#### Software Development Practices

#### Jeffrey Liu 2013/10/09

#### Critical factors of Software Delivery



#### Team Collaboration

Continuous Integration

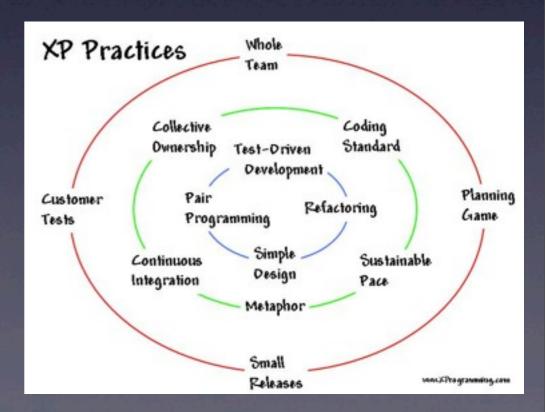
#### Issue Tracking

### 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

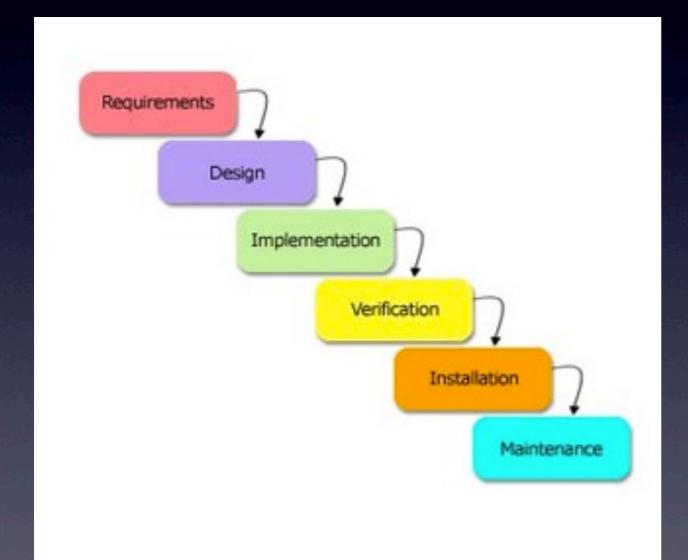


### Agile Development Process

What is Agile ?

Wednesday, October 9, 13

## What is the problem of waterfall development process



# Risk Cost Satisfaction

Wednesday, October 9, 13

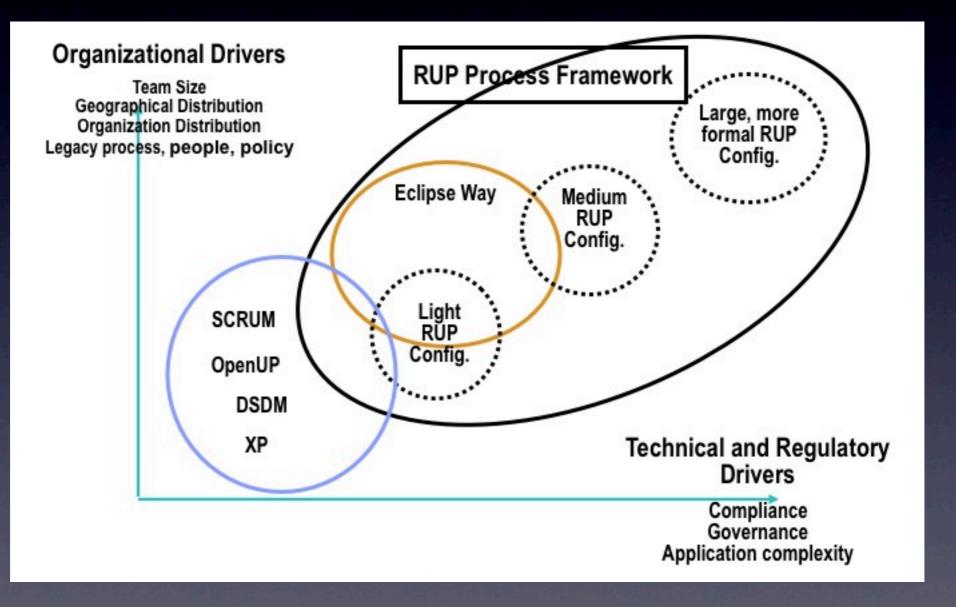
# When to use waterfall development process ?

