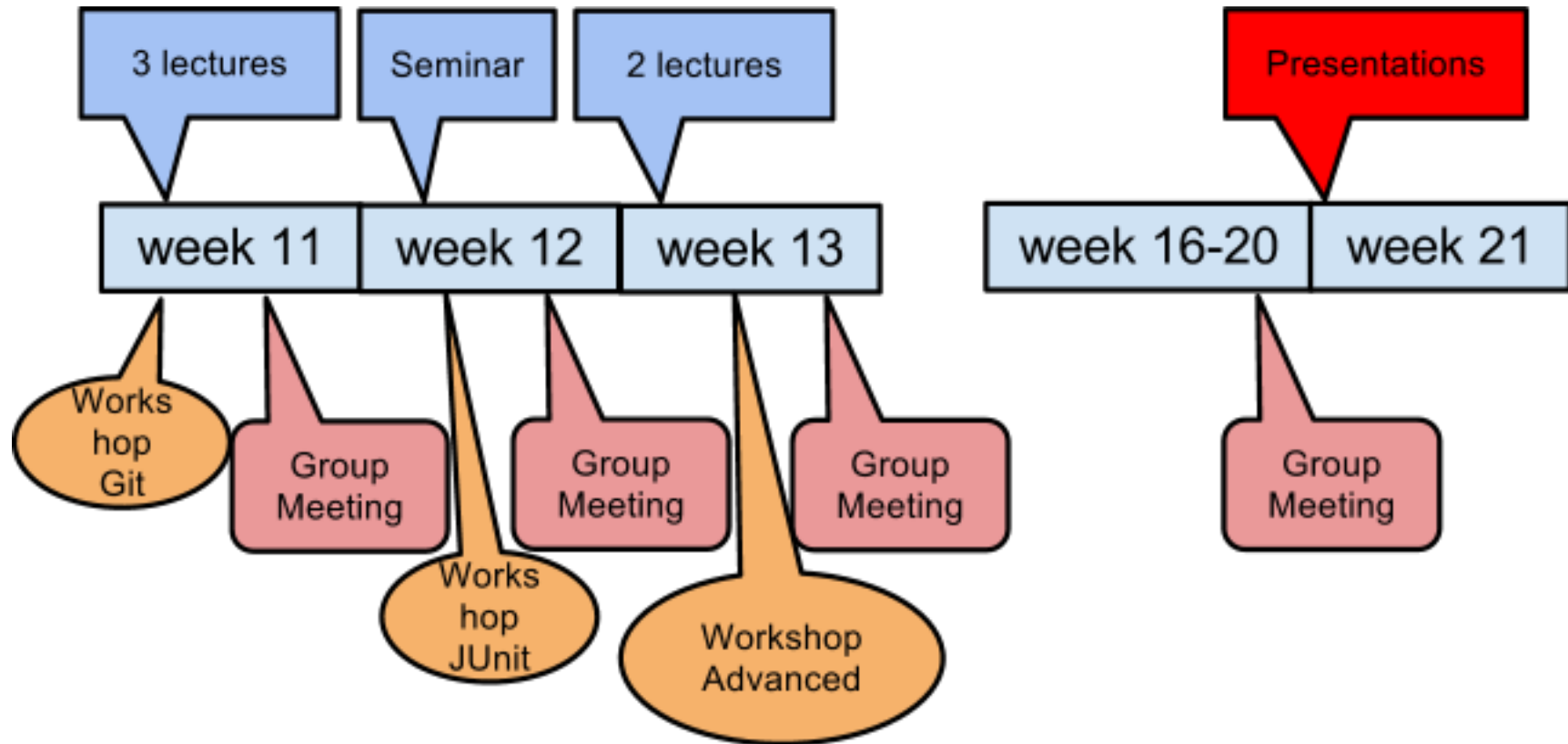


Course Overview (8 study weeks)



Software Development

Joachim von Hacht

Software Development Is ...

- ... often **very complex!**
- ... a young engineering discipline
 - Somewhat of an art
- ...in between very informal (dynamic/chaotic)
- ...short of mathematical tools (formulas)
- ...normally a group task
- ...highly dependent on communication

Software Development Process

- To handle the complexity of software development a **software development process** is used
 - Opposite: Ad hoc, "Happy hacking"
- A software development process is a framework that is used to structure, plan, and control the process of developing a program (system).
- ...but no guarantees!
 - There's no **"Silver Bullet"**!

