Software Development Practices

Jeffrey Liu 2013/10/09

Critical factors of Software Delivery



Team Collaboration

Continuous Integration

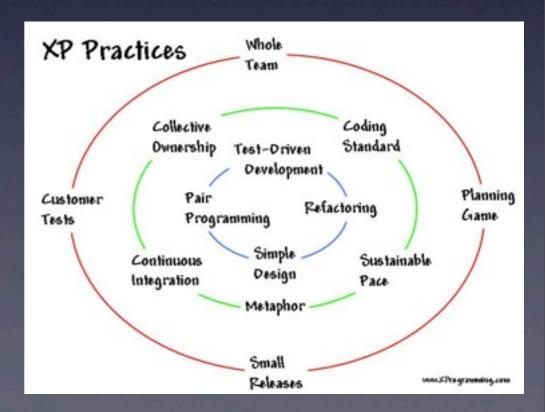
Issue Tracking

Agenda

- Part I : Agile Development Process
- Part 2 : Team Collaboration
- Part 3 : Continuous Integration
- Part 4 : IBM Experience

What I won't cover in this session

- Pair Programming
- Test-Driven Development
- Refactoring

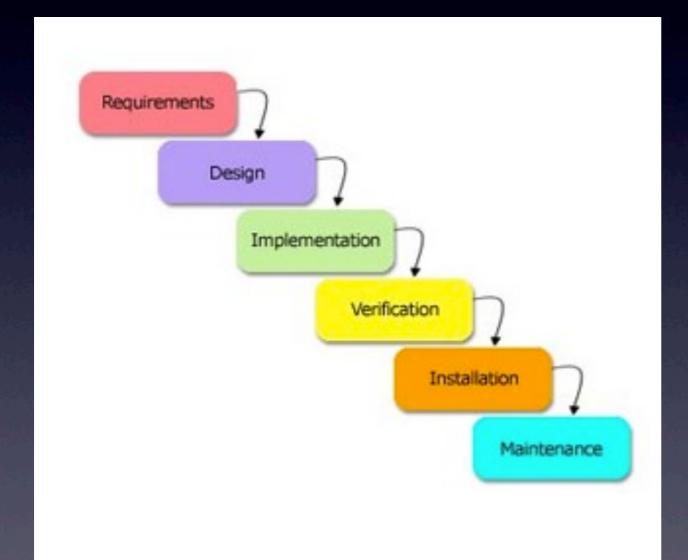


Agile Development Process

What is Agile ?

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What is the problem of waterfall development process



Risk Cost Satisfaction

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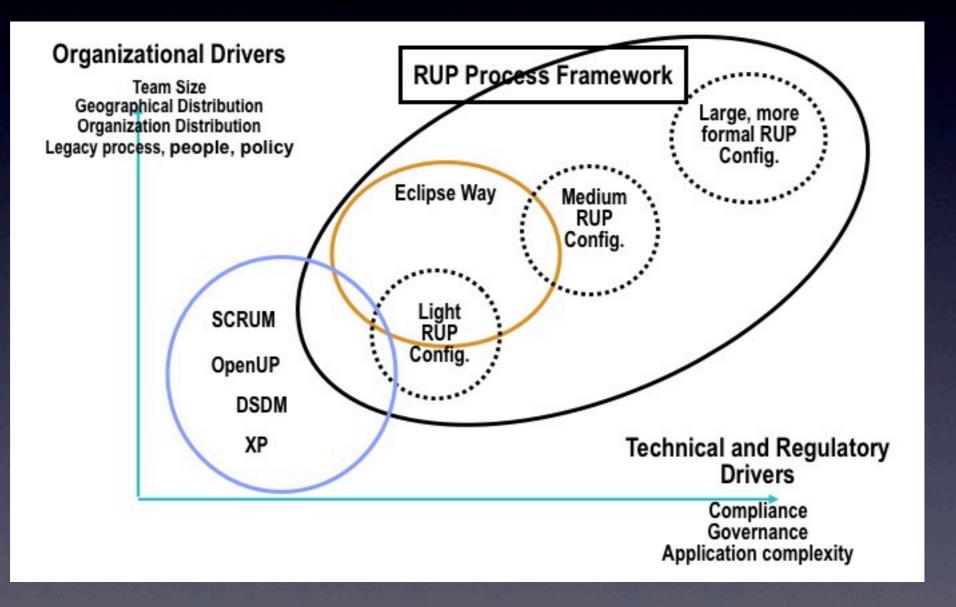
When to use waterfall development process ?

