# Software Engineering

Concepts . Tools . Practices

# Agenda

- Part I: Agile Development Process
- Part 2: Team Collaboration
- Part 3: Continuous Integration

#### What I won't cover in this session

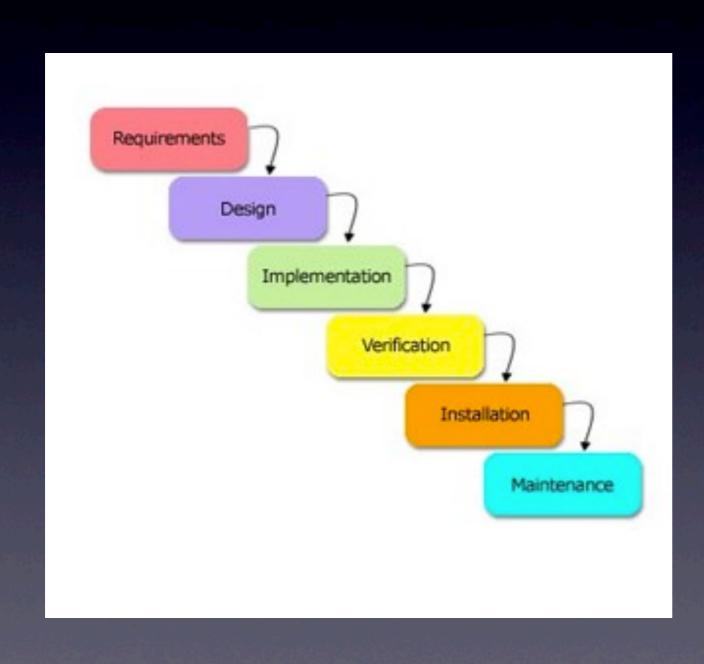
- Pair Programming
- Test-Driven Development
- Refactoring

•

### Agile Development Process

What is Agile?

# What is the problem of waterfall development process

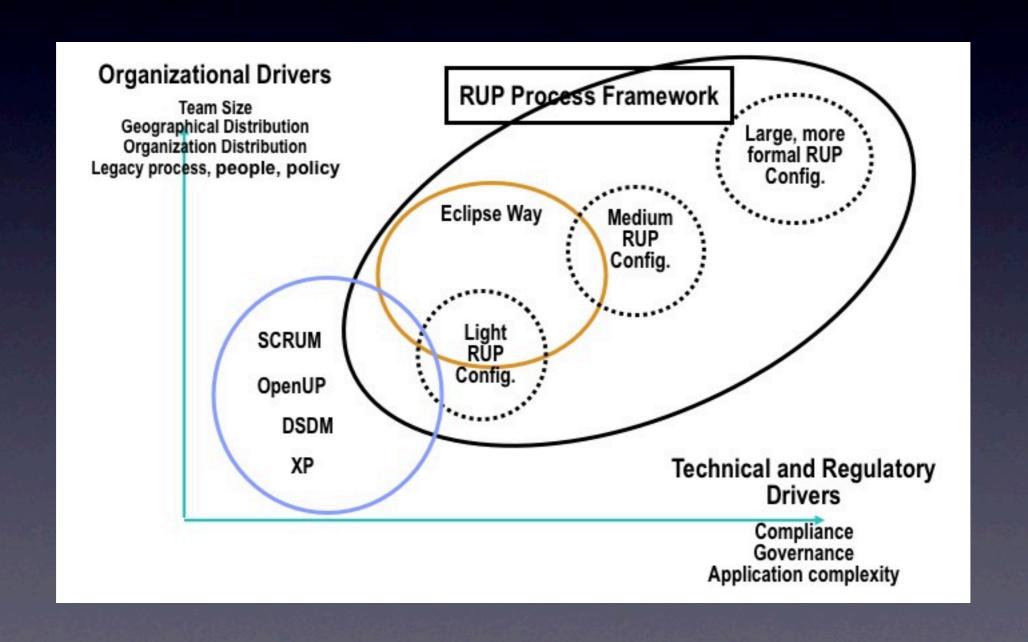


- Risk
- Cost
- Satisfaction

# Agile in a Nutshell

- Not just a set of methodologies
- Not just a set of practices
- It feels like a set of goals, principles, or values
  - Do what you need to do to leverage instead of resist changes
  - Reduce Risk
  - Communication, Feedback, Simplicity, Teamwork

# Difference Dev Process for different needs



# Agile Development with Scrum



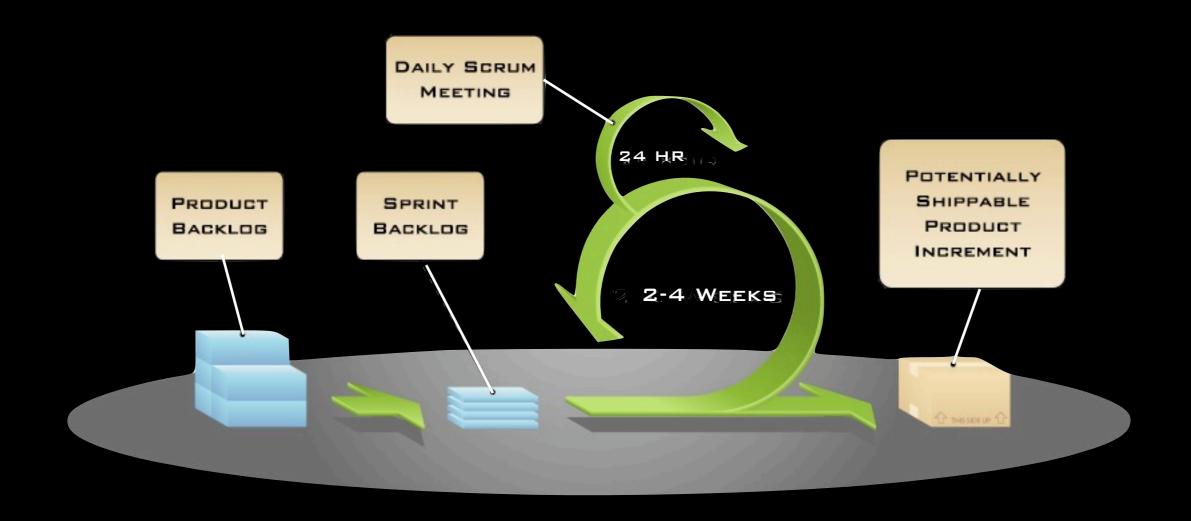
Fig. 6: The Scrum

The scrum is a pushing contest between two teams of eight players. The ball is fed in from the side by the scrumhalf and the team that drives their opponent backwards and hooks the ball out past the last foot of their own scrum wins posession. A scrum down is used to restart play after certain infractions such as a "knock on" or a forward pass.

http://www.oberlin.edu/stuorg/womrugby

#### Scrum in 10 minutes





#### ROLES CEREMONIES ARTIFACTS

PRODUCT OWNER

SCRUM MASTER

TEAM MEMBER

SPRINT PLANNING

SPRINT REVIEW

SPRINT RETROSPECTIVE

DAILY SCRUM

PRODUCT BACKLOG

SPRINT BACKLOG

### Iteration Exit?

- Exit Check List
- Done, Done, Done
- Stakeholder Demo/Review
- Time Boxed Iteration

What if we can finish all the content planned for this iteration?

#### Team Collaboration

#### The Value of Time Machine



### Version Control

- Why Version Control?
  - Backup and Restore
  - Source code sharing and synchronization
  - Merges
  - Branches

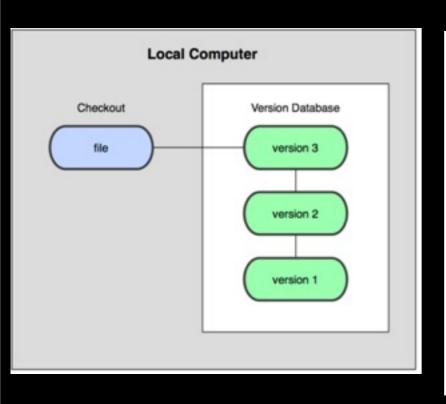
It is the very first thing you need to start a project

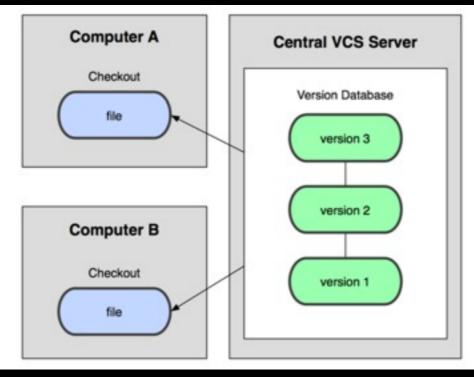
### Version Control

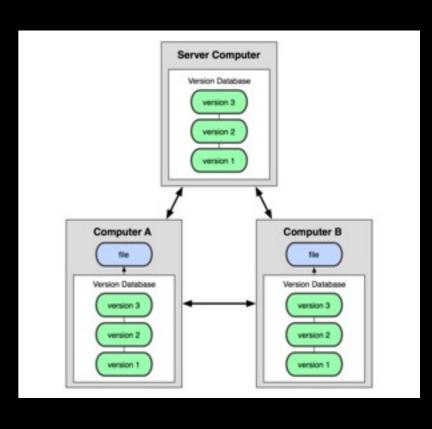
- Tools available
  - CVS
  - Subversion
  - GIT
  - Mercurial
  - ClearCase

• ...