Process Philosophies

- Big design up front (BDUF), heavy process
 - Everything is specified before starting to implement (the traditional engineering approach)
 - Pros: Efficient in general ... but software seems different?!
 - Cons: Hard to handle changes (specification obsolete before we begin to implement)
- **Agile** development, lightweight process
 - Start with a rather preliminary specification. Implement **iteratively** (in small steps) and learn
 - Pros: Quick adaption to changes/problems
 - Cons: Insufficient design and documentation (missing general aspects of the problem)
- ... and many others
 - See Wikipedia for a list
 - Latest hype: Scrum

Philosophy In Course

- We use a simplified agile (iterative) process
 - We should have **some** understanding (and some beginning of a solution) before the implementation starts
 - We start to implement a few selected parts ...
 - ... thereby gaining deeper understanding ...
 - ... as a result we update the solution ...
 - ... we refactor the code to reflect the new solution ...
 - ... then we continue with a few more part...
 - ...
 - ... until finished!

Process Phases

- All processes are composed of a number of steps
 - We say "**phases**"
- ☐ Phase have input and and output
 - Commonly: Output from phase n , input to $n+1$

Process Phases in Course

The process has 4 phases.

1. Requirement Elicitation

- What are we going to build?

2. Analysis

- Build an model of **it**

3. Design

- Adapt (parts of) **it** so that **it** can be implemented
- Add supporting systems for **it** (system design)

4. Implementation

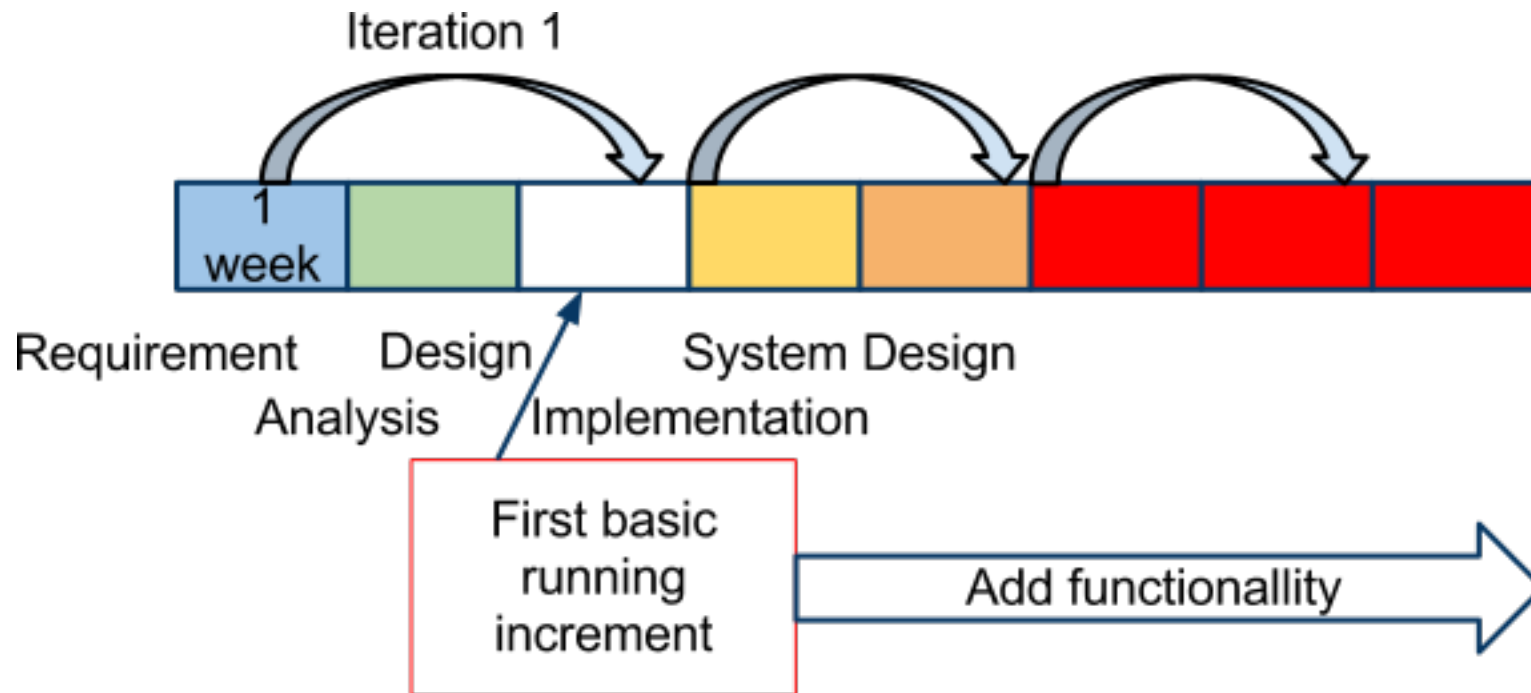
- Implement (part of) **it**, test **it** ...