- When requirement and schedule are welldefined
- Quality is more important than cost
- The uncertainty of technology and external impacts are low

Agile in a Nutshell

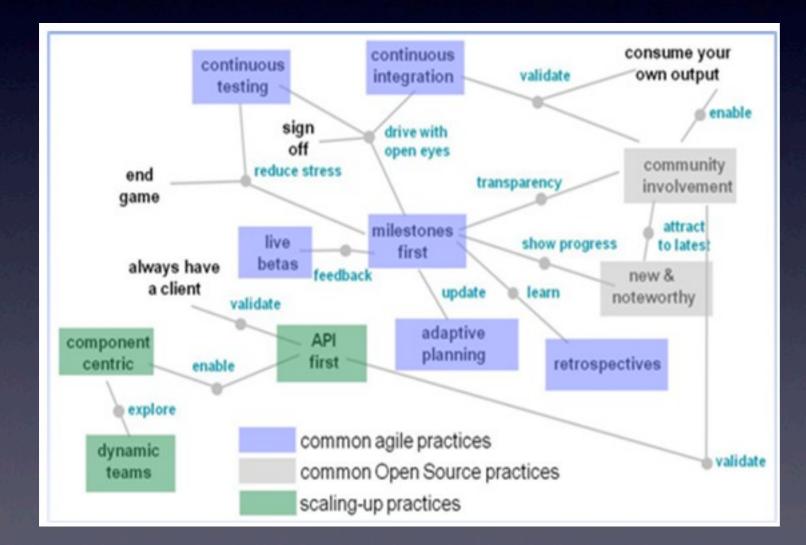
- Not just a set of methodologies
- Not just a set of practices
- It feels like a set of goals, principles, or values
 - Do what you need to do to leverage instead of resist changes
 - Reduce Risk
 - Communication, Feedback, Simplicity, Teamwork

Difference Dev Process for different needs



Eclipse Way

The Eclipse Way combines principles adopted from agile approaches



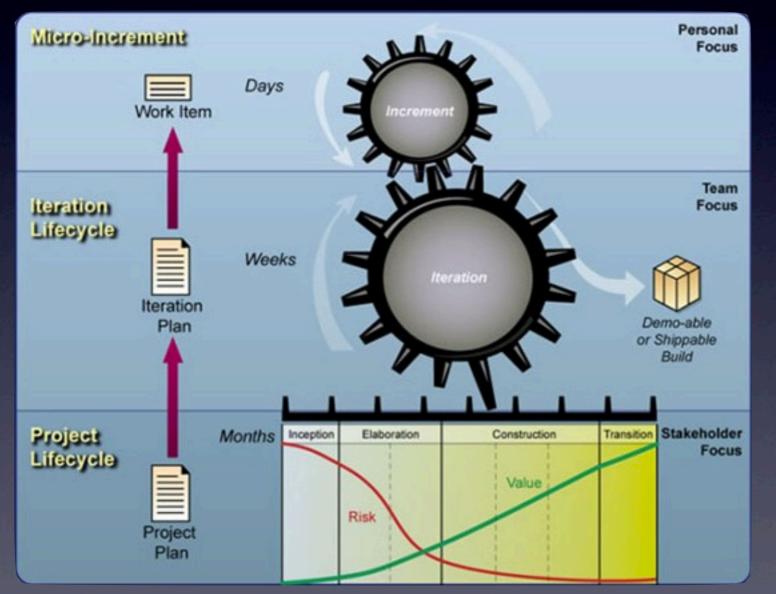
- 1 Continuous iterative and adaptive planning
- 2 Continuous design/refactoring
- 3 Continuous integration/testing
- 4 Continuous delivering/demos
- 5 Continuous feedback
- 6 Continuous learning
- 7 Continuous health

http://www.ibm.com/developerworks/rational/library/edge/08/jul08/vanVelzen/

OpenUP

OpenUp structures the project lifecycle into four phase iterations:

Inception, Elaboration, Construction, and Transition



Core Principles

Collaborate to align interests and share understanding

Balance competing priorities to maximize stakeholder value

Focus on the architecture early to minimize risks and organize development.

