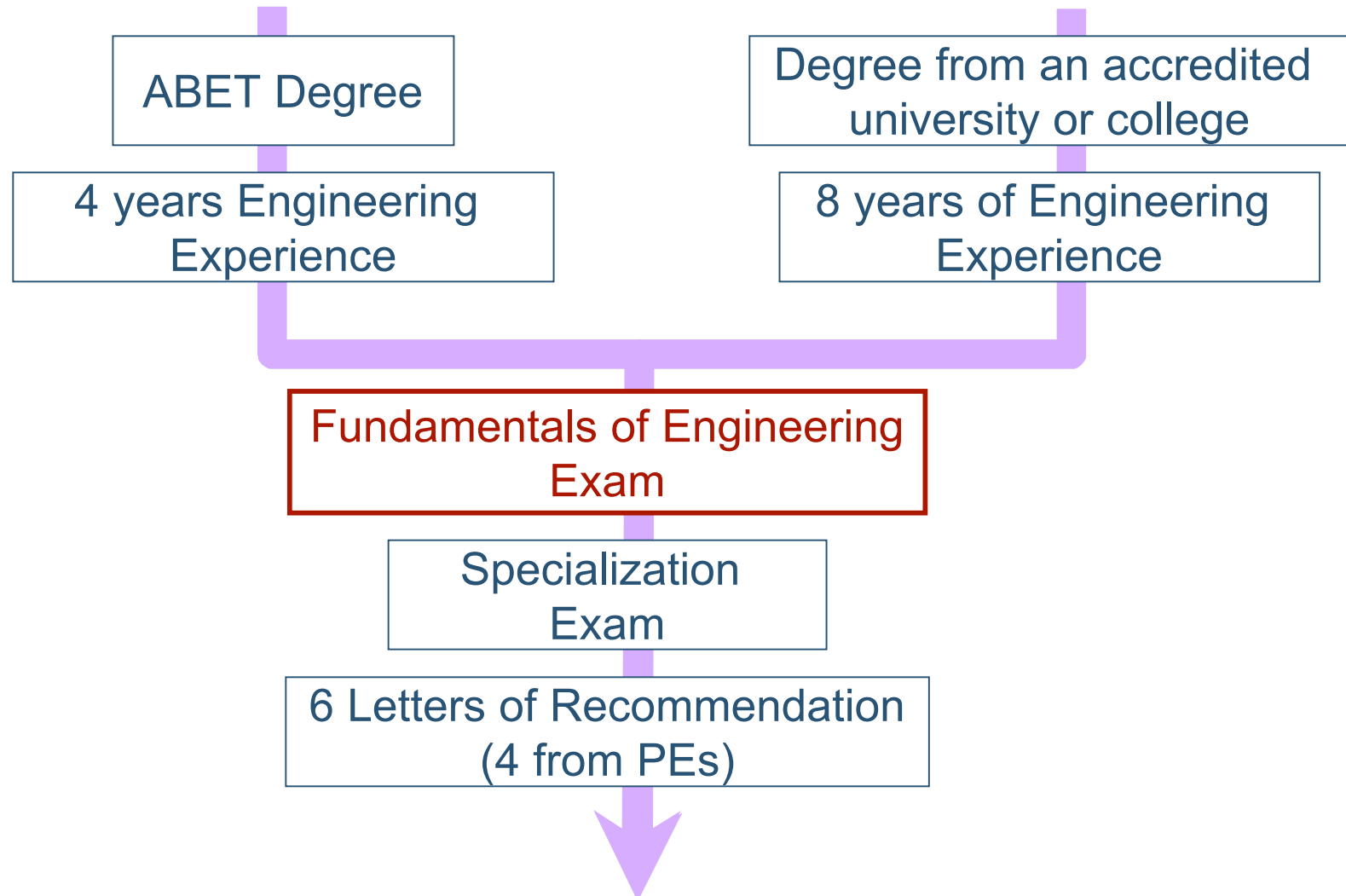
P.Eng. Application Process



P.Eng. Application Process



P.E. Application Process (U.S.)



P.E. Application Process (U.S.)