This has very little with
computers and
programming to do

Iterations

Each
iteration runs
through the
phases

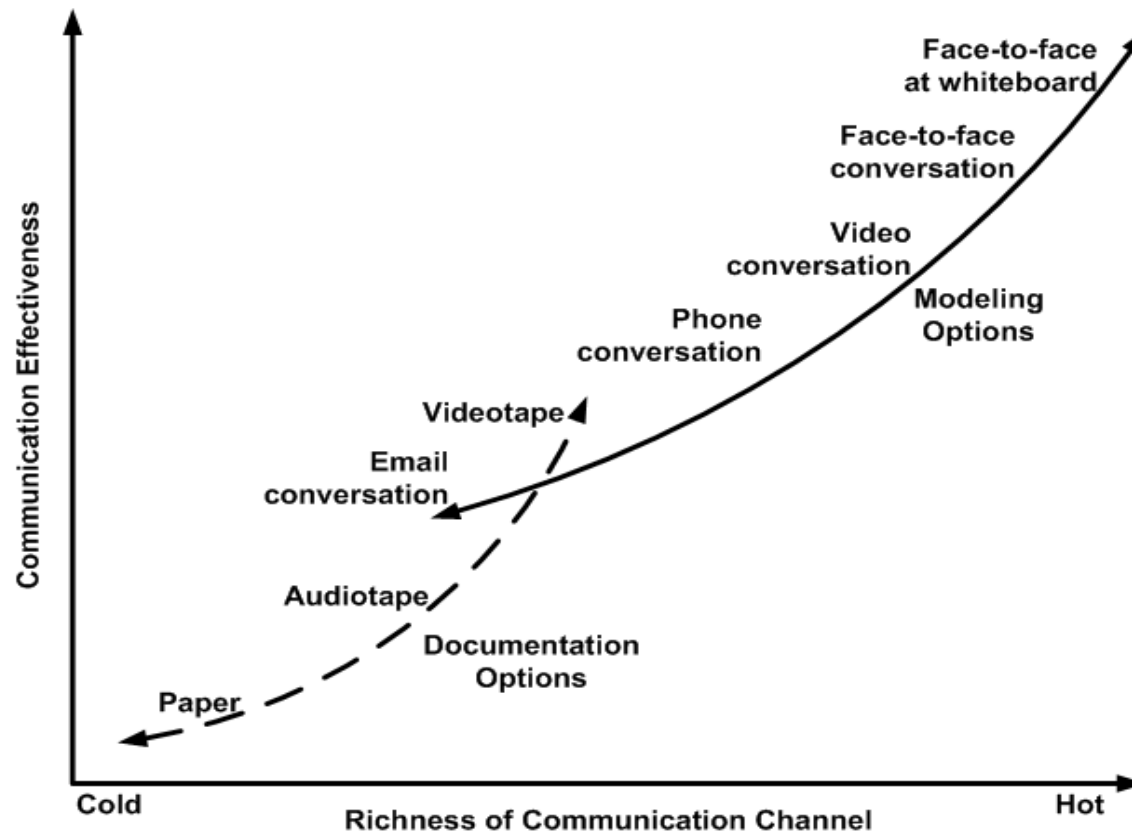
Time Plan



- Must have something to run at week 3!

Software Development and Communication

- Effective communication is a **fundamental** requirement for software development.



Copyright 2002-2005 Scott W. Ambler
Original Diagram Copyright 2002 Alistair Cockburn

Communication in Course

- Find a room with a whiteboard and gather
 - Don't spread the group!
- Use **issue trackers**, can't remember everything...
 - Possible use //TODO in Eclipse
 - Better: Google code (or similar)

Process Documentation

- BDFP processes often implies a lot of documentation
 - Has gained much criticism
 - Code and documentation not synchronized
- Agile methods less of documentation
 - Working code is the ultimate documentation
 - Together with tests, more to come...