Evolve to continuously obtain feedback and improve

http://www.eclipse.org/epf/general/OpenUP.pdf

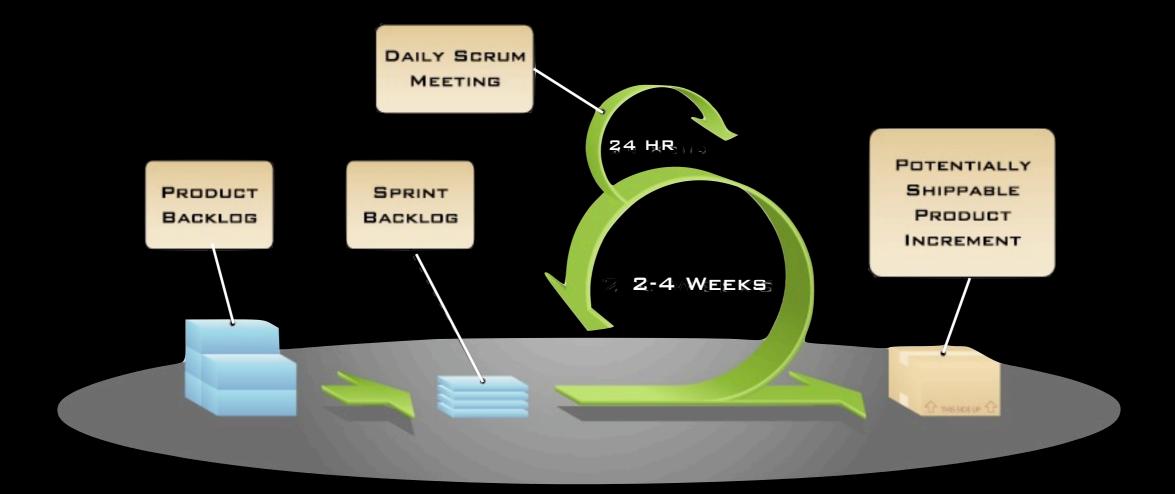
Agile Development with Scrum

What is 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



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't 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

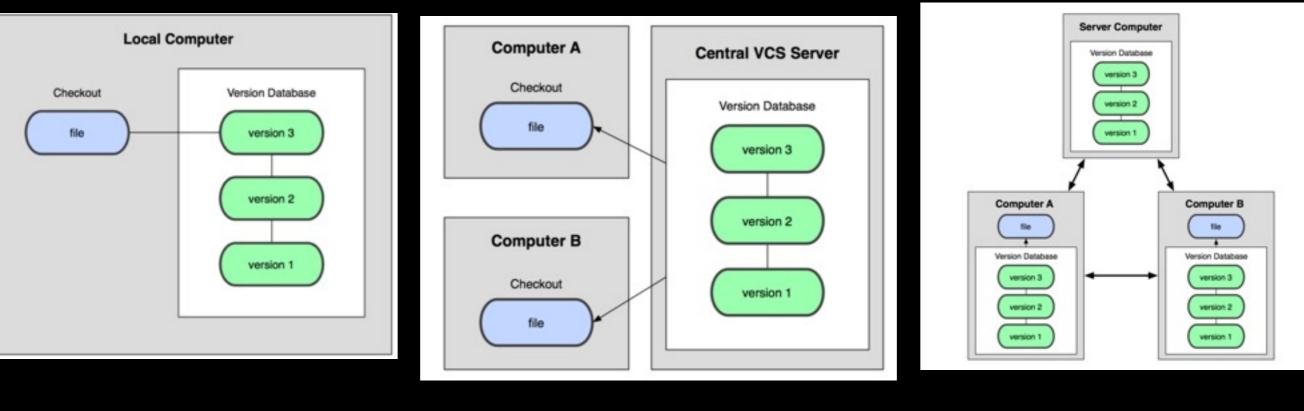
Version Control

- Tools available
 - CVS
 - Subversion
 - GIT

. . .