- 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

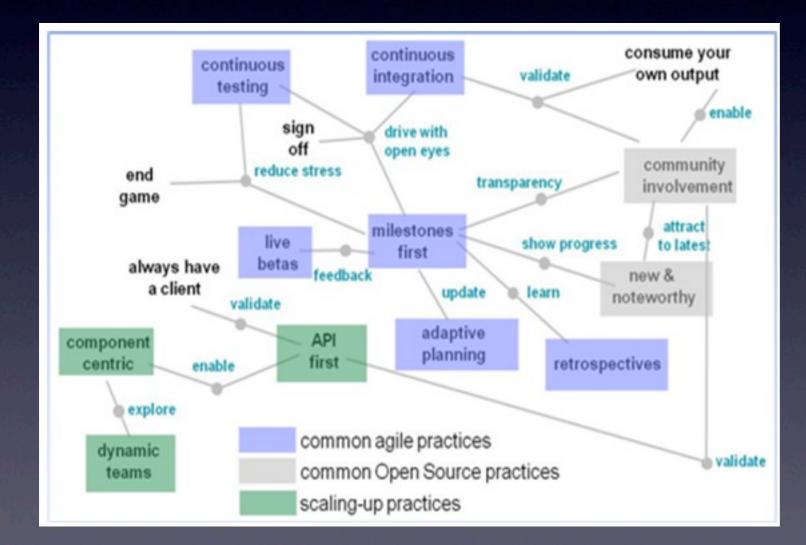
- Not just a set of methodologies
- Not just a set of practices
- It feels like a set of goals, principles, or values
  - Do what you need to do to leverage instead of resist changes
  - Reduce Risk
  - Communication, Feedback, Simplicity, Teamwork

#### Difference Dev Process for different needs



### Eclipse Way

The Eclipse Way combines principles adopted from agile approaches



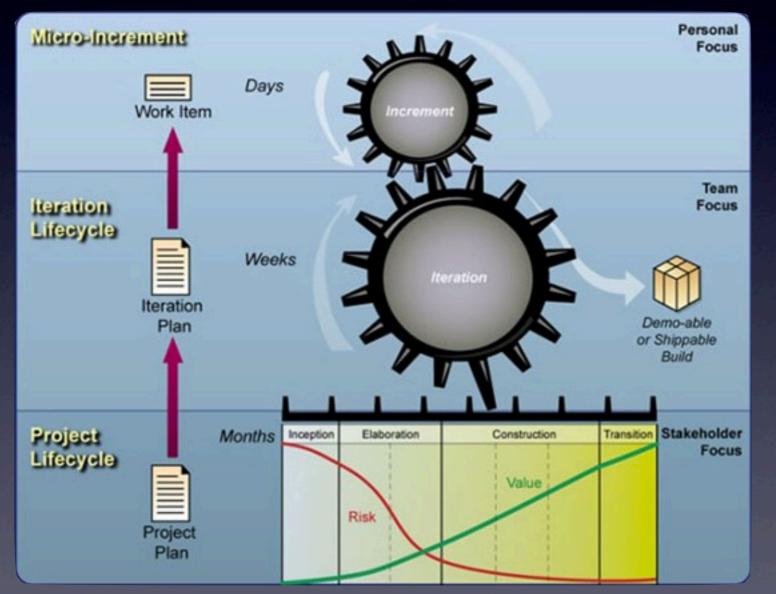
- 1 Continuous iterative and adaptive planning
- 2 Continuous design/refactoring
- 3 Continuous integration/testing
- 4 Continuous delivering/demos
- 5 Continuous feedback
- 6 Continuous learning
- 7 Continuous health