# Different Topologies





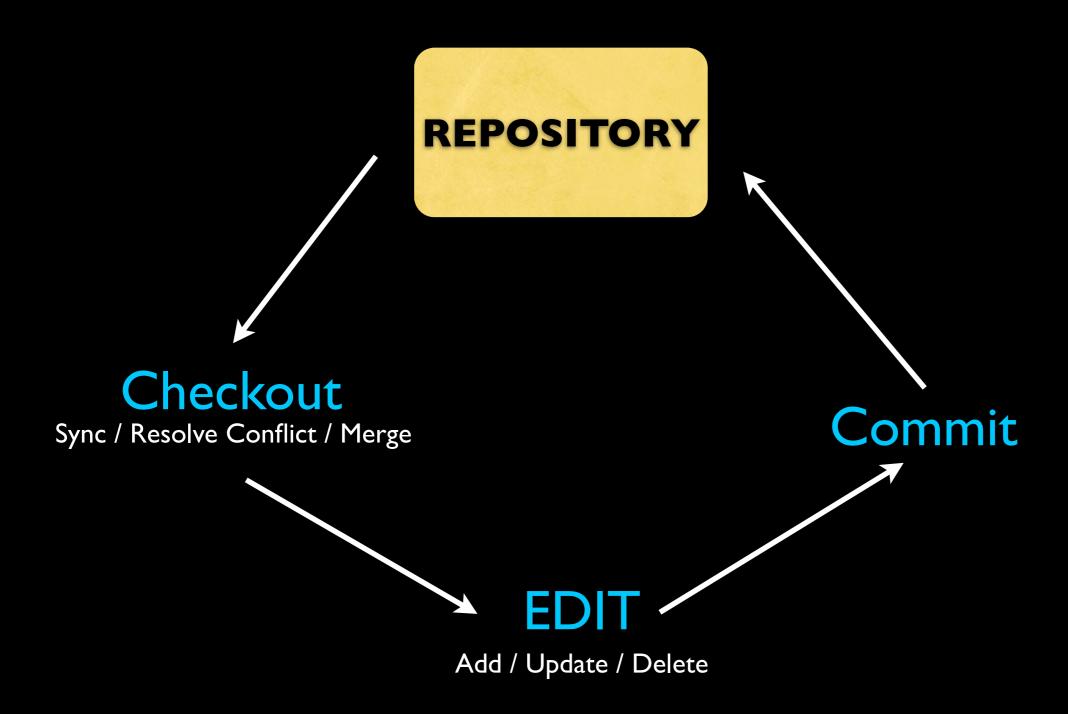


Local

Centralized

Distributed

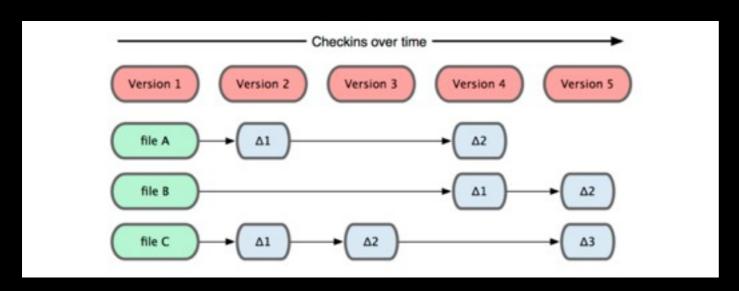
## Common Usage Pattern



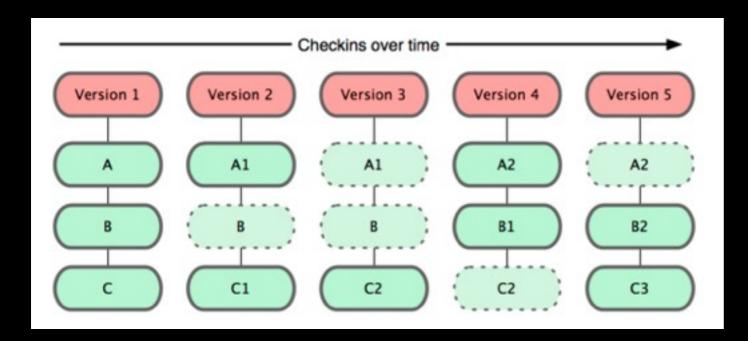
#### What is GIT?

- The version control system used by Linux Kernel Development project
- Design Principle
  - Fast
  - Simple
  - Strong Support for non-linear development
  - Fully Distributed
  - Deal with large scope development projects

## GIT Basics

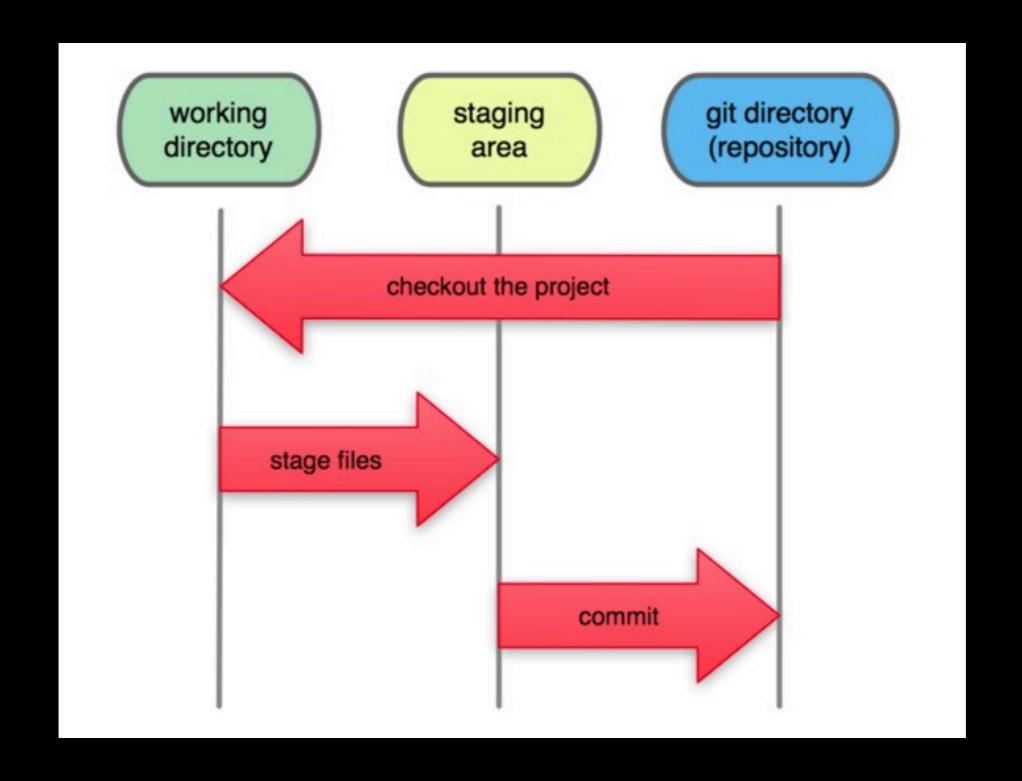


Traditional Version Control System keep track of "file changes"