- Mercurial
- ClearCase

Different Topologies

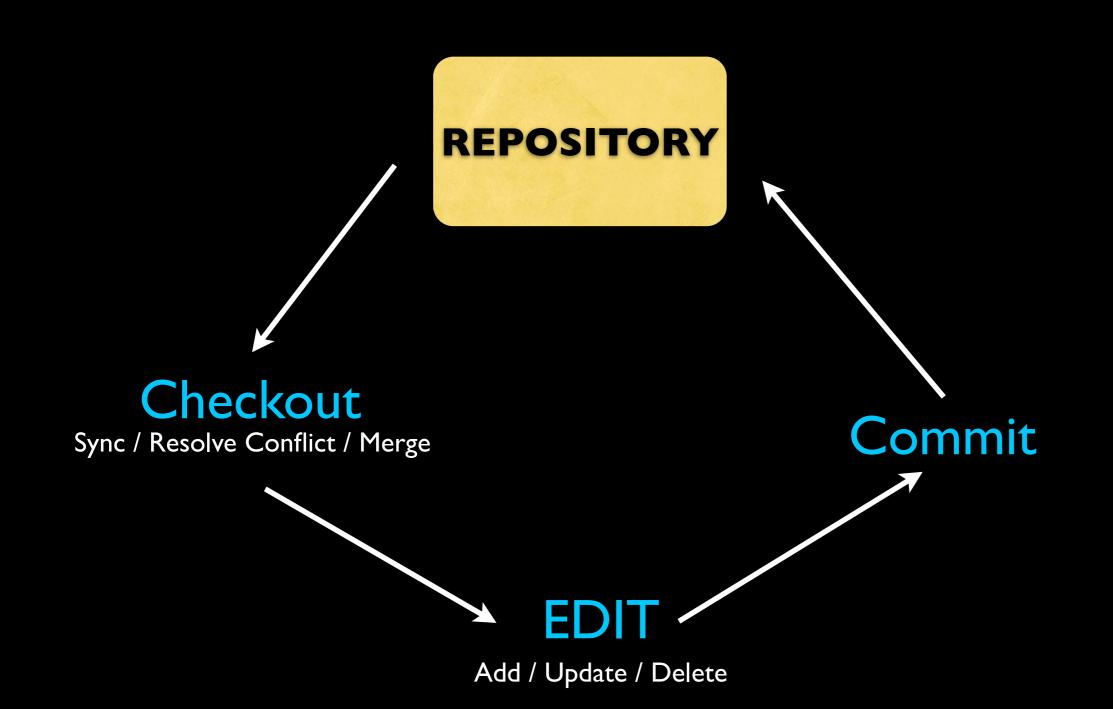


Local

Centralized

Distributed

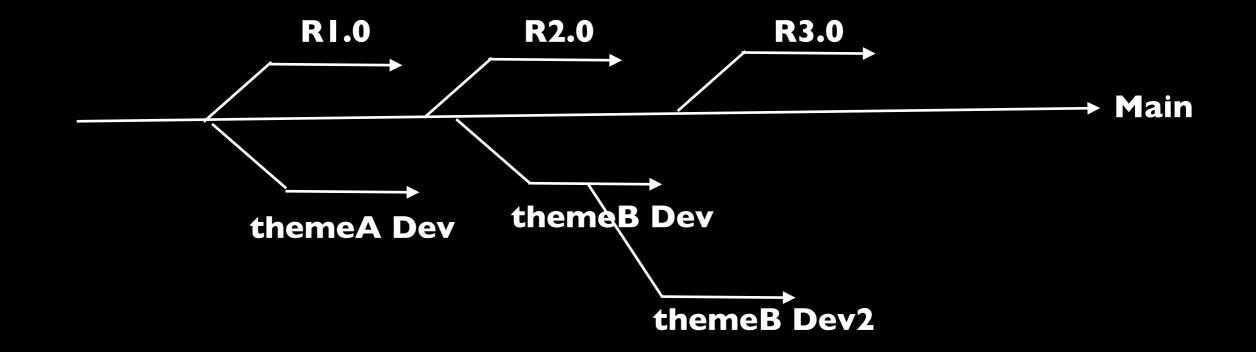
Common Usage Pattern



Basic Principles

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

Common Branching Strategies



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





Profile

Availability

Preference

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Team Members Development Line Process





Teams

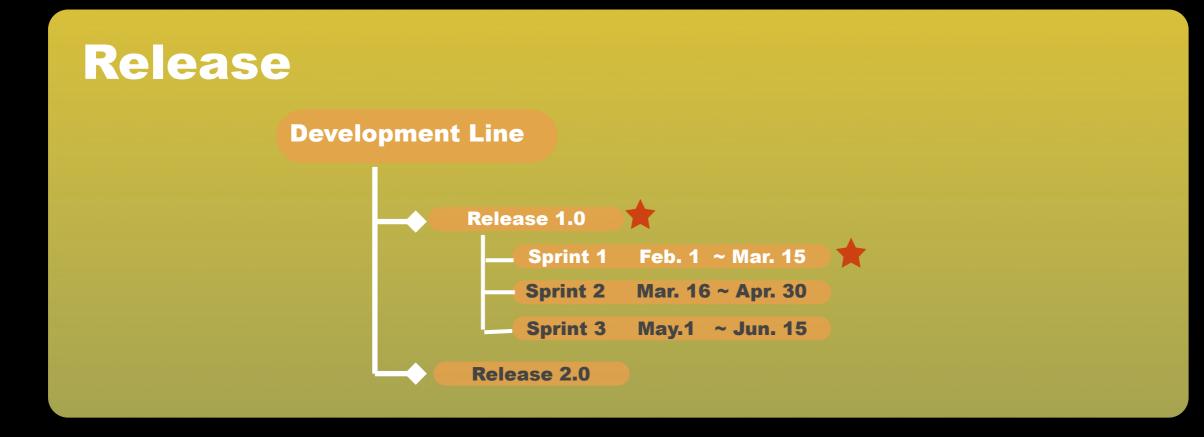
Release



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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