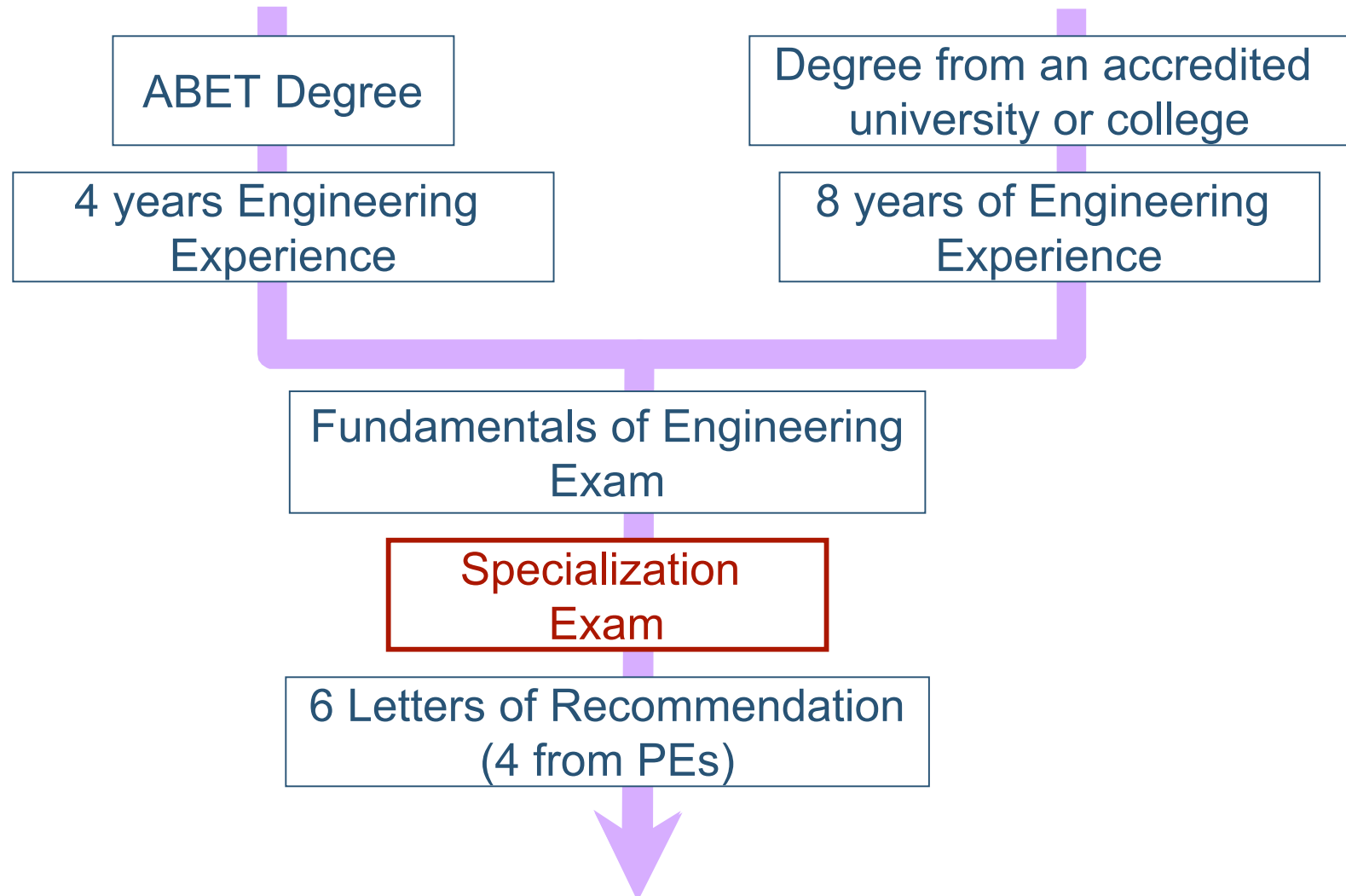
Fundamentals of Engineering Exam covers material based on the first two years of an ABET accredited program:

Chemistry, Computers, Dynamics, Electrical circuits, Engineering economics, Ethics, Fluid mechanics, Material science, Mathematics, Mechanics of materials, Statics, Thermodynamics