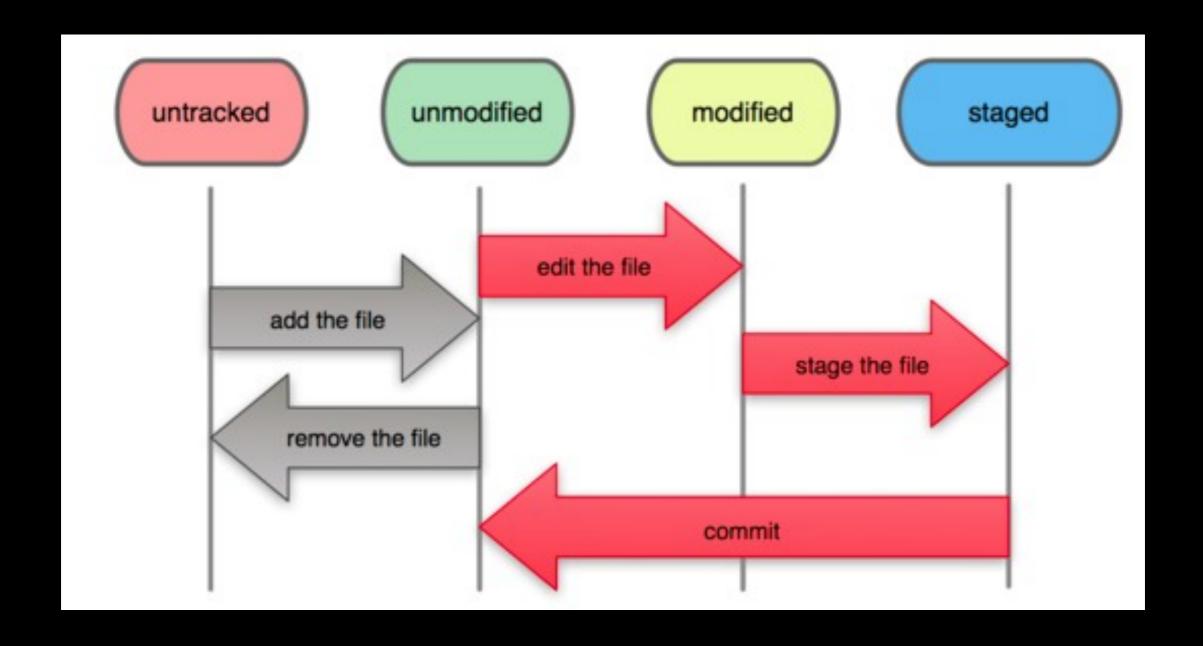


GIT keep track of Snapshots

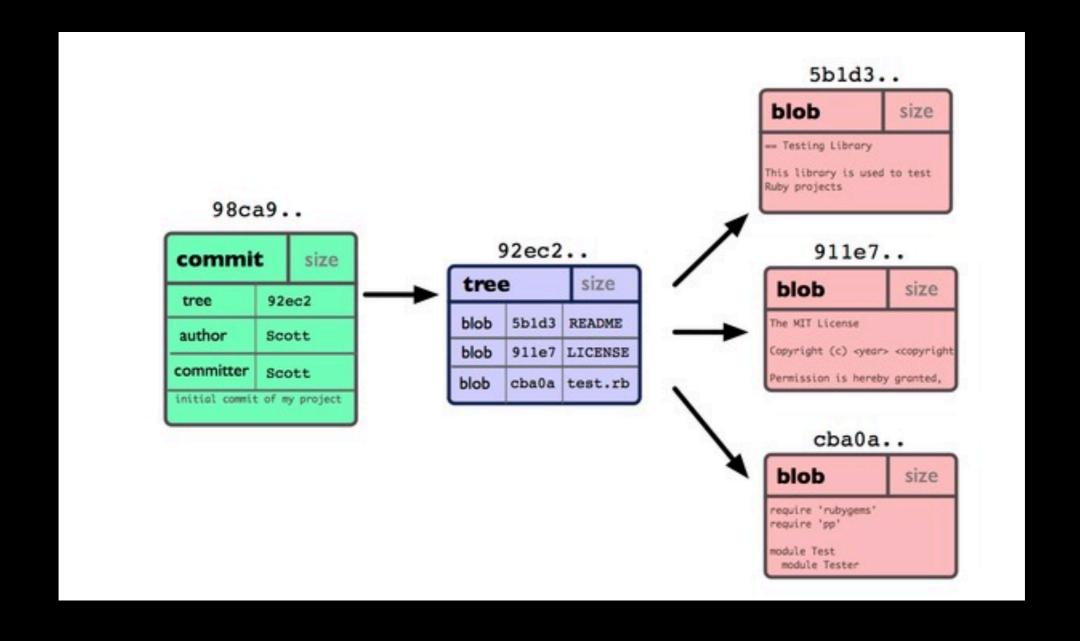
## 3 Basic States



# File Status Life Cycle

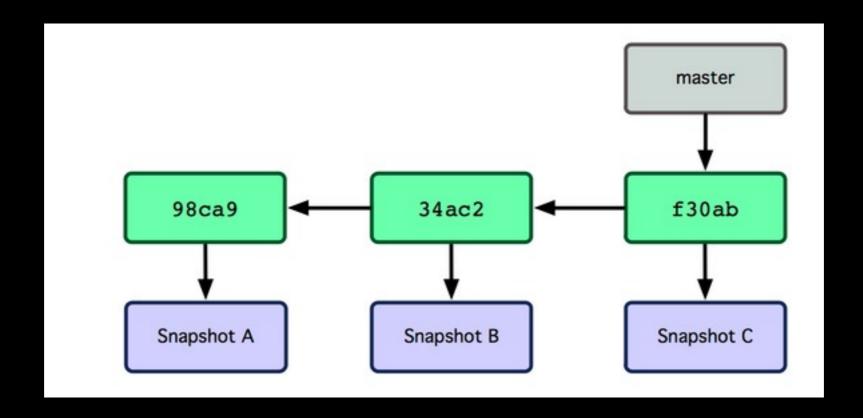


# One Single Commit Repository Data



# Commit Data History

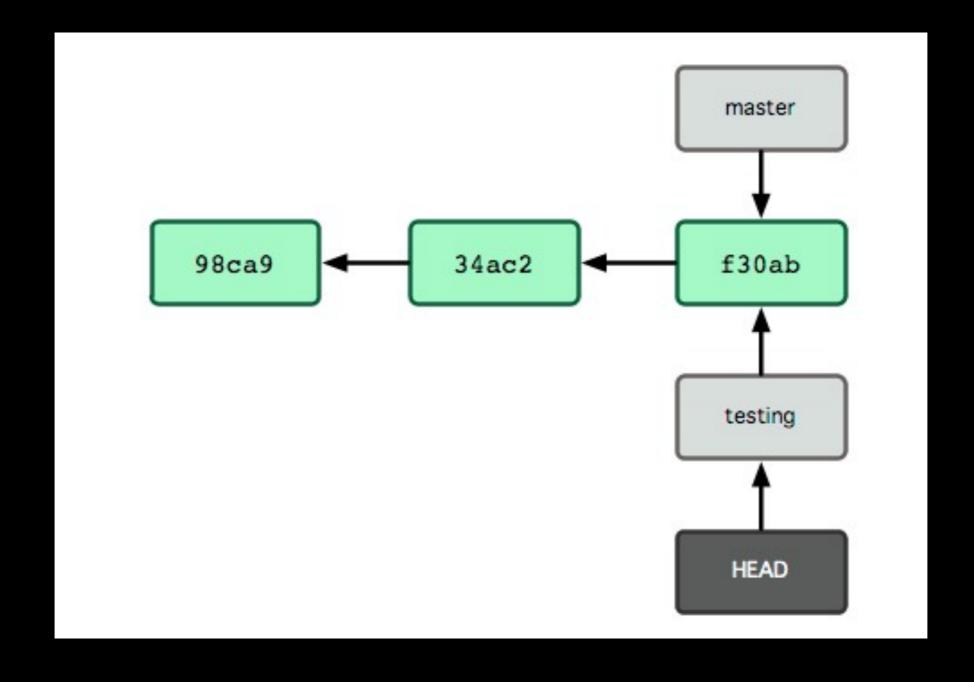
#### Default Brach Name



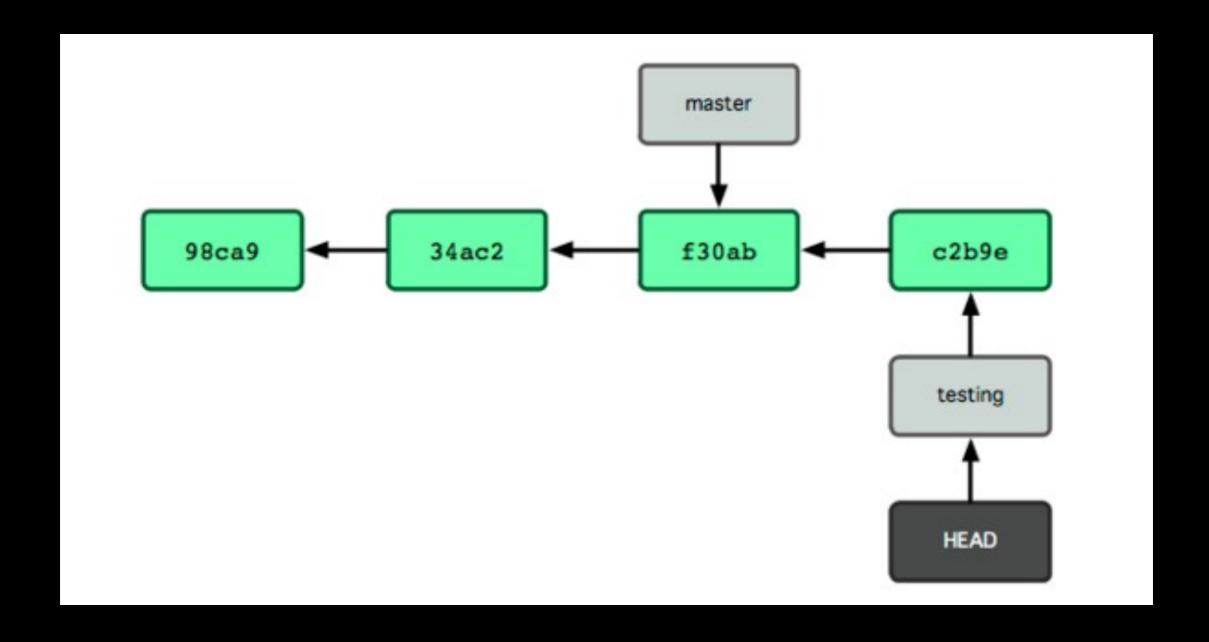
### GIT Branches

- A branch is a new (virtual) workspace that allow you to work on a new task or issue
- A branch in GIT is simply a lightweight movable pointer