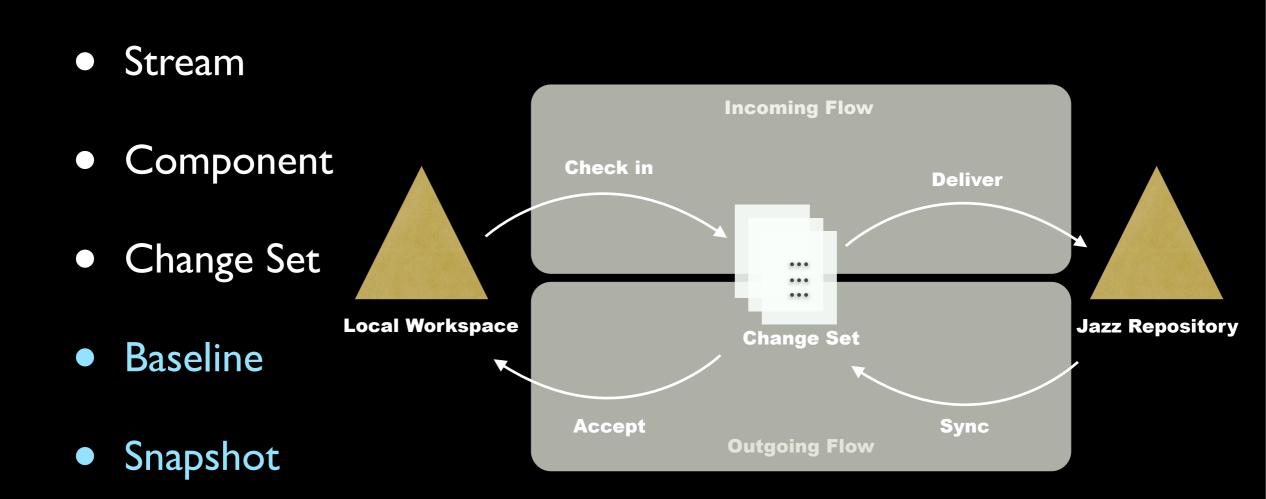


WORK ITEM

- 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

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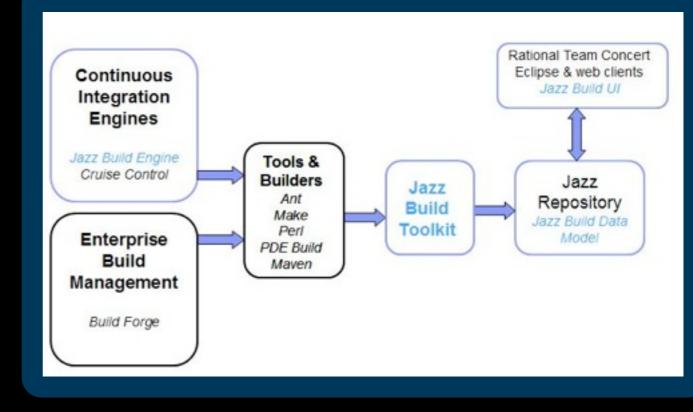
VERSION CONTROL



CONTINUOUS INTEGRATION

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

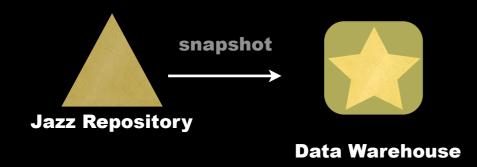
Jazz Build Engine





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

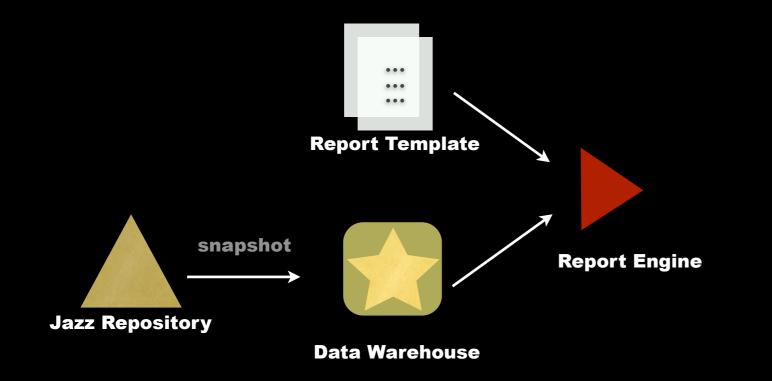
A data warehouse is a storage facility for read-only, historical and aggregated data.