#### 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

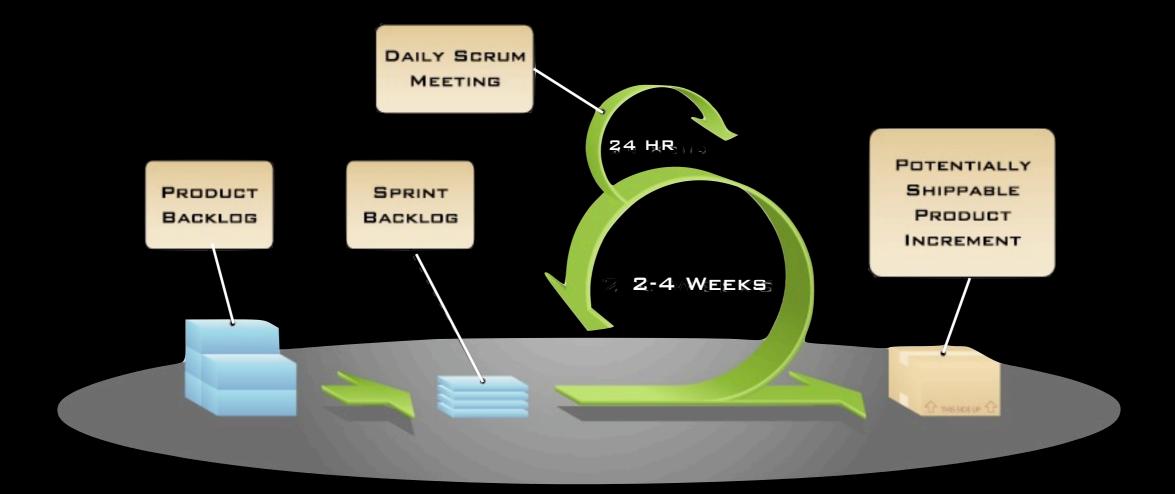
### Agile Development with Scrum

#### 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

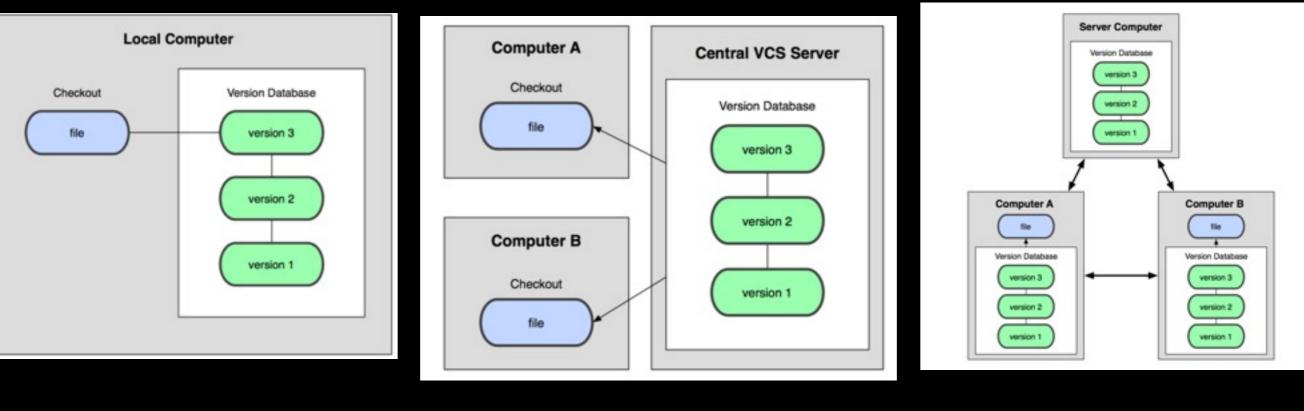
### Version Control

- Tools available
  - CVS
  - Subversion
  - GIT

. . .