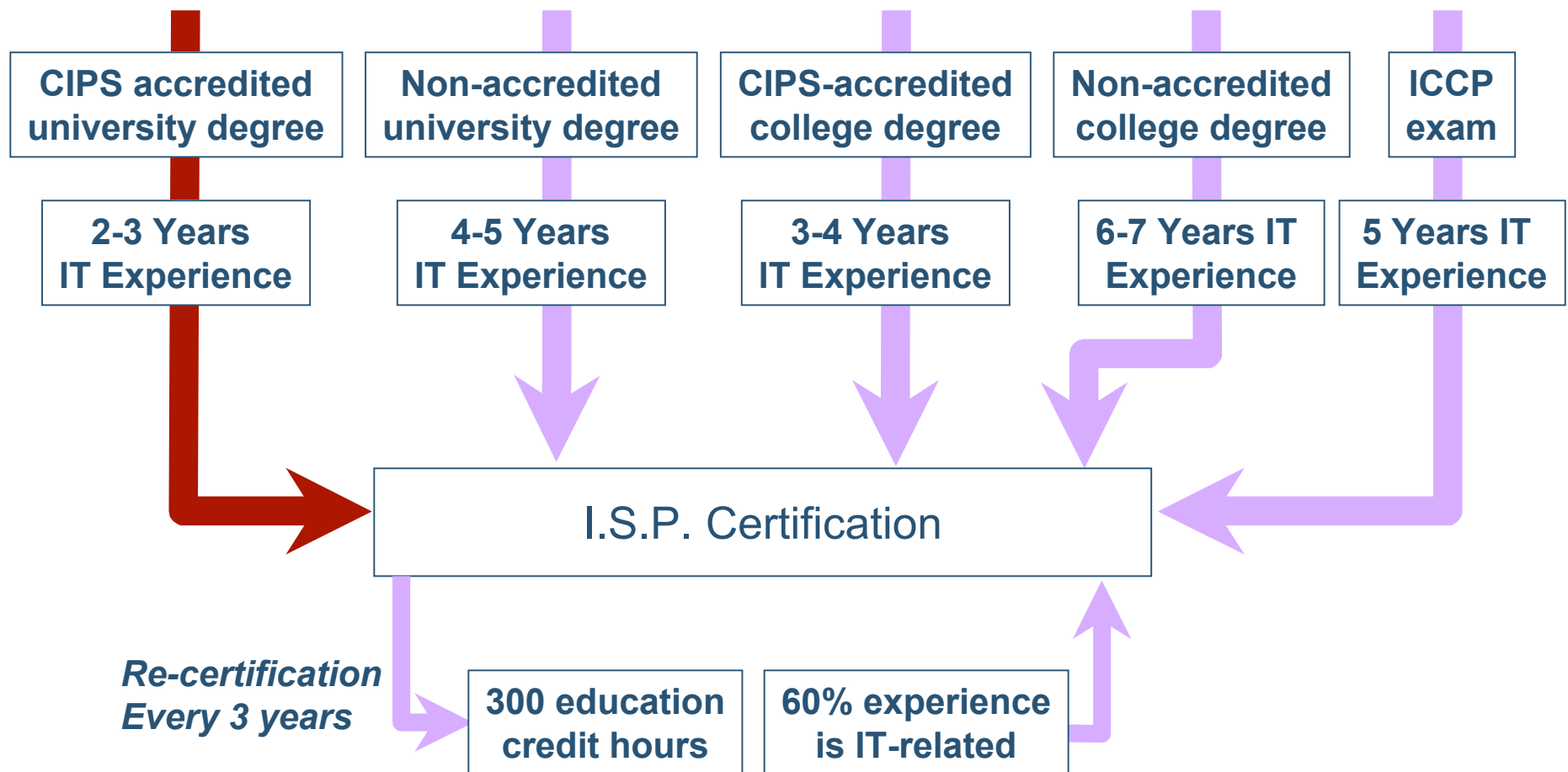
Discipline Specific Examination covers material based on the last two years of an ABET accredited program:

- **Five disciplines:** civil, chemical, industrial, mechanical, electrical
- **One non-specific:** covers the same material as the general exam, but in more depth