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

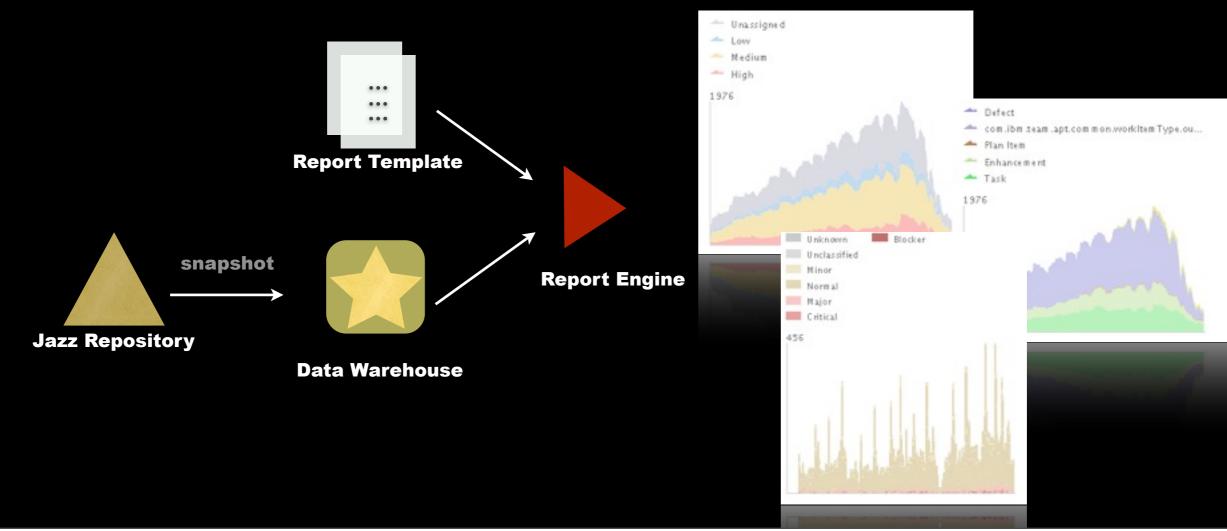
A data warehouse is a storage facility for read-only, historical and aggregated data.



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.



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Estimated: 100%

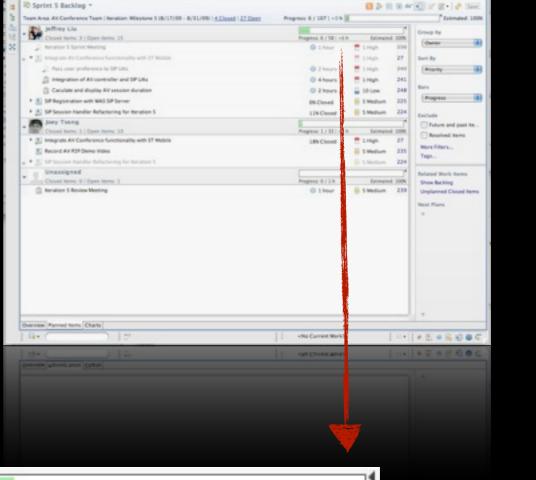
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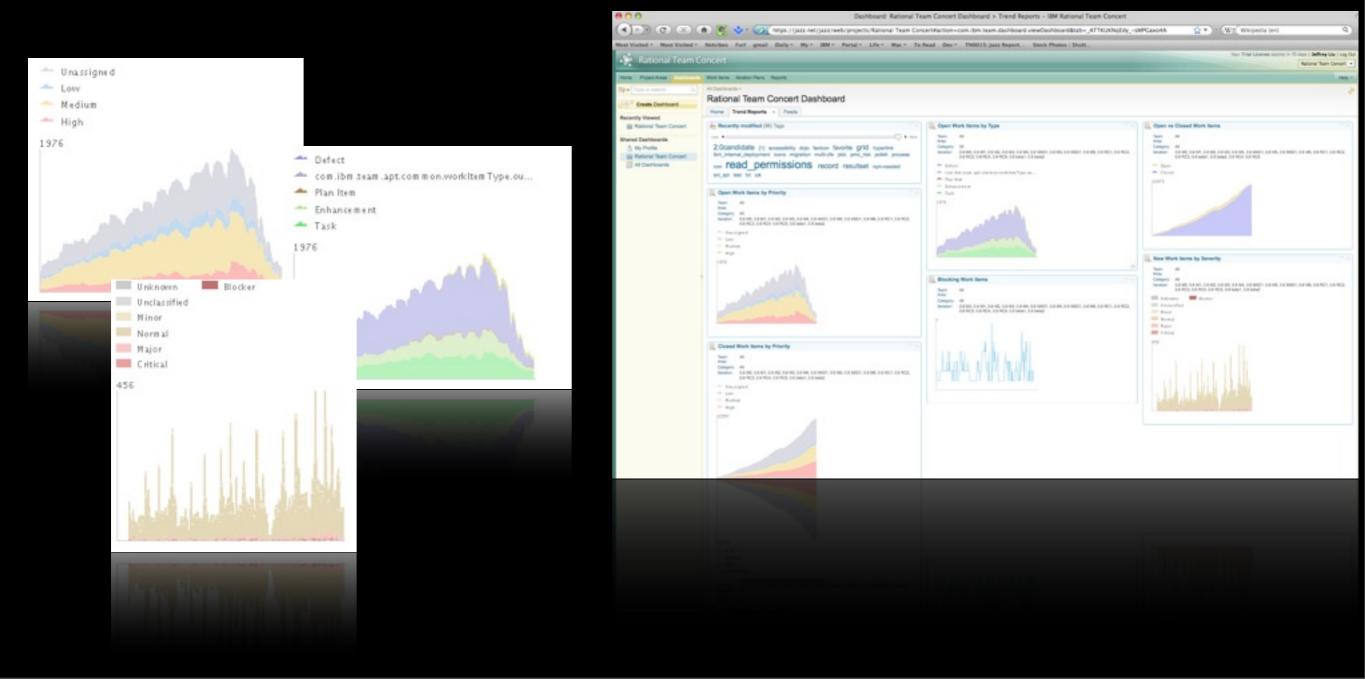