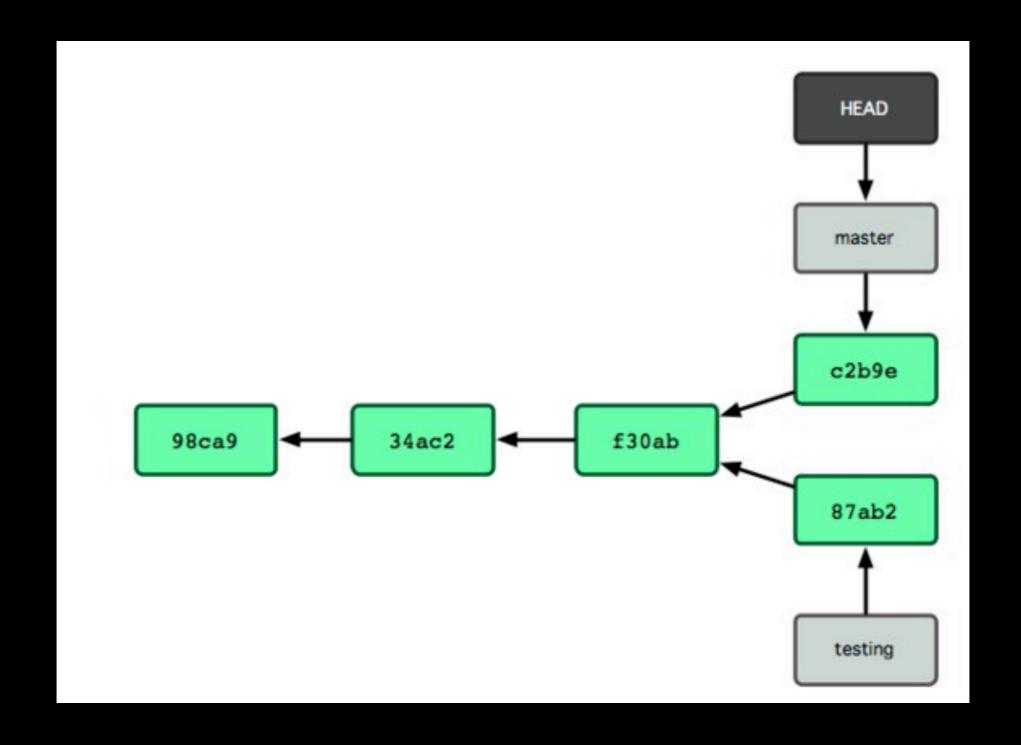
## Create New Branch



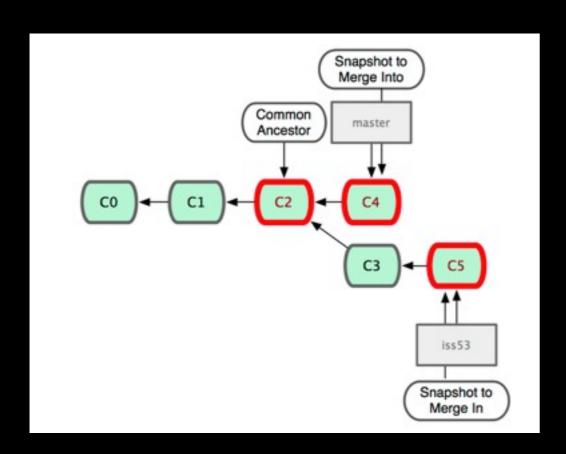
# Add new changes

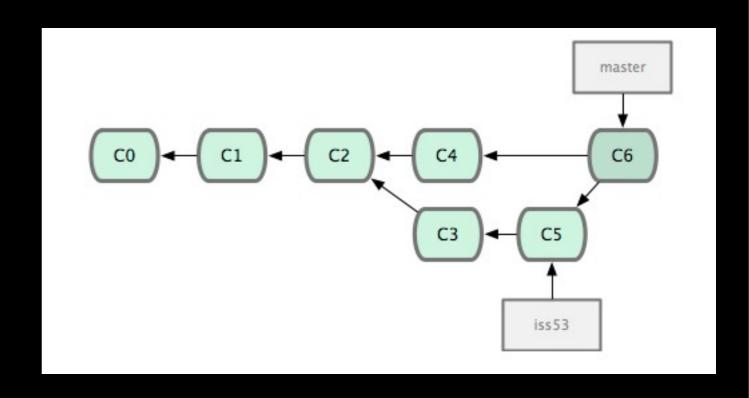


#### When two branches are diverged

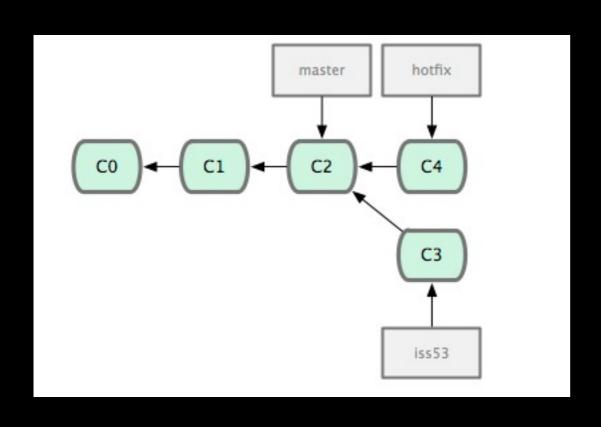


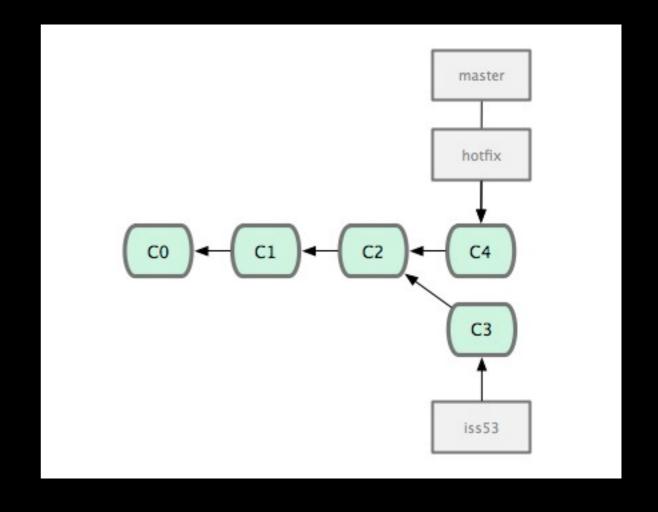
# Merge Branches



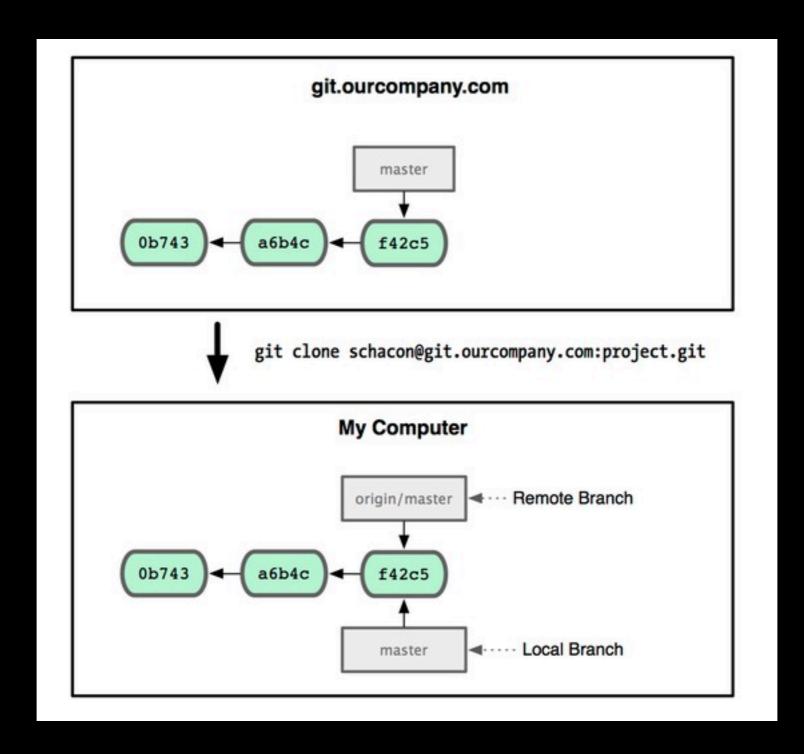


# Merge Branches

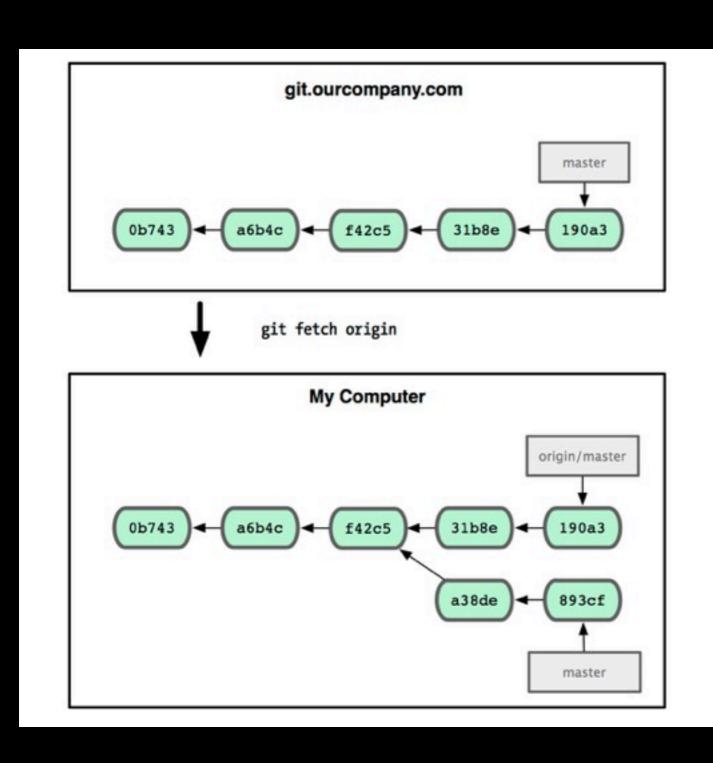




### Remote Branch



## Remote Branch



#### Push

Submit the changes in local repository to server repository

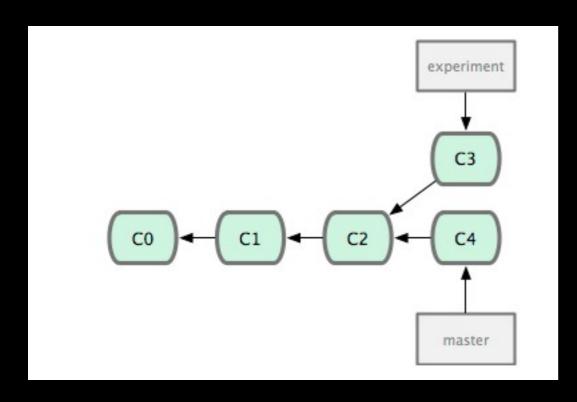
#### Pull

Retrieve the changes from server repository into local repository. The branch pointer also points to the current submit.

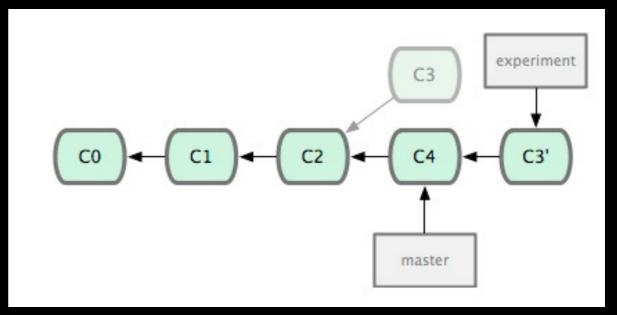
# Tracking Branch

- A local branch that is connected to a remote branch
- When you pull or push on that branch, it automatically pushes or pulls to the remote branch

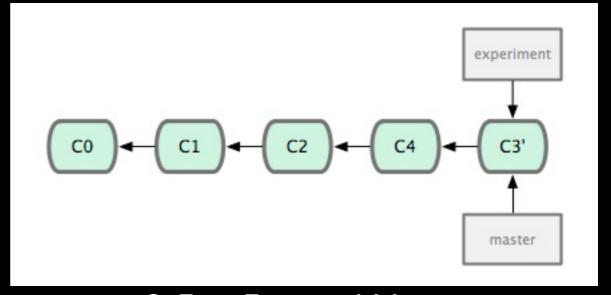
### GIT Rebase



I. two diverged branches



2. Take the patch of C3, and apply it on top of C4 to generate C3'



3. Fast Forward Merge

#### GIT Rebase

- Replay the changes made in one branch onto another branch
- Rebasing make a cleaner history
- It looks like a linear history it appears like all works happened in series, even when they originally happened in parallel

# Basic Principles

- No build breaks
- Review your changes before submit
- Each submit should only deal with one task
- Make your submit comment clear

# Issue Tracking System

- A centralized place to track all the "issues" that need to be followed up
  - Todos
  - Bugs
  - PMR
- The system maintain the life cycle of the issue, and provide the facilities for team members to collaborate on these issues

# Rational Team Concert

## What is RTC?

- A collaboration framework that includes
  - Project Planning
  - Requirement Management
  - Issue Tracking
  - Version Control
  - Continuous Integration

#### **MEMBER**



**Profile** 

Availability

Preference

#### **TEAM**

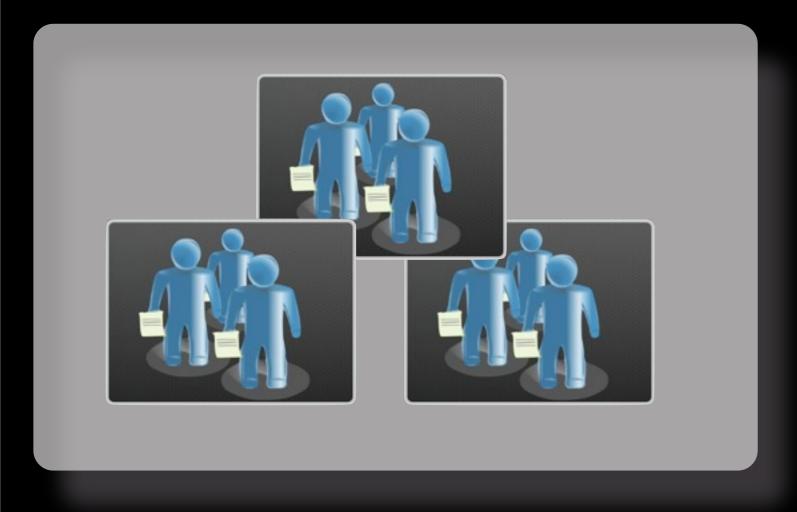


Team Members

Development Line

Process

### **PROJECT**



**Teams** 

Release

Process



#### **Process**

Naming	Product Backlog , Sprint
Roles	Scrum Master, Product Owner
Permissions	Only Scrum Mater Can create iteration plan
Precondition	All code must be code reviewed before checkin
Follow up	When bug fixed, QA will be notified to verify the fix

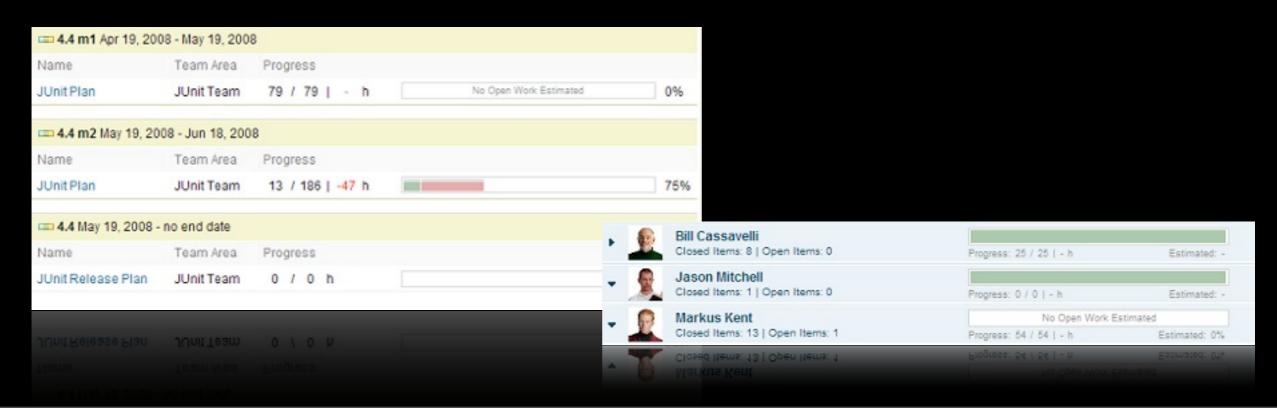
#### Release

#### **Development Line**

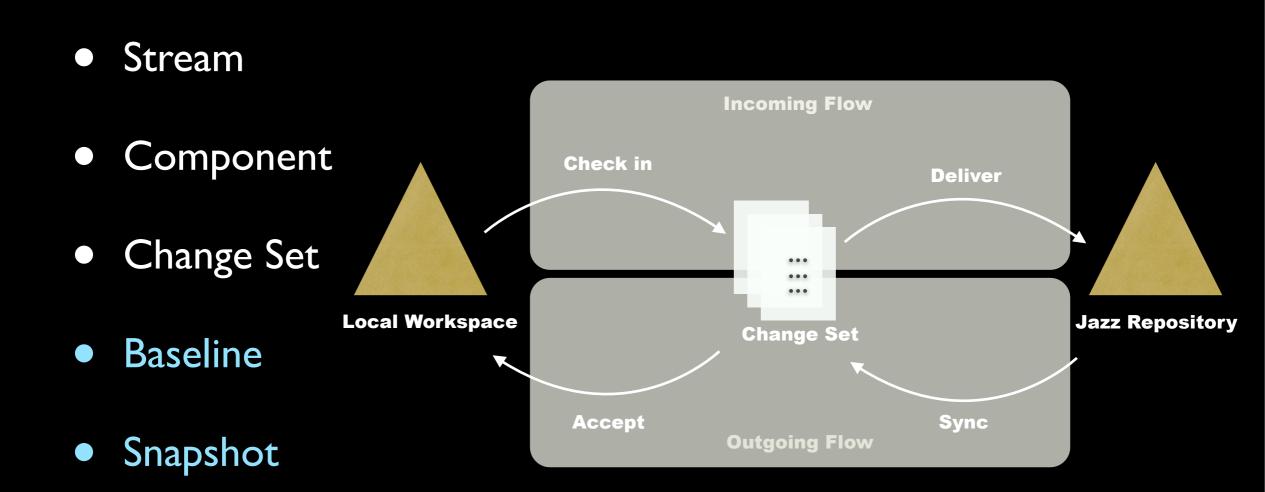


#### **WORK ITEM**

- Each Work item will be associated with an estimate
- Along with team member's available resource, the progress and loading of each individual/team/iteration plan could be transparently tracked
- Supported notification mechanisms: mails, event views, RSS, pop-up