- Mercurial
- ClearCase

### Different Topologies

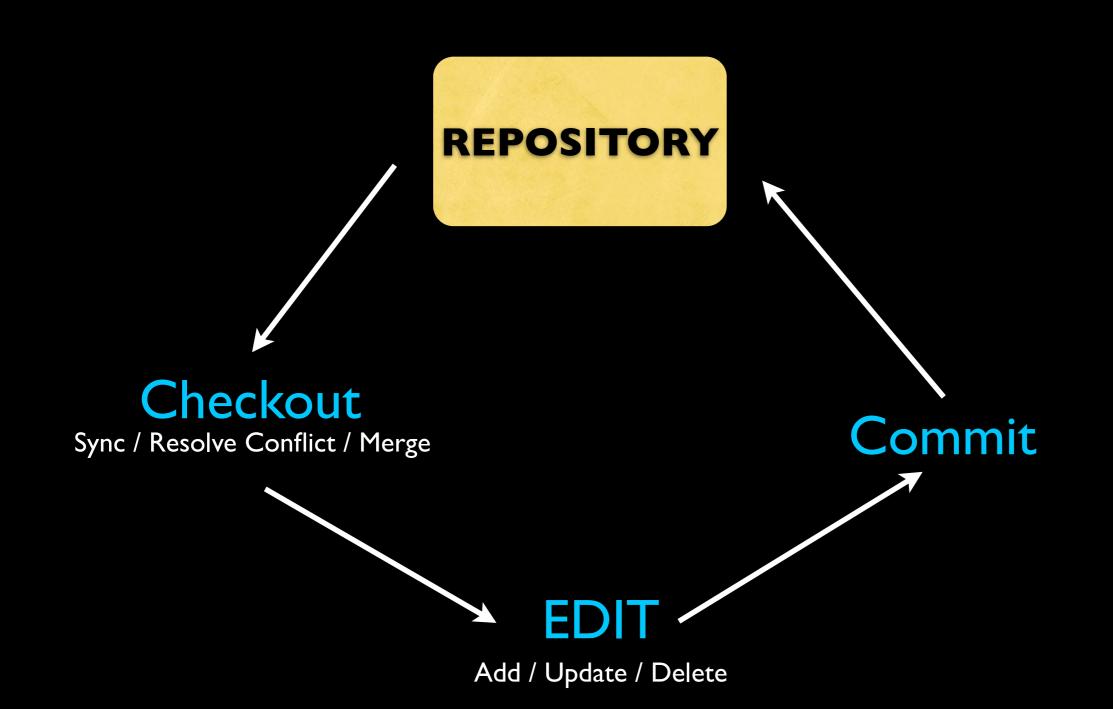


Local

Centralized

#### Distributed

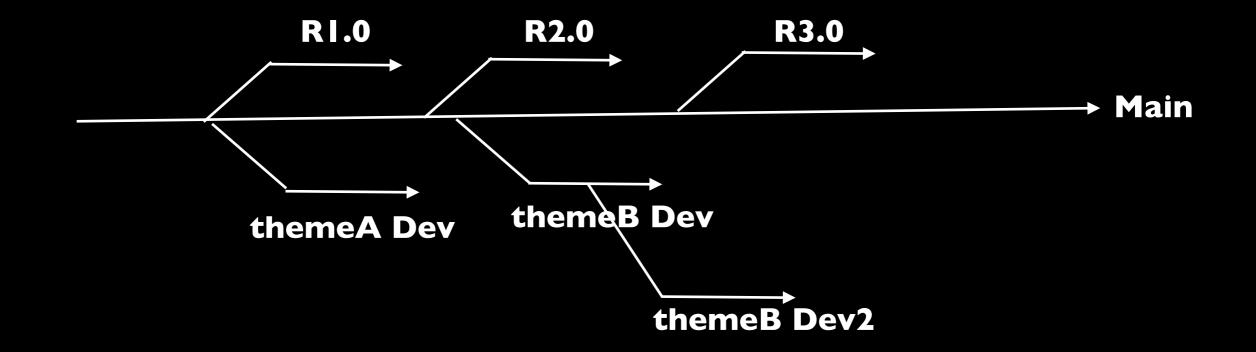
### Common Usage Pattern



### 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

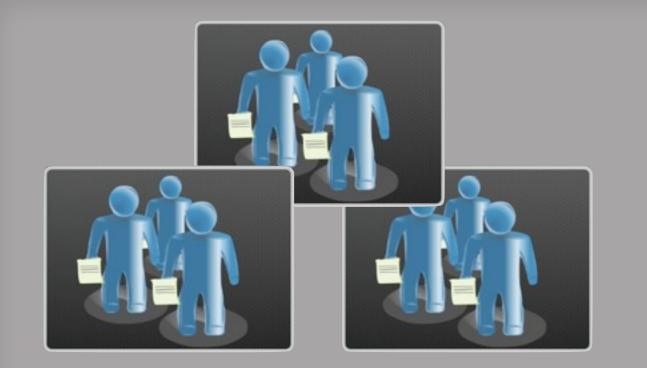
Wednesday, October 9, 13





### Team Members Development Line Process





#### Teams

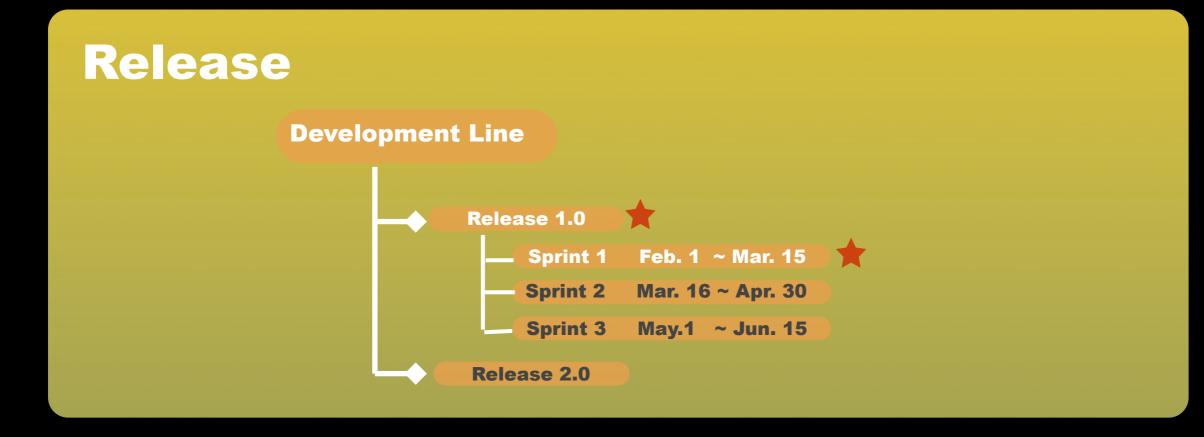
#### Release



Wednesday, October 9, 13

#### 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

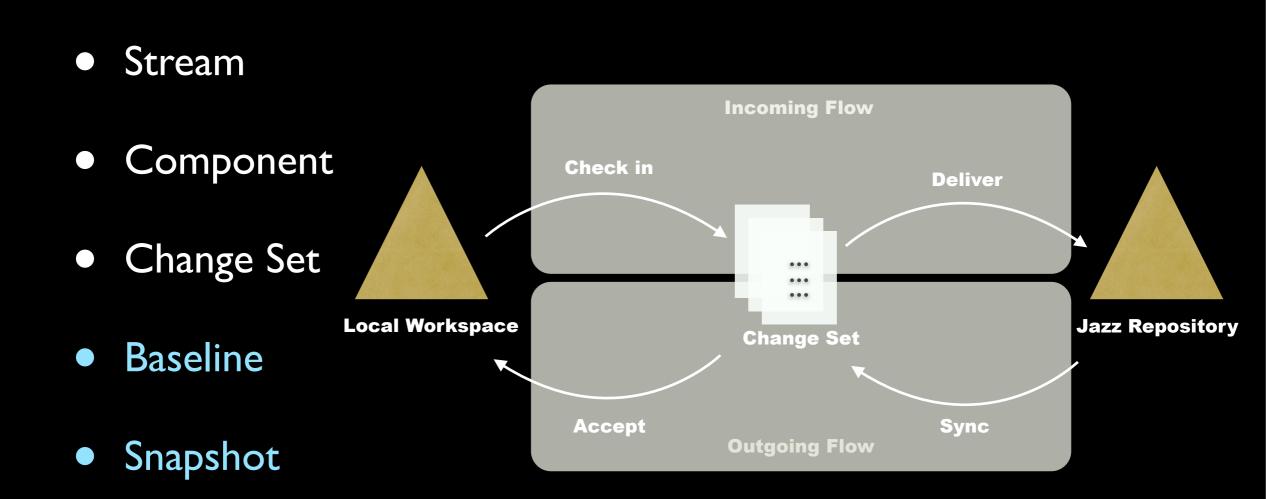