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Progress: 6 / 58 | +6 h Estimated: 100%

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

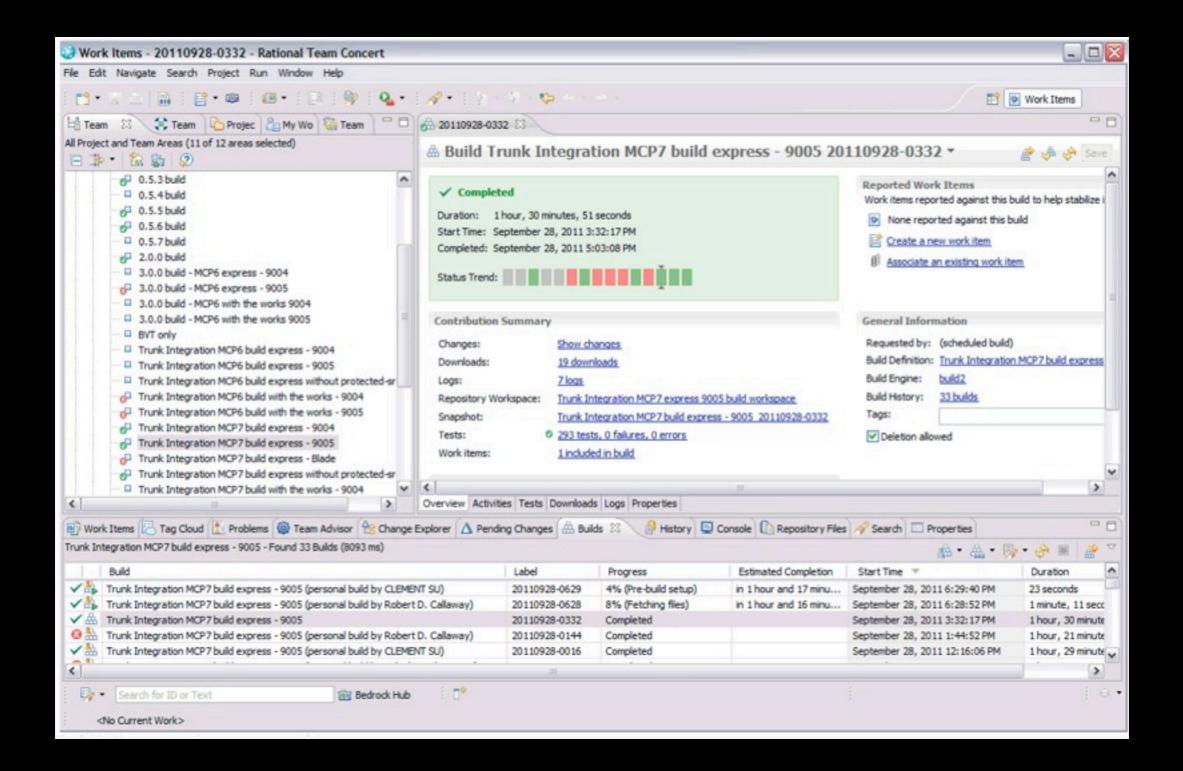
Introduction to CruiseControl

- An open-sourced CI framework for continuous build process
- Supports most of the version control systems (Subversion, Perforce ...)
- Supports many build tools (ANT, Maven)
- Support UT frameworks (e.g.) Latest Builds ion: 7 minutes 40 seconds 7 minutes ago build.9 44 minutes ago build.8 Various notification delivery channels (RSS, email, about 17 hours ago build.7 B about 17 hours ago Blogs) Modifications about 18 hours ago build.6 