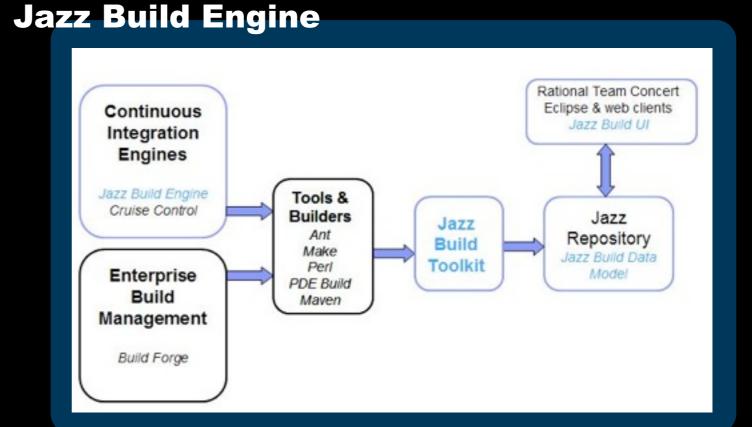


#### **VERSION CONTROL**



#### **CONTINUOUS INTEGRATION**

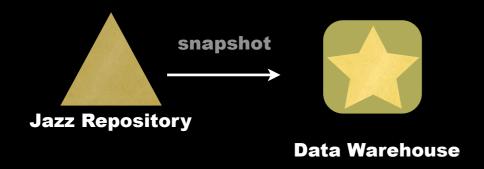
- Build Scheduling
- Build Progress monitoring
- Build Alert
- Build Result Viewing
- Regression Testing
- Coverage Testing
- Linkage with other artifacts
  - Work items
  - Change Sets



#### REPORT

Various project artifacts make it expensive to create report on-the-fly

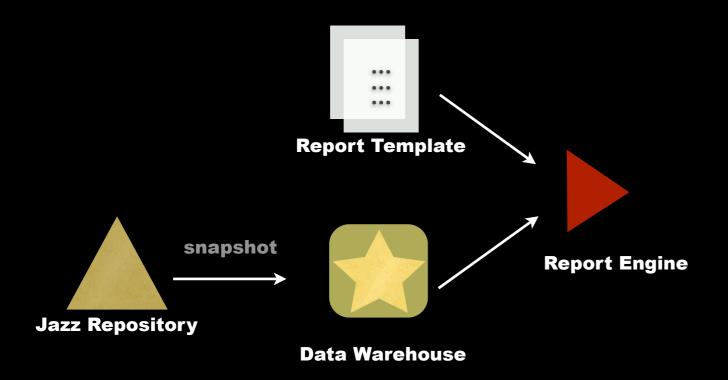
A data warehouse is a storage facility for read-only, historical and aggregated data.



#### REPORT

Various project artifacts make it expensive to create report on-the-fly

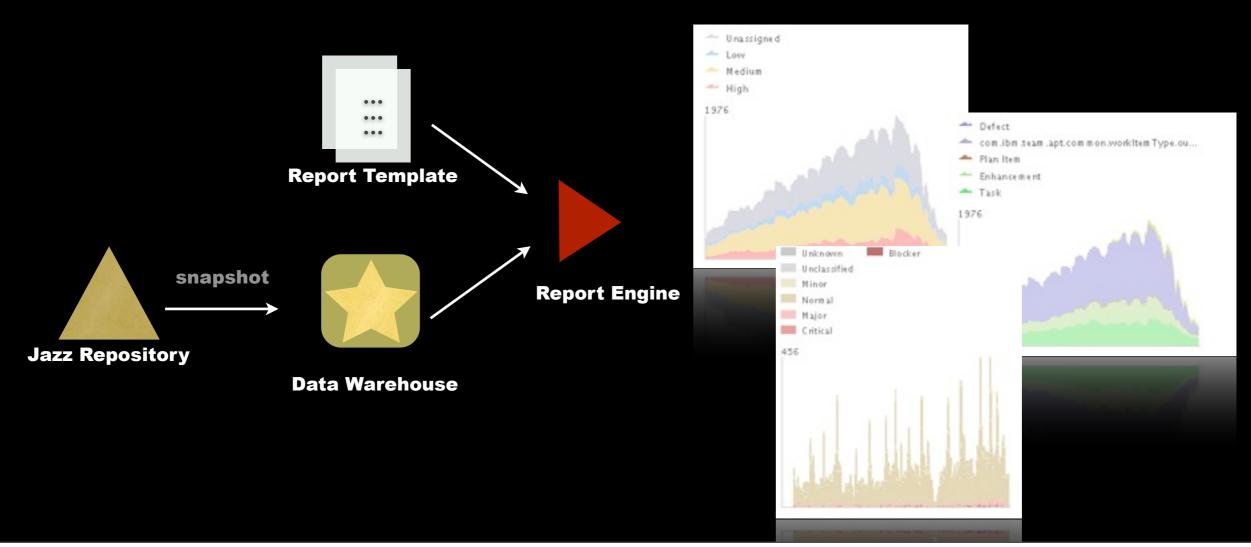
A data warehouse is a storage facility for read-only, historical and aggregated data.

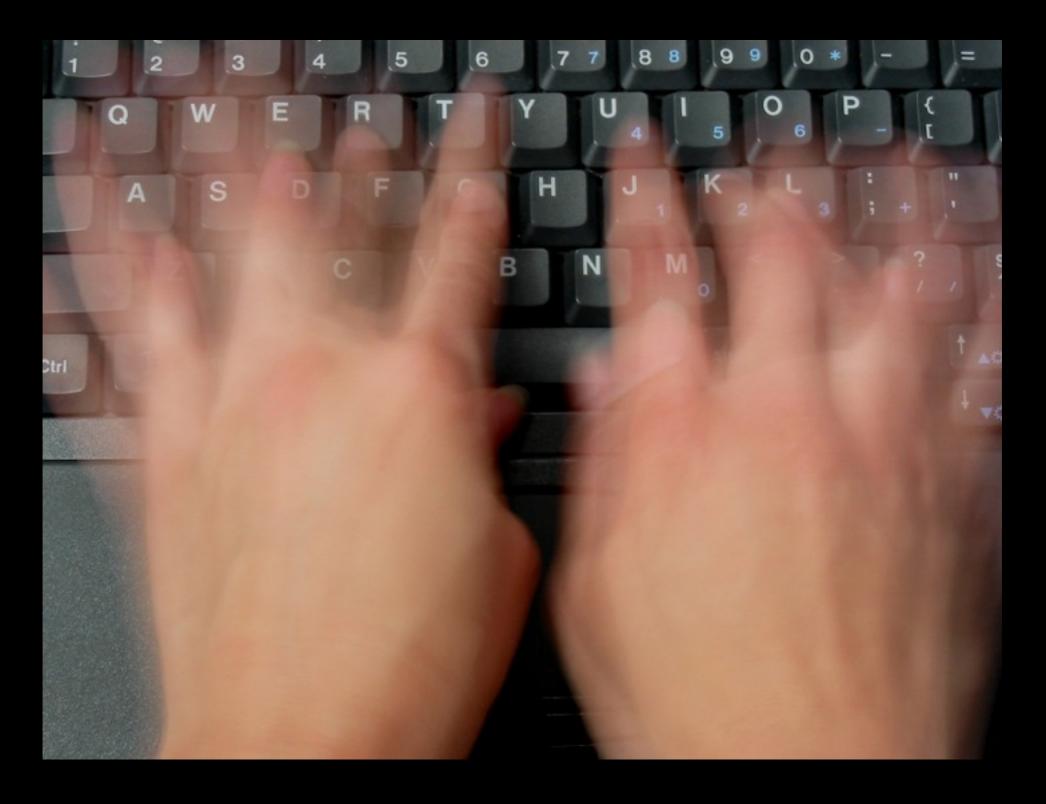


#### **REPORT**

Various project artifacts make it expensive to create report on-the-fly

A data warehouse is a storage facility for read-only, historical and aggregated data.