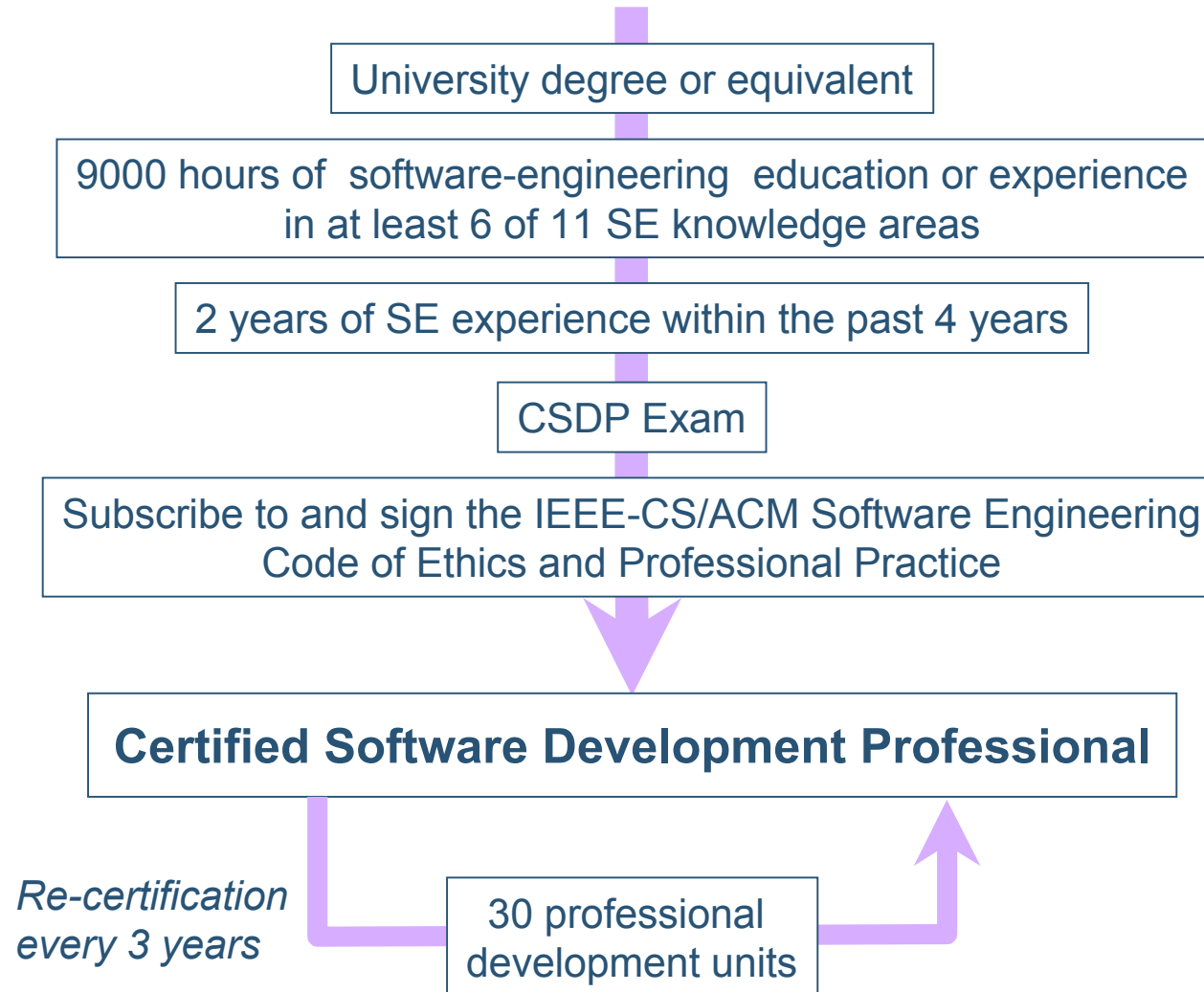
P.E. Application Process (U.S.)



I.S.P. Certification Process



Certified Software Development Prof.



Long-term Forecast



- Within your professional lifetime, the development of some software systems will be restricted to P.Eng.s who are competent to practice software engineering.
 - safety-critical software
 - software components in engineered products
 - software that models or controls the physical world
- Licensing of software engineers will become serious only when the public demands it
 - possibly after the catastrophic failure of some software system

**Any questions about accreditation,
certification, or licensing?**

Code of Ethics

A **code of ethics** describes the ethical and professional obligations against which peers, the public, and legal bodies can measure a [professional's] behaviour.

