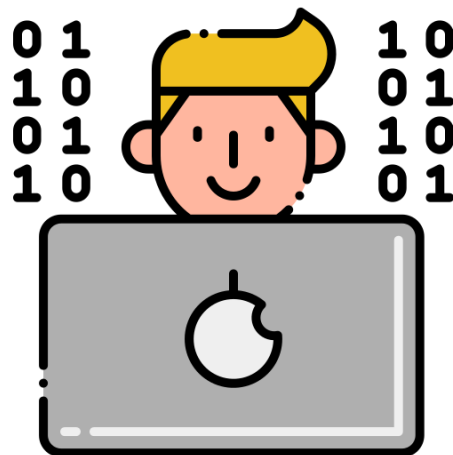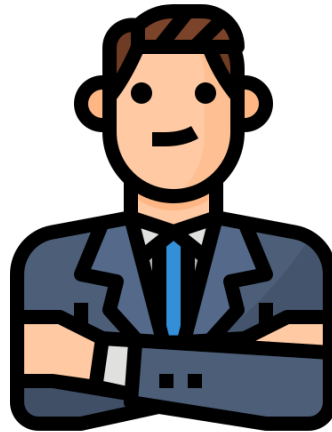# A Talk About Software Quality.

For Engineers:

Typically, Software Quality is associated with either testing and/or processes. In this talk of 1 – 2 hours, the speaker will show a different perspective on Software Quality.

This talk can be brought in perspective of different themes:

1. *Why process compliance is no guarantee for high quality software*
   In this variant the speaker will first talk about Software Process Reference Models like ASPICE and the relation between *process* and *skills*.
2. *Speed vs Pace*
   In this talk software development and Formula-1 are addressed, where software wear is compared with tire wear in Formula-1, both resulting in a lower speed.
3. *An Infamous Software Error*
   In 2007 a woman was killed due to "sudden acceleration" of a Japanese branded car. The car manufacturer was found guilty by court. The Engine Control Module software was subject of the trial and in this context analyzed by the Barr-group. The findings of these analysis are used in this variant to talk about Software Quality.
4. *Complexity; the determining factor*
   Complexity comes from two sources; external like requirements and constraints, internally as created by the team itself. In this talk the speaker relates complexity to Software Quality and talks about the necessity to mitigate complexity as much as possible.

For Managers:

Software development is a balancing act which requires decisions to be taken. Many of these decisions are taken by managers. But, are these decision makers sufficiently equipped with understanding of software? No, they do not need to be an expert in software development, but they need to understand the concepts of software and the consequences of their decisions. In this 1 - 2 hour talk, the speaker will talk about software and what is important in software development. Different themes may be selected for this talk.

5. *What is Software?*
   Did you ever wondered how it is possible that your smartphone operates? Did you ever wonder how software controls many devices and services? In this talk the speaker will explain the concepts of software and what software actually is.
6. *Software Estimates, why is it so hard?*
   It seems that predictability of software development is low. Why is this the case? Which factors play a role in predictability and what alternatives to approach predictability are possible. We cannot become fully predictable, but understanding why this is the case and how to approach will help.
7. *Software versus hardware*
   In this talk the differences between software and hardware are discussed, resulting in an understanding why software development teams require a different approach in development than hardware development teams.

Duration: 1 - 2 hours.

More information: ger@cloudtsoftwareconsulting.com

WHAT IS
SOFTWARE QUALITY?

Understanding what really matters in
software development.