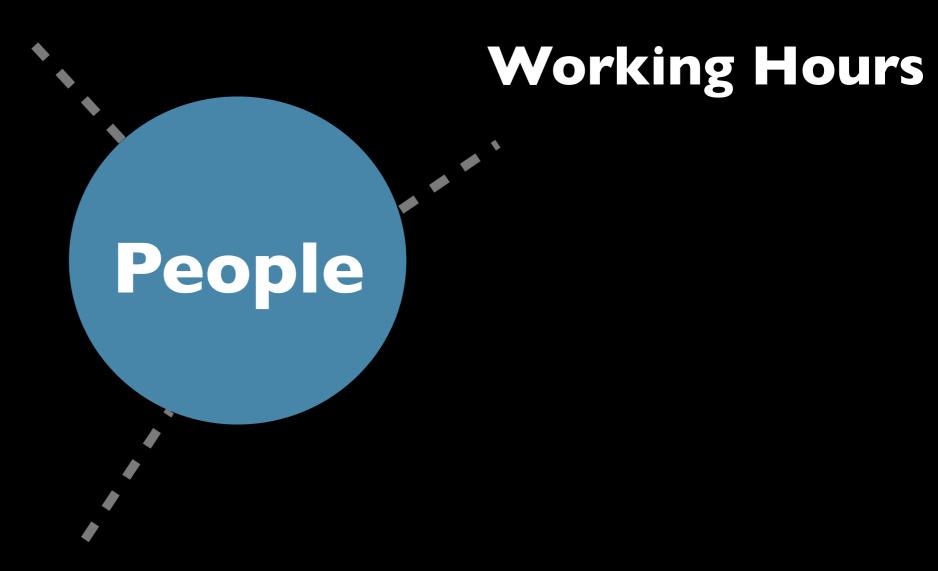




### Measurable Productivity



### Work Assignments



**Scheduled Absences** 

### **Priority**

#### Release/Iteration

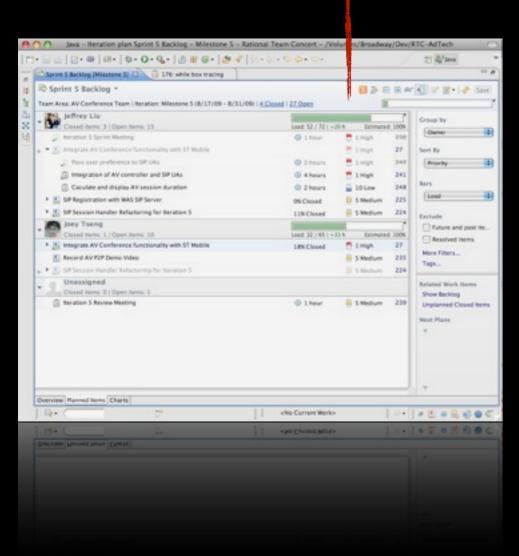


**Estimate** 

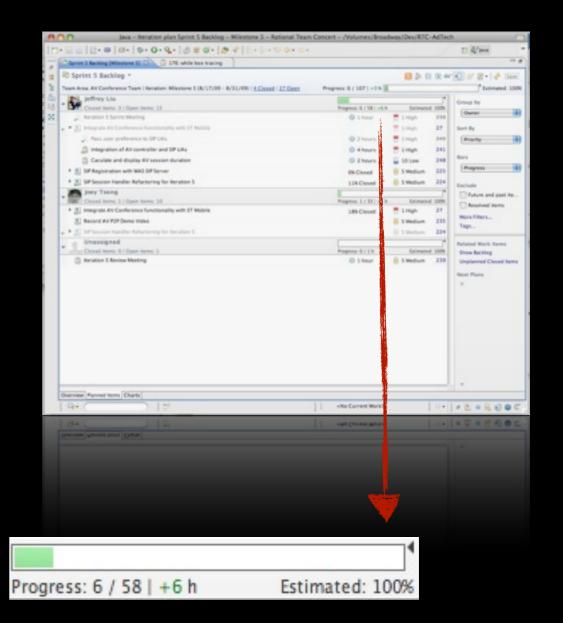
Assignee



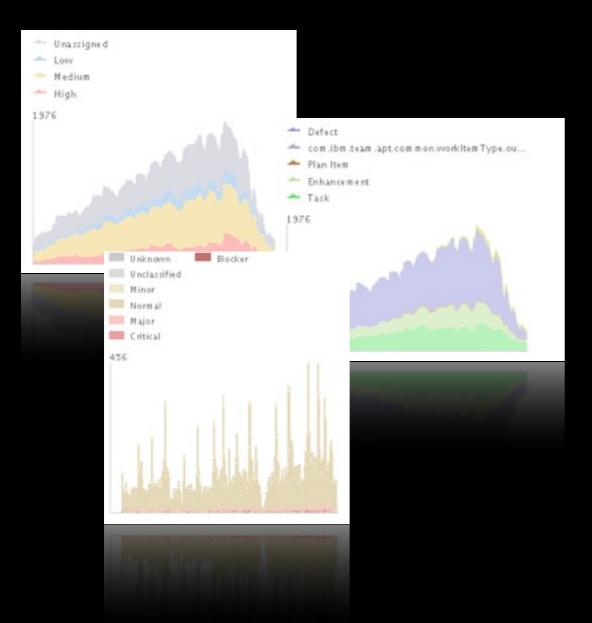
#### **Work Load**

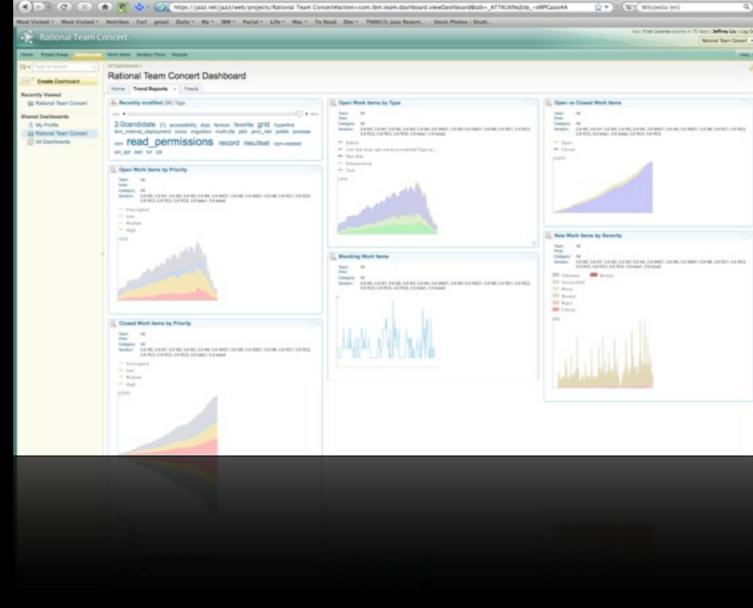


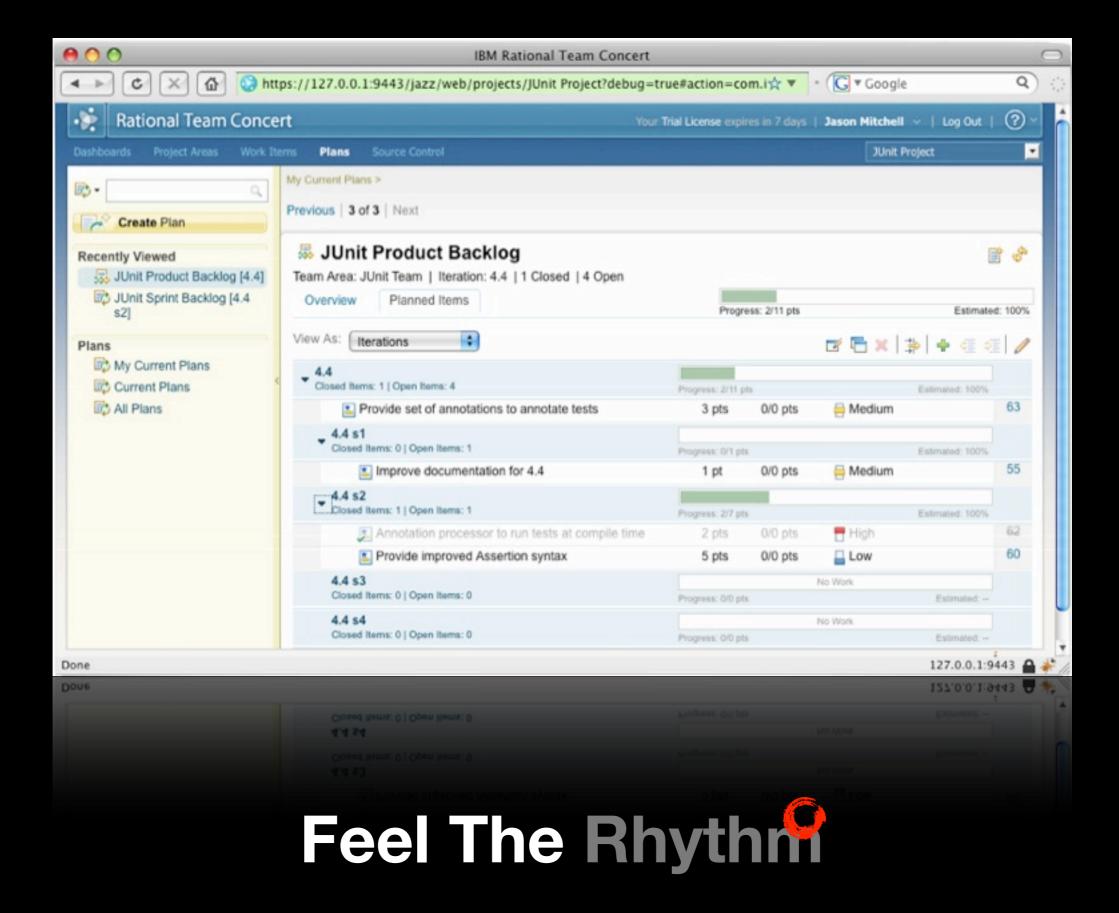
Work Progress



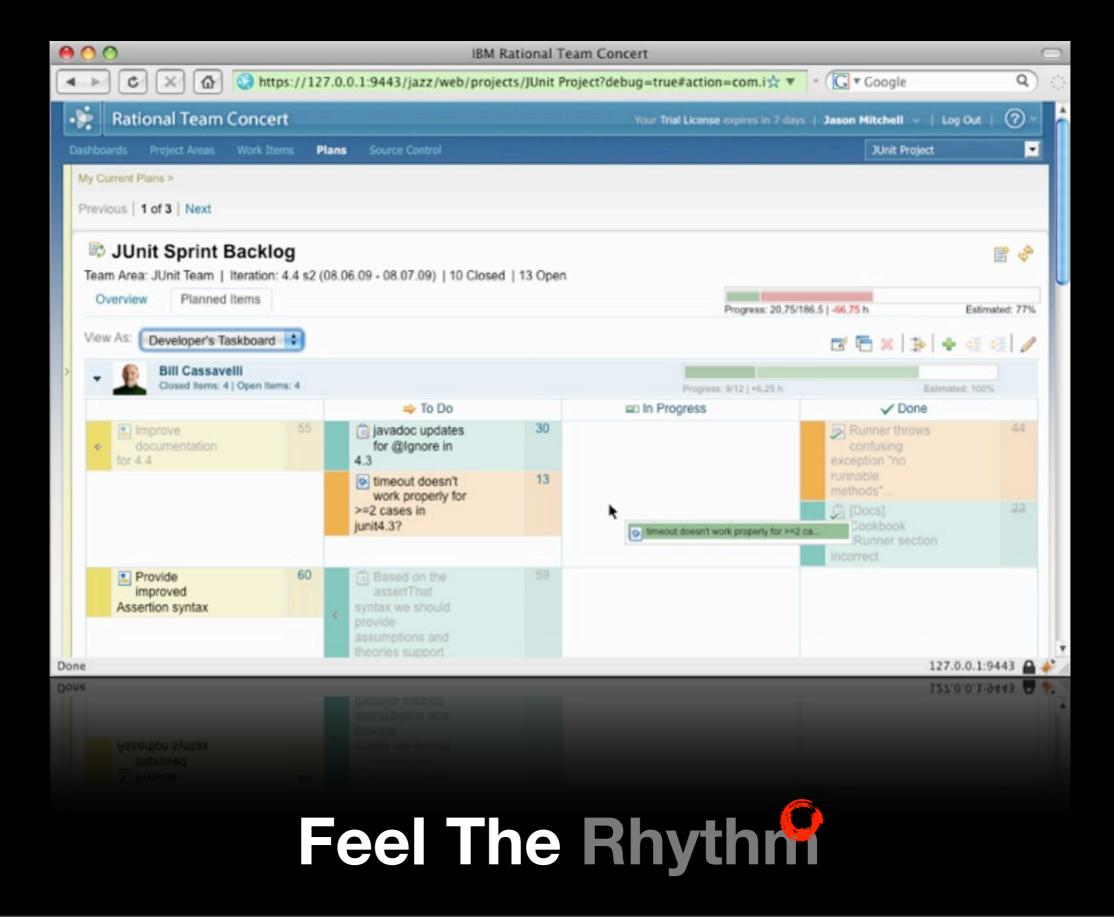
## Development Velocity

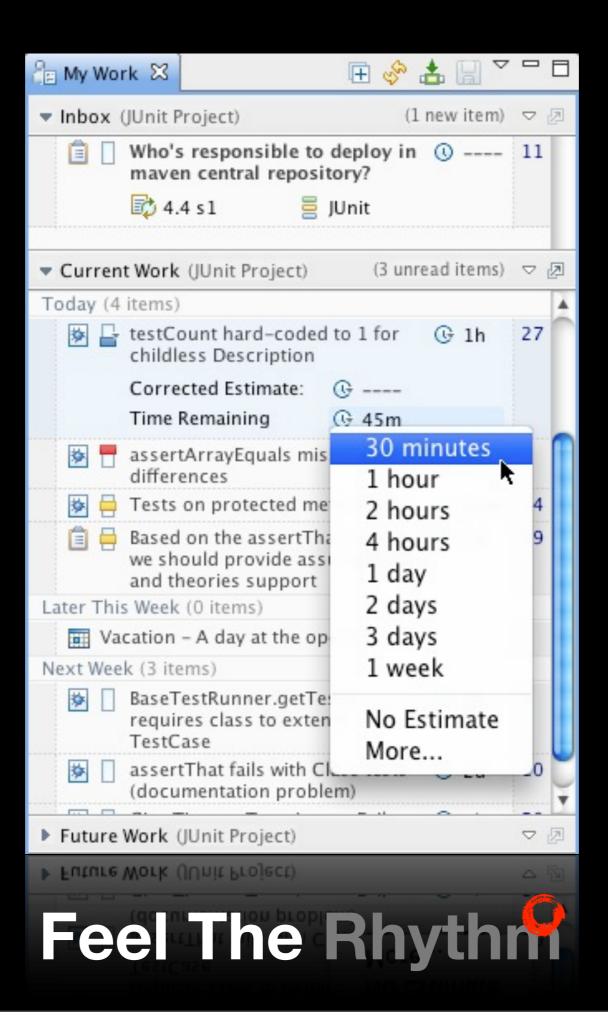


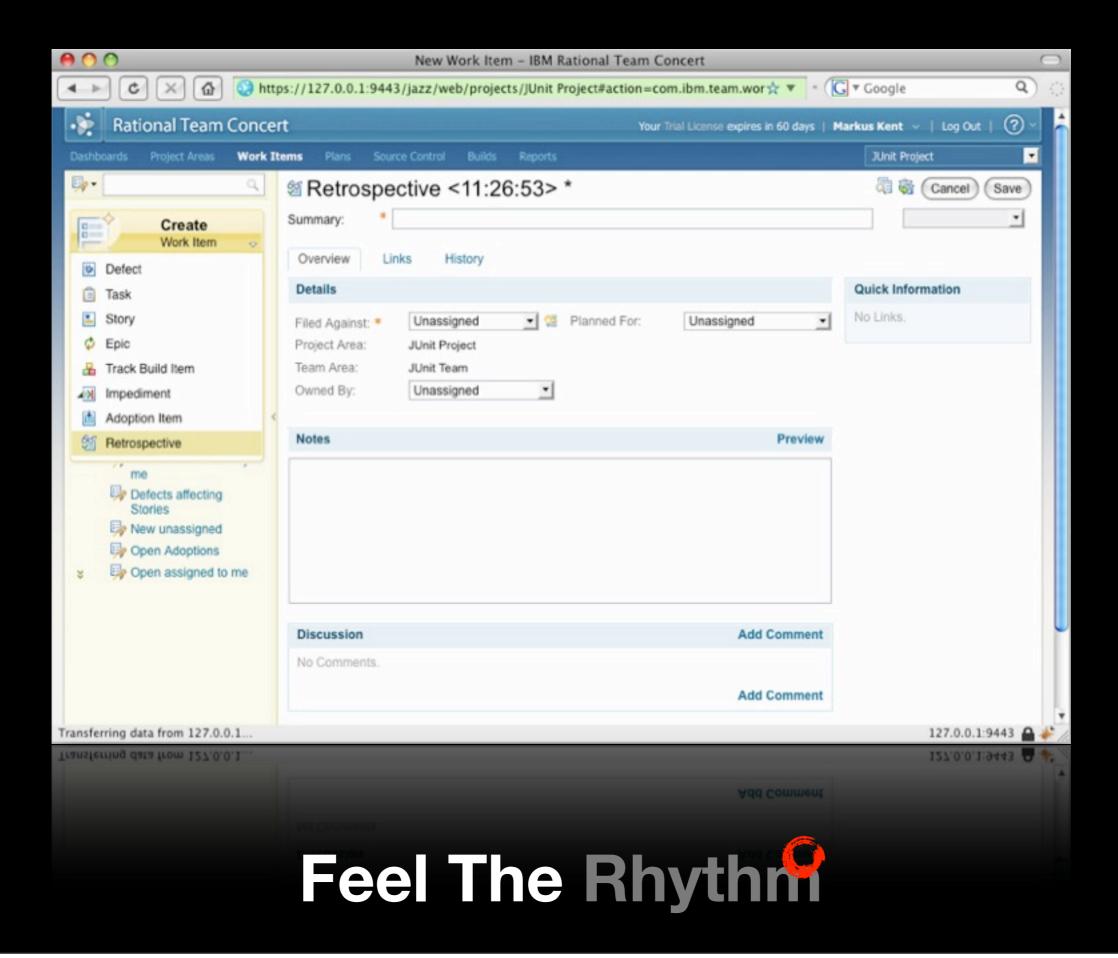










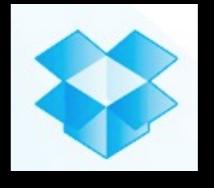


### Other Tools?

- Basecamp: Online Team Collaboration tool
- Trac : Open-Source Collaboration tool
- Dropbox : Cloud-based file sharing system
