




Software Development Process
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Objectives

- Discuss issues associated with software development process
 - Organizational
 - Procedural
- Identify best practices to increase your success rate

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Part I: Organizational Issues

- Before taking any project and writing any code ask yourself:
 - Is my organization ready to develop software?
- Some people believe good developers is all you need
 - Reality: talent is overrated.
 - Discipline: is the key to success
- Joel Spolsky – former Microsoft Excel PM
 - Internet blog with many rule of thumbs and ideas
 - Some are not right IMO

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Joel Test: 12 Steps to better code

- Test 1: Do you use source control?
 - SVN, CVS
 - Manage code and integrate with the rest
 - Keep backups for free ...
- Test 2: Can you make a build in one step?
 - Start you application top down
 - Phase 1 of DB Project
 - No mystery to compile, deploy and run application
 - Most IDE create a project that runs!
 - CMSC 435 @ UMD – Software Engineering course
 - Deliverable –software application with one click installer

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Joel Test: 12 Steps to better code

- Test 3: Do you make daily builds?
 - Make sure your new code
 - Works and does not break someone else code
 - ICOM 5016 last day integration syndrome
 - Do it when people are around to fix it
 - Rotate who is responsible for the build
 - But if someone breaks it that person should fix it
- Test 4: Do you have a bug database?
 - Track know bugs
 - Pick the ones to fix now and the ones to be left for future
 - Track cause, buggy behavior, expected behavior, owner

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- Test 5: Do you fix bugs before writing new code?
 - Critical bugs must be fixed ASAP
 - Ex. Null pointers, number overflows, etc.
 - You know what are doing and is easier to track what happened
 - In one week you will forget what the code was doing ...
 - Lots of unfixed bugs == unreliable schedule to finish
 - UPRM ICOM Software Gurus ☺
 - Write 5000 lines of undebugged and untested code
 - Expect to be able to fix them a week before deadline
 - Often they get bored and quit the project (go to play games)

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- Test 6: Do you have an up-to-date schedule?
 - Schedule is not carved in stone
 - Each developer must update time to end task
 - Make sure debugging and testing is included
 - Do not let manager change time!
 - Project will fail! Company will look bad! You will look inept!
 - Cut luxury features in order to meet deadline
- Test 7: Do you have a spec?
 - Functional specification – what the software will do
 - Not UML, not layer diagram
 - Text and possible GUI sketch (i.e., Phase 1 ICOM 5016)
 - What will happen when people use the code
 - No spec == guessing

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- Test 7: Do you have a spec?
 - Spec helps you “debug application”
 - What is needed and what is not needed
 - Right vs. wrong behavior
 - Spec helps you control schedule
 - Identify required vs. nice to have (luxury) features
- Test 8: Do programmers have quiet working conditions?
 - People like to concentrate and write code (inspiration)
 - Distractions
 - Phone
 - Constant questions about schedule or windows crash
 - Far away bath rooms / food / coffee
 - Co-worker interruptions

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- Test 8: Do programmers have quiet working conditions?
 - One minute interruption == 15 minutes of lost work
 - Give people their own desk with their machine
 - UPRM IT syndrome – you can work anywhere as long as you have access to a computer
- Test 9: Do you use the best tools money can buy?
 - Do not torture your developers with
 - Old machines with small monitors
 - Disk space quotas
 - Outdated OS release
 - Bad software tools
 - Microsoft Paint vs. Photoshop for Web imaging
 - Emacs vs Eclipse for C/C++/Java coding
 - Word Pad vs. Dreamweaver for Web page editing

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- Test 10: Do you have testers?
 - UML bug free mythology
 - Reality: Every software coding effort is full of bugs
 - Bad design or bad implementation
 - Programmer does first test
 - JUnit
 - Dedicated testers check whole system or subsystem
 - Unbiased (often developers think they are right!)
 - Tries several scenarios and documents anomalies
 - Testing and coding should be interleaved
 - Write code, debug, test, write code, debug, test, ...

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- Test 11: Do new candidates write code during their interview?
 - No writing code == uncertain skills == uncertain project member == uncertain project outcome
 - Resume is paper – you can put whatever you want
 - Need to make candidates write code
 - Remove duplicates from a linked list
 - Sort data on an array
 - ICOM 4.0 GPA Students
 - Some of them cannot write code
 - They even evade ICOM 5016

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Joel Test: 12 Steps to better code

- Test 12: Do you do hallway usability testing?
 - If your co-workers have a hard time with your GUI the user has no chance
 - Show people you UI and collect data on
 - Intuitiveness of UI
 - Problems with locations of buttons, menus, etc.
 - Issues with ease to find desired information
 - You can go to a more complex usability testing later on
 - If you cannot convince your co-worker you are in trouble
 - Redesigning the UI can be quite expensive