Don Gotterbarn, "How the New Software Engineering Code of Ethics Affects You", IEEE Software, November/December 1999

- Stimulates *ethical conduct*
- Provides support against unethical behaviour
- Inspires *public confidence* in the profession
- Serves as a formal basis for *disciplining* professionals

Code of Ethics

- Basic rules of *integrity* and *fairness*
(e.g., “loyalty to the practitioner’s associates, employers, clients, subordinates, and employees.”)
- Professional rules of *responsibility* to those they serve
(e.g., “disclose immediately to the practitioner’s client any interest ... that might be construed as prejudicial ... to the professional judgment of the practitioner... .”)
- Profession-specific rules that *designate best practices*
(e.g., “ensure adequate testing, debugging, and review of software and related documents”)

Code of Ethics

PEO Code of Ethics

- duty to society
- duty to employer(s)
- duty to clients
- duty to colleagues, employees
- duty to engineering profession
- duty to oneself

PEO Professional Misconduct

- negligence
- harassment
- failure to safeguard the safety, health, or property of user
- failure to comply with statutes, regulations, standards, rules, etc.
- signing or sealing document that professional did not prepare or check
- failure to disclose conflict of interest
- performing task outside one's area of expertise

Code of Ethics

ACM/IEEE Software Engineering Code of Ethics and Professional Practice

- duty to public
- duty to client and employer
- duty to meet highest standards
- duty to maintain integrity and independence in judgment
- duty to ethical management
- duty to profession
- duty to colleagues
- duty to self

Professional Development

On-going professional education maintains or improves practitioners' knowledge and skills after they begin professional practice.

- Canadian Society for Electrical and Computer Engineering (CSECE)
- Association for Computing Machinery (ACM)
Communications of the ACM
- Institute for Electrical and Electronic Engineers (IEEE)
IEEE Software
IEEE Computer

IEEE Technical Societies

IEEE Aerospace and Electronic Systems Society
IEEE Antennas and Propagation Society
IEEE Broadcast Technology Society
IEEE Circuits and Systems Society
IEEE Communications Society
IEEE Components Packaging, and Manufacturing
Technology Society

IEEE Computational Intelligence Society

IEEE Computer Society

IEEE Consumer Electronics Society
IEEE Control Systems Society
IEEE Council on Superconductivity
IEEE Dielectrics and Electrical Insulation Society
IEEE Education Society
IEEE Electromagnetic Compatibility Society
IEEE Electron Devices Society
IEEE Engineering Management Society
IEEE Engineering in Medicine and Biology Society
IEEE Geoscience & Remote Sensing Society
IEEE Industrial Electronics Society
IEEE Industry Applications Society
IEEE Information Theory Society

IEEE Intelligent Transportation Systems Council
IEEE Instrumentation and Measurement Society
IEEE Lasers & Electro-Optics Society