bestfriendchris [Chris & Gao Li] Fixed issue with queued inactive status. about 18 hours ago build.5 [rev. 3847] #/branches/cce/cruisecontrol/reporting/dashboard/jsunit/tests/json_to_css_test.html [rev. 3847] //branches/cce/cruisecontrol/reporting/dashboard/webapp/javascripts/json_to_css.js about 19 hours ago build.4
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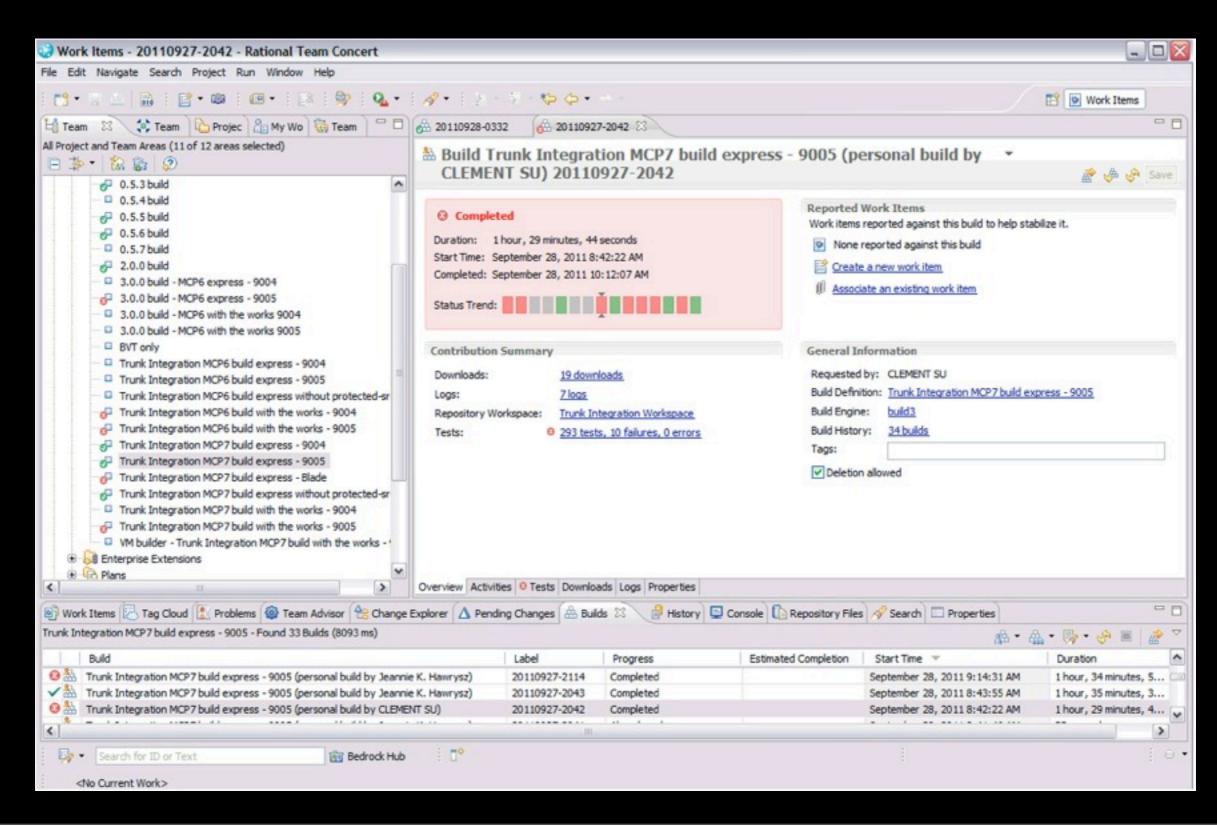
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RTC Build History



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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

Questions

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