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Software Products classification

- Products can be classified as
 - Shrink wrap
 - Customized
 - Throwaway
- Shrink wrap
 - Targeted to a general audience
 - Ex. MS Office, Photoshop, iTunes
- Customized
 - Specific to a given user or industry
 - Ex. MiPortal, CESCO David, UPR PATSI, Universal Insurance Claims Management
- Throwaway
 - Internal code used to experiment with a given technology
 - Ex. Phase 1 and Phase 2 of ICOM 5016 Project

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Shrink wrap Software

- Used by a large number of people
- Little control on how it is used
- Sell at retail store or over the Web or **sell as a service**
- Develop and release it to the public
 - Bug fixed must be provided over Web
- Scales well in terms of money
 - License issued to individual users
 - Should be able to recover cost with first N licenses
 - After that is all profit
- Need to test and maintain aggressively
 - To continue selling it and making profit
 - Create loyal customer base

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Customized software

- Also called internal software
- Used by people at a company or community
 - Smaller audience
- More control on how it is used
 - You can actually dictate requirements for usage
- Develop and deploy to the company/community
 - Need to give them training
 - Often system is buggy and you need to keep fixing it
- Less scale in term of profit
 - Contract-based: Once contract is over you get no money
 - Contracts tend to be expensive (to account for profits vs losses)
 - Contract expires and no more maintenance is given
 - Unless a maintenance contract gets setup

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Software Products classification

- Throwaway
 - Internal code used to experiment with a given technology
 - Sometimes this is how to polish your specifications
 - Rapid prototype to figure out what you can and can't do!
- You want to use throwaway as a means to an end
 - You do not sell throwaway software
- Ex. Phase I and Phase II of ICOM 5016 project
 - Hardwired servlet code and in-memory DB is not use again
 - But you get Web-based UI and organization of beans right

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Making money on software

- Shrink wrap
 - Make a product that many people will use
 - Office, Photoshop, MS .Net, iWeb, MacOS, Gmail, Amazon S3
 - Companies: Microsoft, Apple, IBM, Adobe, Skype
- Customized
 - Make a product that a big agency will use
 - UPR PATSI, US Immigration Information System, US Postal Service
 - Companies: Rock Solid, EDS, IBM, HP
- You should try to make shrink wrap whenever possible
 - Only do customize to help you get cash to make another product
 - Shrink wrap is where you want to be!

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Part II: Procedural Issues

- Software development is cyclic!
 - Old school, water fall software development process assures failure
- You need to have constant testing and feedback from the user
- UML will not produce code for you!
 - How do I specify a multi-threaded system with a shared queue that controls access to a pool of disks?
 - UML is good to talk with others about your code
 - Like ER diagrams
- Source code == real software specification

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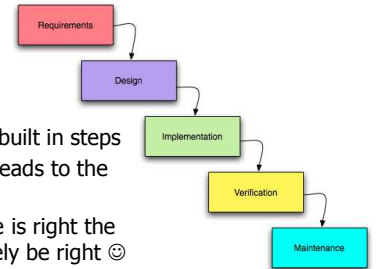
Cowboy Coding Model

- You start writing code without an actual plan
- Hacker's way of doing things
 - I will start writing code and I will figure out things along the way
 - Many ICOM Software Gurus work like this
- You guarantee that the project will be
 - Late
 - Full of hard to understand code
 - Full of incompatibilities
 - Full of unusable features
 - Featuring a hard to use UI

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Waterfall Model

- Software is built in steps
- One phase leads to the next
- If this phase is right the next will likely be right ☺

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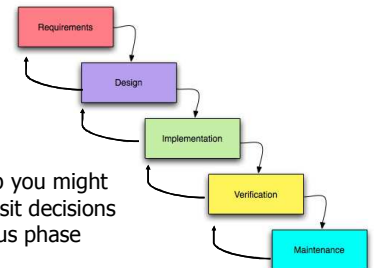
Waterfall Model: Problems

- In each phase you deal with a bunch of uncertainties
 - Customer changes her mind about UI
 - You drop the ball with the design
 - Mixed data model with storage logic
 - Use multi-threaded when multi-process was better
 - You realize your platform has buggy support for networking
 - Ex. PDAs!
- Change is assured when building software
 - You need a way to make mid-flight course corrections

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Reality in Software Development

- At each step you might need to revisit decisions from previous phase

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Rapid Application Development (RAD)

- Build incomplete but functional prototype (like a demo!)
- Debug and test major components
- Involve customer by showing prototype
 - Nail down UI
 - Prevent change of accepted features ...
- Add features/fixes into prototype until you reach release status
 - Hey, but finish the product!!!
- Examples:
 - Agile Programming
 - Extreme Programming
 - SCRUM