#### **WORK ITEM**

- 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

📼 4.4 m1 Apr 19, 2008	8 - May 19, 2008	3							
Name	Team Area	Progress							
JUnit Plan	JUnit Team	79 / 79   - h	No Open Work Estimated			0%			
🚥 4.4 m2 May 19, 200	8 - Jun 18, 200	8							
Name	Team Area	Progress							
JUnit Plan	JUnit Team	13 / 186   -47 h				75%			
						Bill Cassavelli			
Name	Team Area	Progress		•	1	Closed Items: 8   Open Items: 0	Progress: 25 /	25 I - h	Estimated: -
JUnit Release Plan	JUnit Team	0 / 0 h		-	-	Jason Mitchell Closed Items: 1   Open Items: 0	Progress: 0 / 0	0   - h	Estimated: -
			-	0	Markus Kent		No Open Work Estimated		
JUnit Release Plan	JUnit Team	0 \ 0 V		- I	-	Closed Items: 13   Open Items: 1	Progress: 64 /	54   - h	Estimated: 0%
				•	Closed Items: 13   Open Items: 1				Estimated: 0%

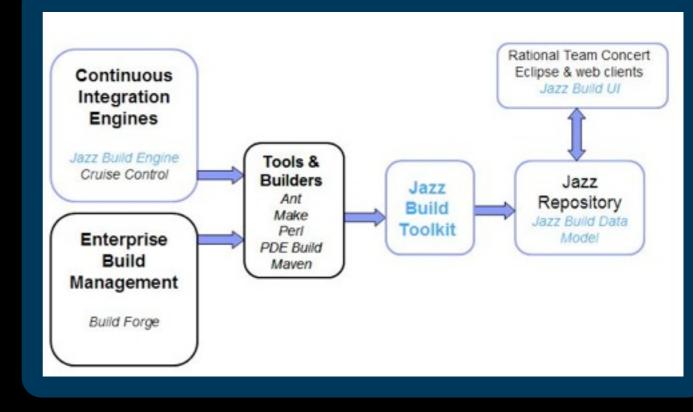
#### **VERSION CONTROL**



#### **CONTINUOUS INTEGRATION**

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

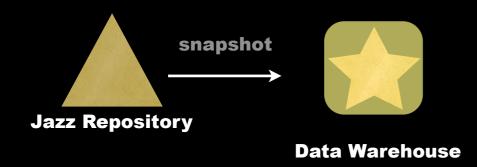
#### **Jazz Build Engine**





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

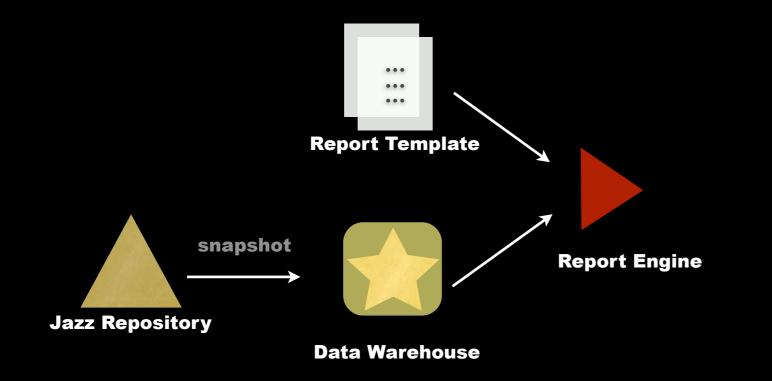
A data warehouse is a storage facility for read-only, historical and aggregated data.