- Evernote: Cloud-based notes system

•









### Continuous Integration

### Life without Cl ...

- Hard to pinpoint the root cause of failures
- Depending on project natures, it might take significant effort for integration
- It increase the testing efforts
- Low release quality

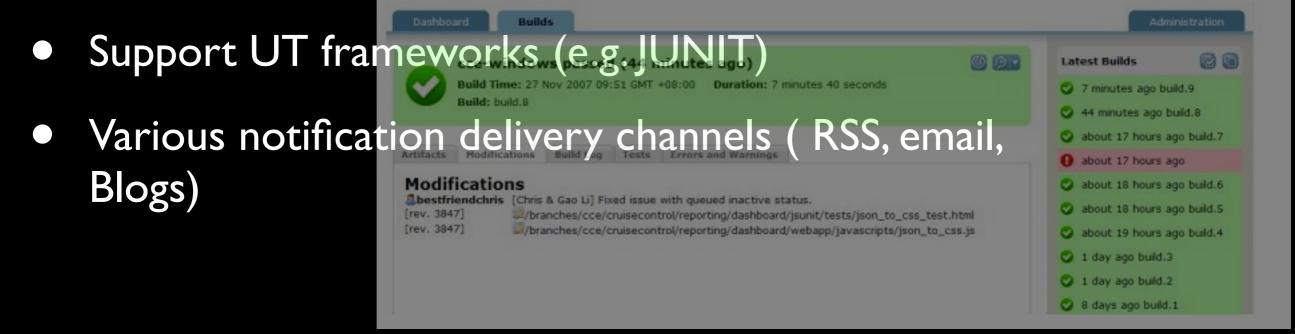
### Practices of Cl

- Single Source
- Automate the build
- Make your build self-testing
- Every commit should be built
- The status of the build and test is available to everyone in the team

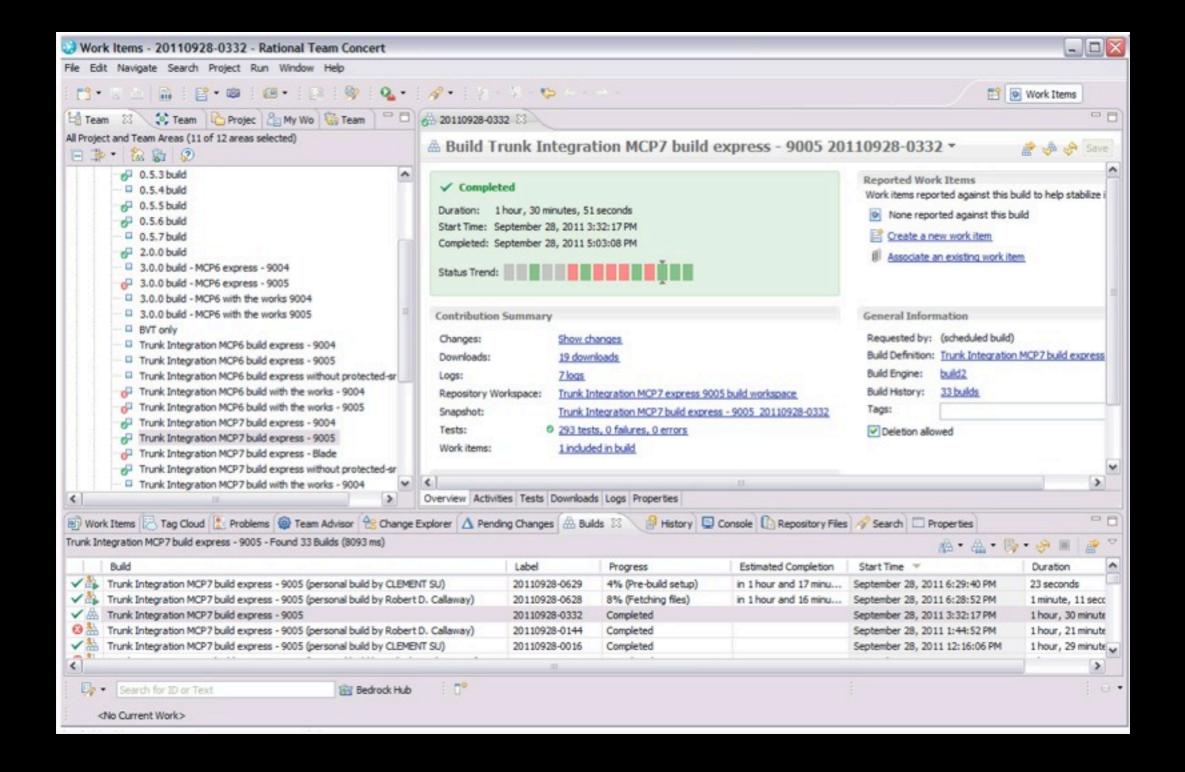
### Introduction to CruiseControl



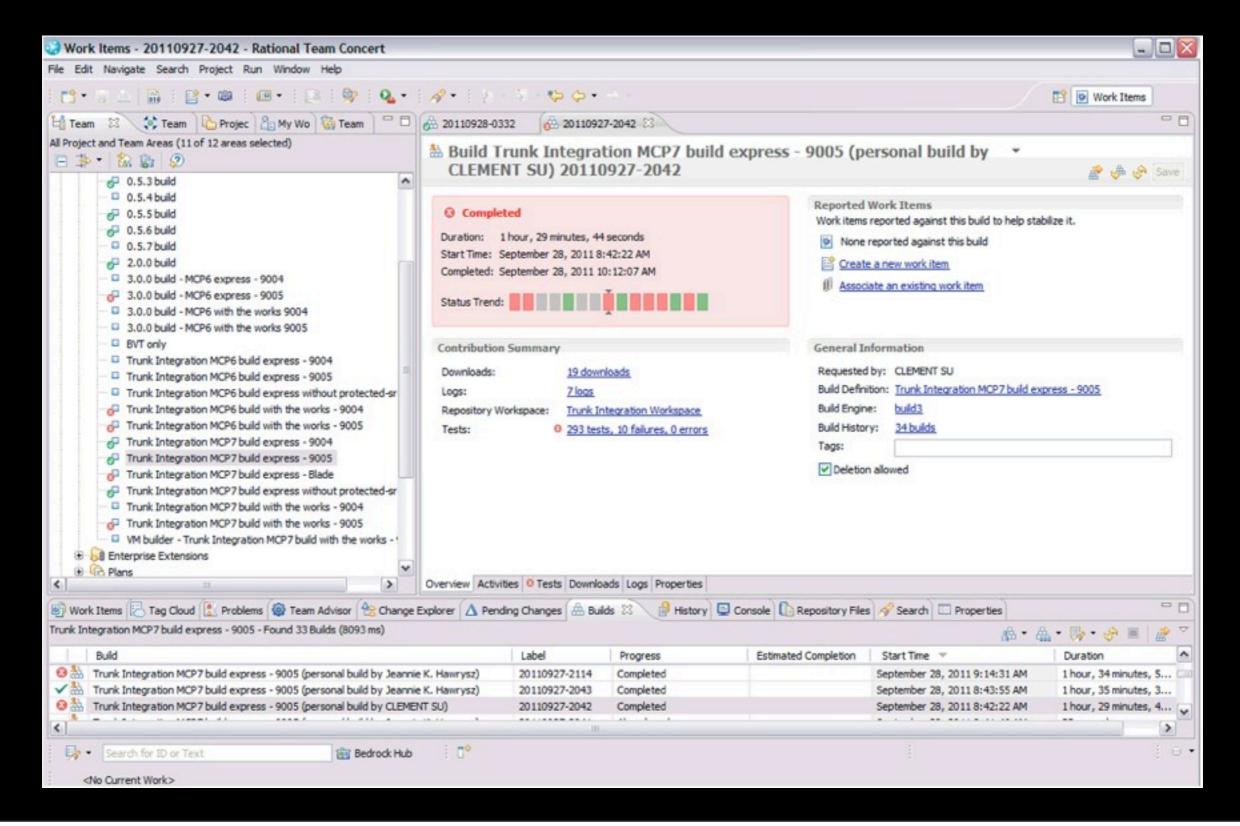
- An open-sourced CI framework for continuous build process
- Supports most of the version control systems (Subversion, Perforce ...)
- Supports many build tools (ANT, Maven)