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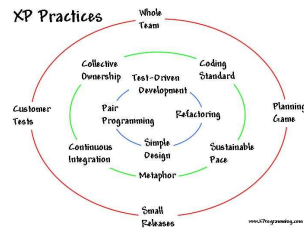
Agile Programming

- Family of techniques based upon
 - Inclusion of customer into design/development
 - Short cycle to produce working code (not all features)
 - Every few weeks a new version with a set of new features is delivered
 - Test-Driven software development
 - First make the tests, then you write code that can pass them
 - Refactor code
 - Change code based on results of debugging, testing, and user feedback
 - Produce stable release as results of continuous improvement process

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Extreme Programming

- Based on daily practices and team values
- Customer and business people are part of the team
- Always deliver a new working version ASAP
- Communicate effectively with all team members



XP Values

- Simplicity**
 - Write code that is simple, clean and straightforward
- Communication**
 - Keep direct communication between customers, developers, business people and managers
- Feedback**
 - Always comment on other code, features, and issues
 - E.g., code reviews
- Courage**
 - Write the code! If you mess up just refactor
 - Avoid getting stuck in perfect implementation issues

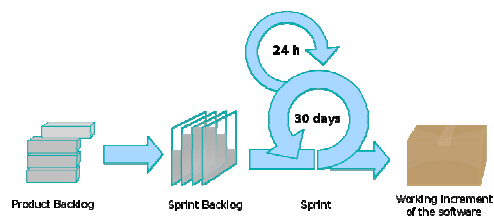
XP Activities

- Simple Design**
 - Start with a simple system that works
 - Add new working features
- Pair Programming**
 - 2 programmers work side by side on the same machine (like Spartan kings)
 - Faster, better code plus you have redundancy
- Test-Driven Development**
 - Unit test and full system tests as new features are added
- Design Improvement**
 - Refactoring – fix the design as you write code
 - You only know you are wrong when you see it

SCRUM

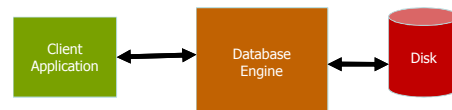
- XP can be chaotic
- Scrum is controlled chaos
- The Team:**
 - Scrum master
 - PM
 - Product Owner
 - Customer and business people
 - Developers
- Team works in sprints or burst of one month**
 - Design, code, test and demo software
 - Next sprint adds features to previous release
 - Backlog of the sprint list the features to do in each sprint

SCRUM Process



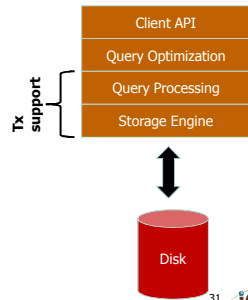
Software System Architecture

- Start out by giving high level system organization
- Boxes and arrows



Layered Software Design

- Break down software model into layer
- Each layer is one or more libraries with specific role

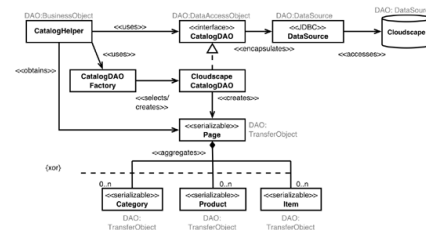


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Each Layer is Simple

- At this level you can lay down the classes
- UML can help you illustrate structures and relations



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Design Patterns

- Well understood and documented recipes to build software
 - Reusable code
- Idea borrowed from architecture
 - Archetypes
 - Columns, arcs, etc.
- Smalltalk had them for GUI
- Gang of Four Book (GoF) popularized design patterns for CS
- You should build your libraries around them

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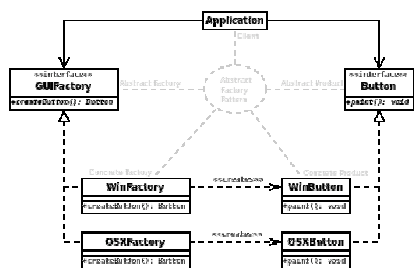
Example: Abstract Factory

- You need to write an email client
- Must run in
 - Windows XP and Vista
 - MacOS X
 - Ubuntu
- Each one has a different look and feel
- You do not want to write the different programs
- Instead you want to share as much code as possible
 - Only differentiate in how UI elements are created

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Example: Abstract Factory



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Summary

- Discussed issues associated with software development process
 - Organizational
 - Joel 12 steps test
 - Procedural
 - Agile, XP, SCRUM
 - Change is assure in software development
- Identify best practices to increase your success rate
- Sell shrink wrap software or service

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Questions?

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