Process Documentation in Course

- The group meetings (see Course PM)
 - There should be an agenda and and an **documented** outcome!!
 - It's part of the working process
 - Being a chairman is a qualified task (rotate)
 - Be efficient!...socialize after the meeting...
 - Follow up ... !
- For us to be able to trace the project you have to handle in the the meeting agendas (in e-form, no papers)
 - We'll also use the version control history to be able to trace individual contributions

Software Documentation

- Undocumented software is at best a pain... at worse ... (we say no more in this course, you'll understand sooner or later...)
 - Documenting is hard...
- Optimal: Self documenting code
 - Should be possible to read "as a book"
 - A book has chapters, paragraphs, sentences

Software Documentation in Course

- We require two documents (besides the code)
 - The "Requirement and Analysis Document" (RAD)
 - The "System Design Document" (SDD)
- The documents will give us an introduction, overview and high level explanation of your application (the big picture)...
 - ...if sufficiently qualitative!
- Good (**not long**) documentation will make more justice to your project
 - Don't over-do it, **short, precise** descriptions appreciated
 - It's no magic, just try to explain the structure/behaviour of it!

Supporting the Process

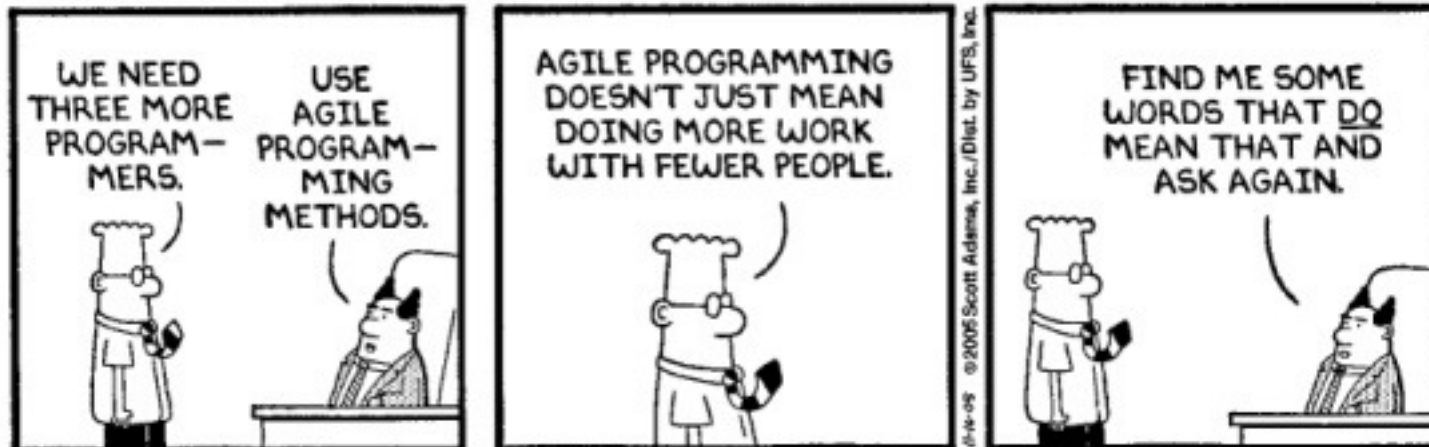
- During the process (or at different stages) we use;
 - "Domain driven design" (DDD), that means **"Focus on the model"** (more later)
 - Kind of "test driven development", (TDD) i.e. **all non-trivial code should be tested**
 - Unit testing for objects (classes)
 - Integration testing for collaborating objects (classes)
 - **There will be a workshop** (how to use the JUnit testing framework)
 - Tests are improve the projects quality (i.e. grading)

Practical Organizing of Software Development

- Version handling (for everything), [Git](#) , **mandatory!**
 - **There will be a workshop.** How to use the Git version control system

Hmmm

DILBERT
BY SCOTT ADAMS



Summary

- We use a simplified agile process
- The process has 4 phases
 - Output from one phase is input to next
 - During the process we repeatedly iterate the phases thereby for each iteration extending the application (adding functionality)
- Communication is extremely important
- We do some simple documentation
 - Of the process: Meeting agendas
 - Of the software: RAD and SDD

Next: Requirement elicitation