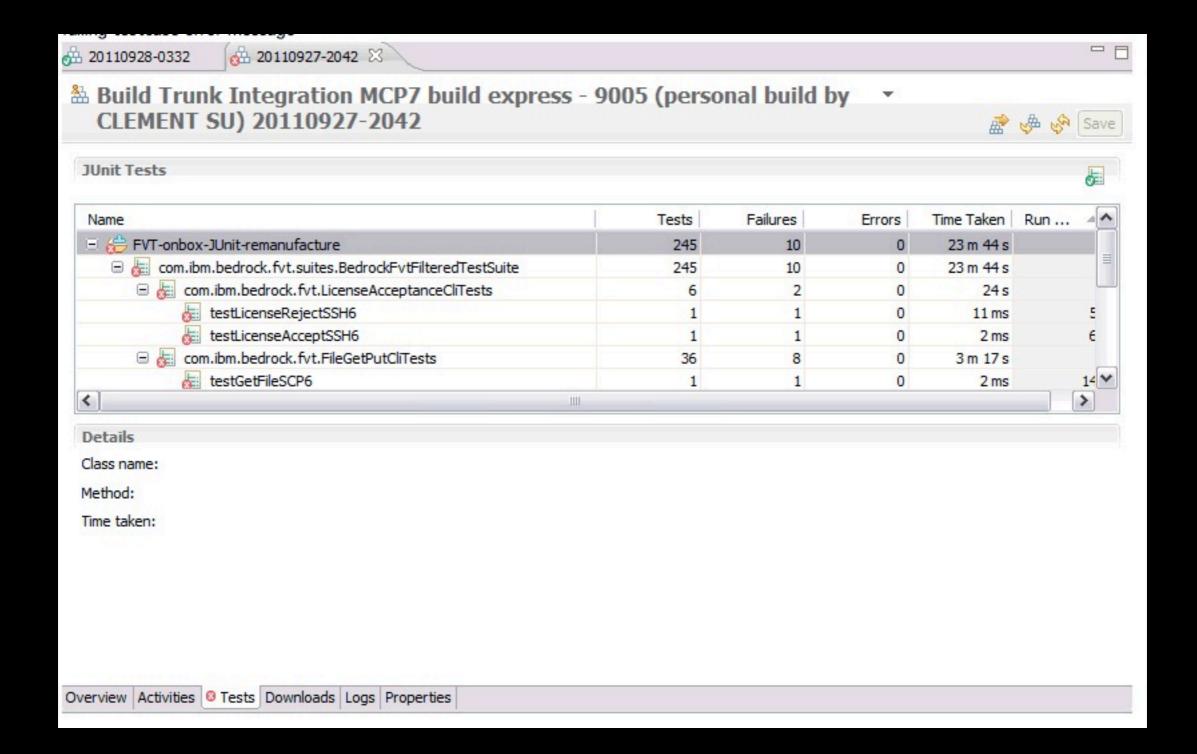
#### RTC Build History



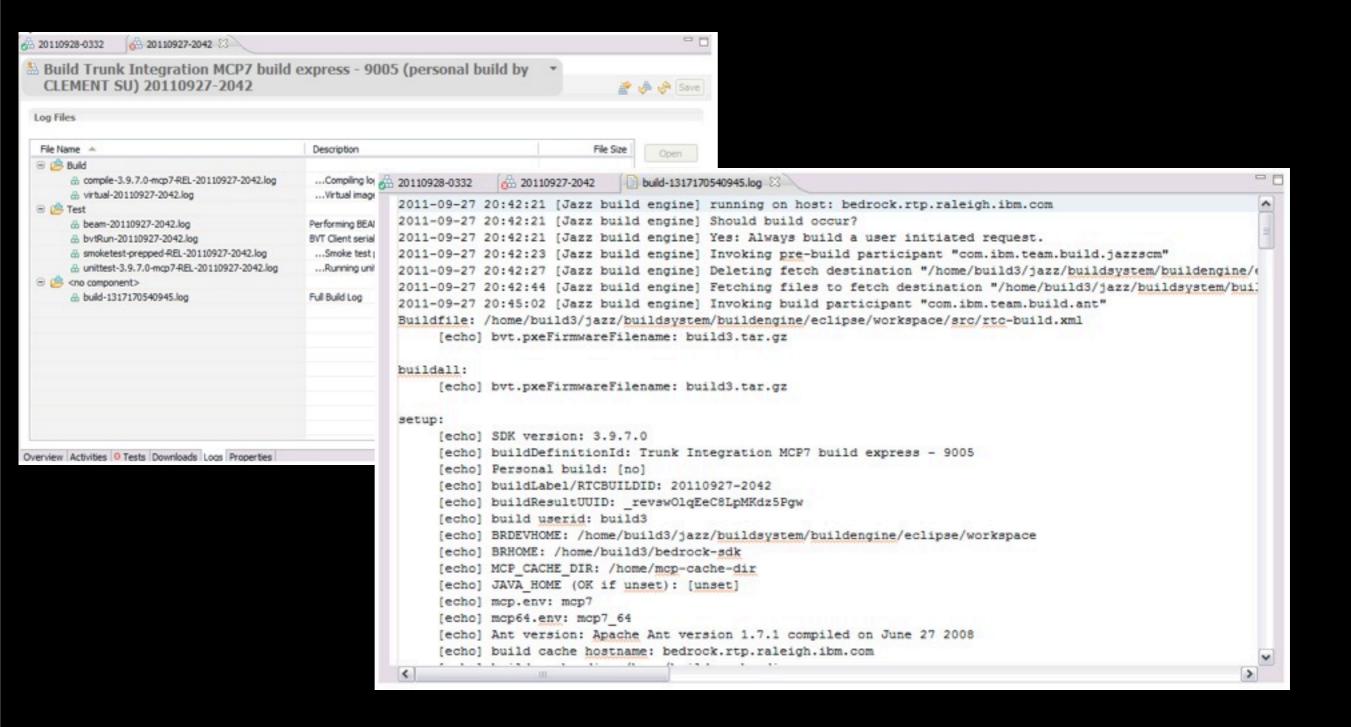
### Build Failed



### Failed Test Cases

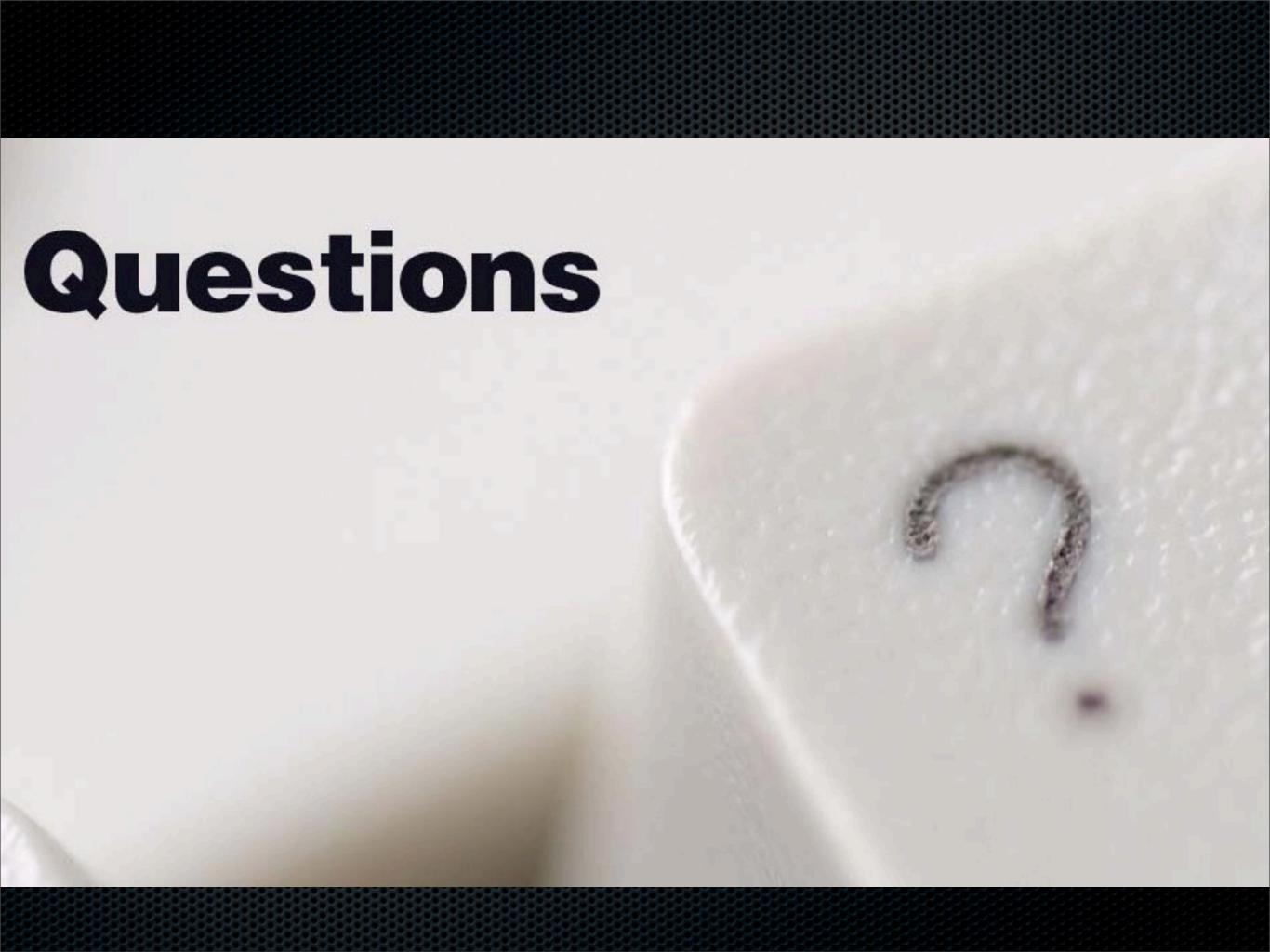


# Build Logs

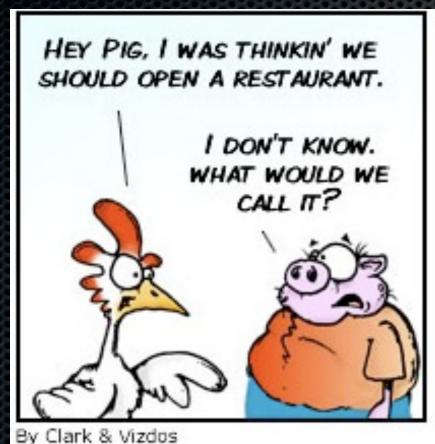


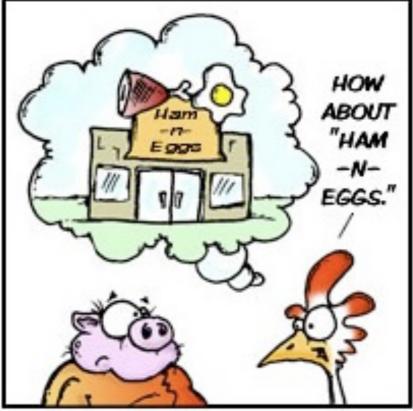
# Summary

- Before You Start your project
  - Decide the development process that works for your team
  - Identify the tools to use for team collaboration
    - Version Control, Issue Tracking, Information Sharing, Todo...
  - Identify your build tools, unit testing framework, and setup your continuous integration system.
  - Setup the development disciplines



#### Are You a Pig or a Chicken?







© 2006 implementingscrum.com

### Reference

Continuous Integration, from Martin
 Fowler

http://martinfowler.com/articles/continuousIntegration.html

Pro GIT

http://progit.org/book/