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

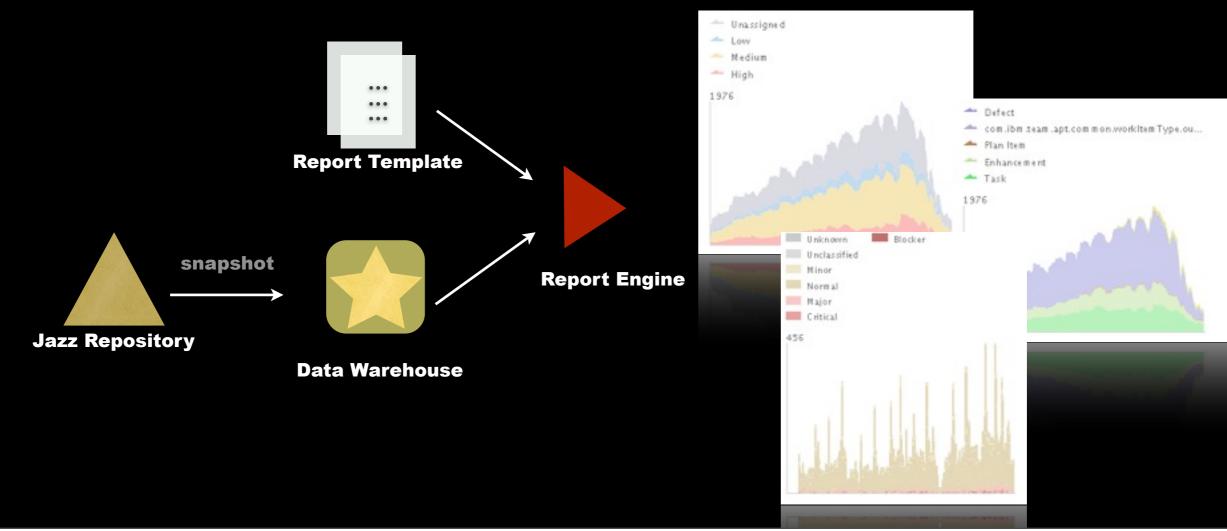
A data warehouse is a storage facility for read-only, historical and aggregated data.



#### 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.



Load: 52 / 72 | +20 h

Estimated: 100%

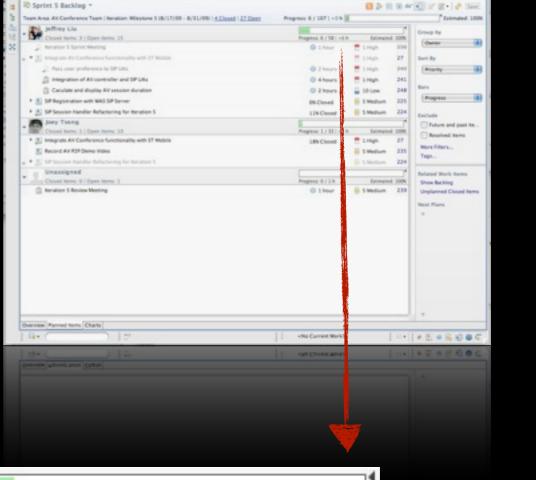
#### Work Load

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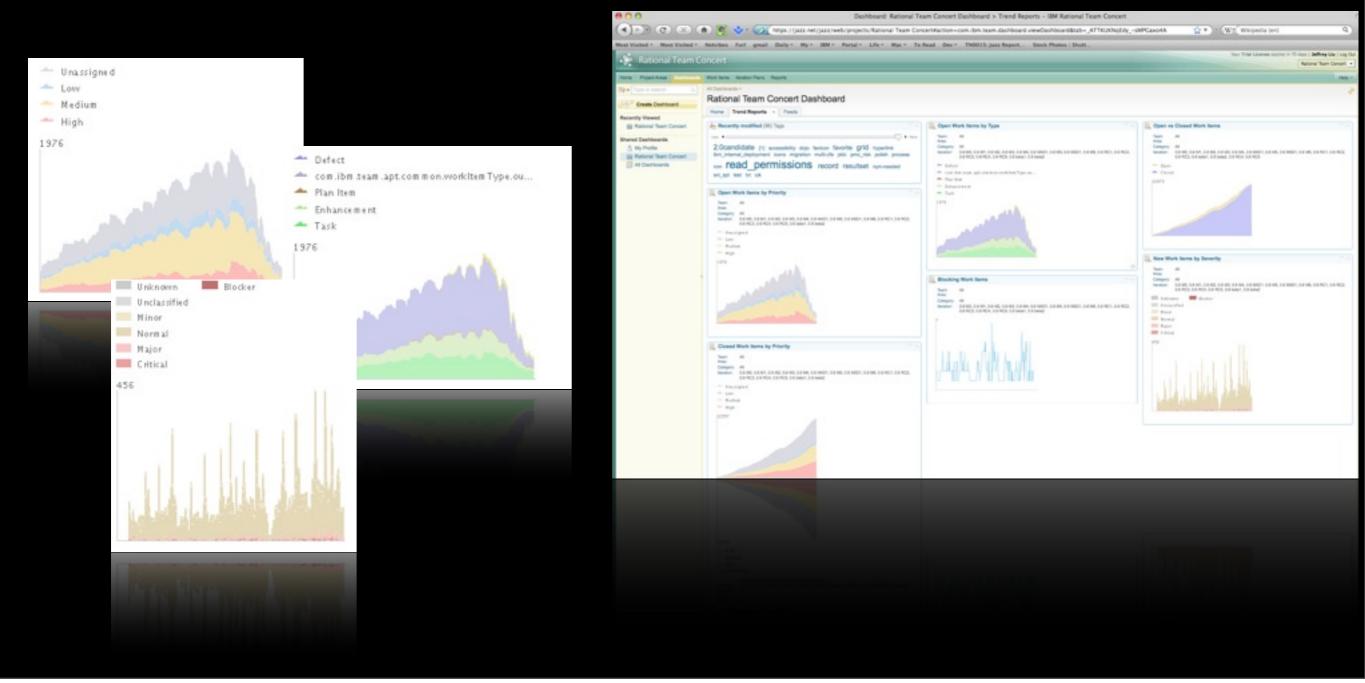