IEEE Magnetics Society

IEEE Microwave Theory and Techniques Society

IEEE Nanotechnology Council

IEEE Nuclear and Plasma Sciences Society

IEEE Oceanic Engineering Society

IEEE Power Electronics Society

IEEE Power Engineering Society

IEEE Product Safety Engineering Society

IEEE Professional Communication Society

IEEE Reliability Society

IEEE Robotics & Automation Society

IEEE Sensors Council

IEEE Signal Processing Society

IEEE Society on Social Implications of Technology

IEEE Solid-State Circuits Society

IEEE Systems, Man, and Cybernetics Society

IEEE Ultrasonics, Ferroelectrics, and Frequency
Control Society

IEEE Vehicular Technology Society

IEEE Computer Publications

IEEE Transactions on Computers

IEEE/ACM Transactions on Computational Biology & Bioinformatics

IEEE Transactions on Dependable & Secure Computing

IEEE Transactions on Information Technology in Biomedicine

IEEE Transactions on Knowledge and Data Engineering

IEEE Transactions on Mobile Computing

IEEE Transactions on Multimedia

IEEE Transactions on Nanobioscience

IEEE Transactions on Networking

IEEE Transactions on Parallel and Distributed Systems

IEEE Transactions on Pattern Analysis and Machine Intelligence

IEEE Transactions on Software Engineering

IEEE Transactions on Very Large Scale Integration (VLSI) Systems

IEEE Transactions on Visualization and Computer Graphics

IEEE Transactions on Networking

Computing in Science & Engineering

IEEE Annals of the History of Computing

IEEE Computer

IEEE Computer Graphics & Applications

IEEE Design & Test of Computers

IEEE Intelligent Systems

IEEE Internet Computing

IEEE Micro

IEEE MultiMedia

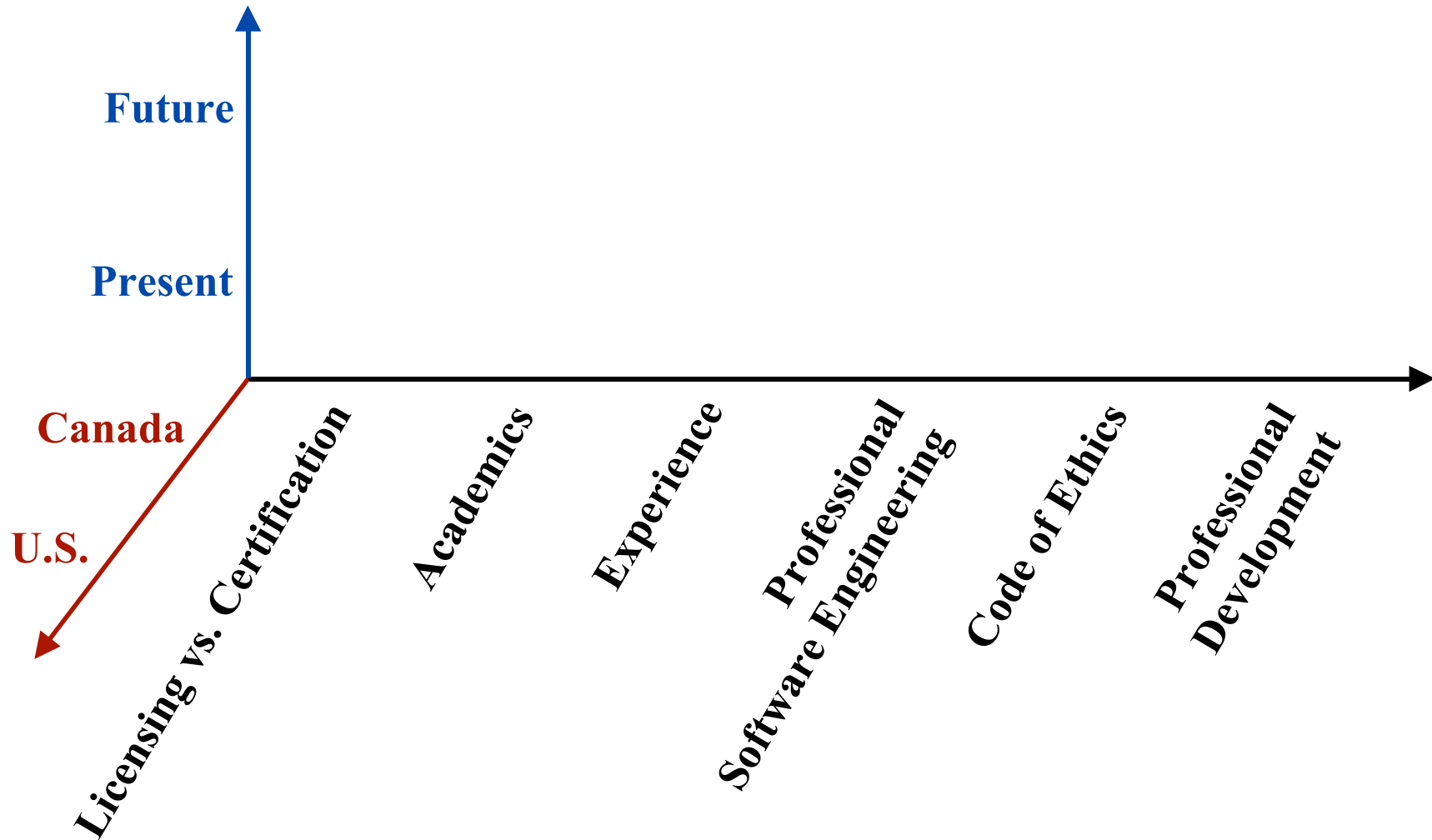
IEEE Pervasive Computing

IEEE Security & Privacy

IEEE Software

IT Professional

Summary



Announcements

Simulator Code due tomorrow by 4:30 (electronic submission)

Robot Demonstrations and Races in lab on Thursday

Simulation Demonstrations Thursday and Friday

Reduced Office Hours on Thursday (due to Simulation Demos)