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Progress: 6 / 58 | +6 h Estimated: 100%

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

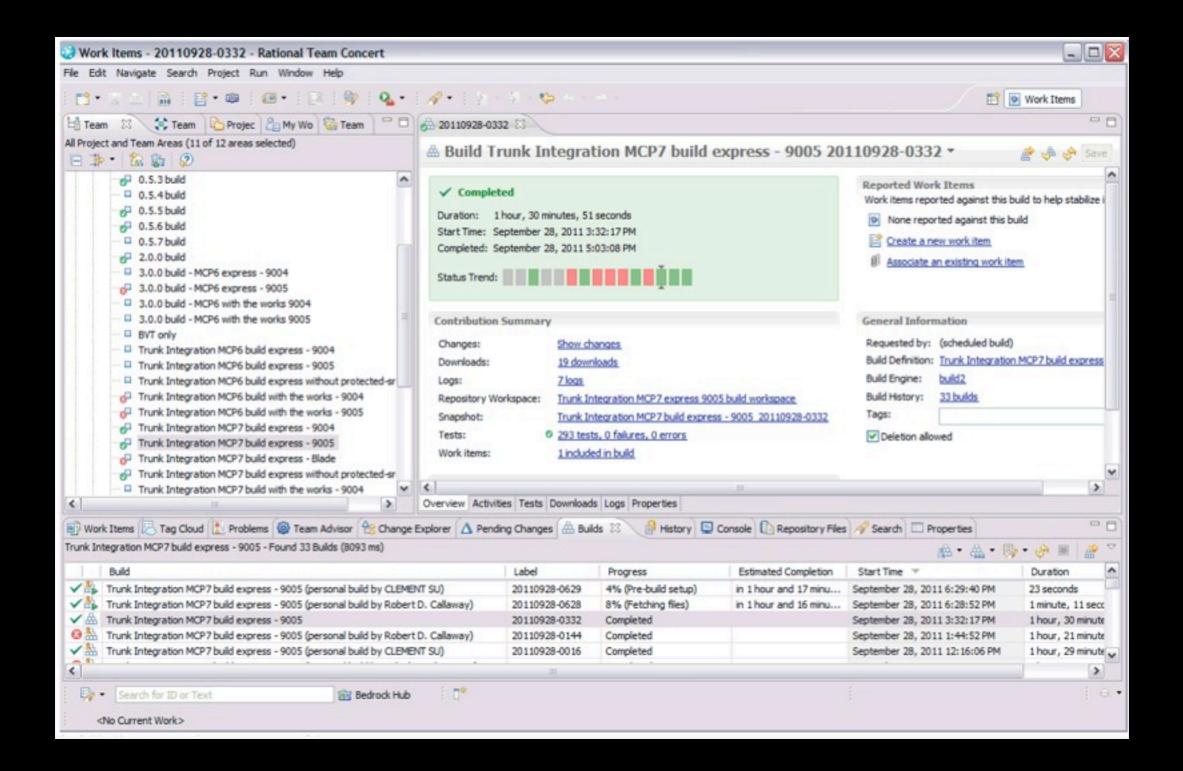
### Introduction to CruiseControl

- 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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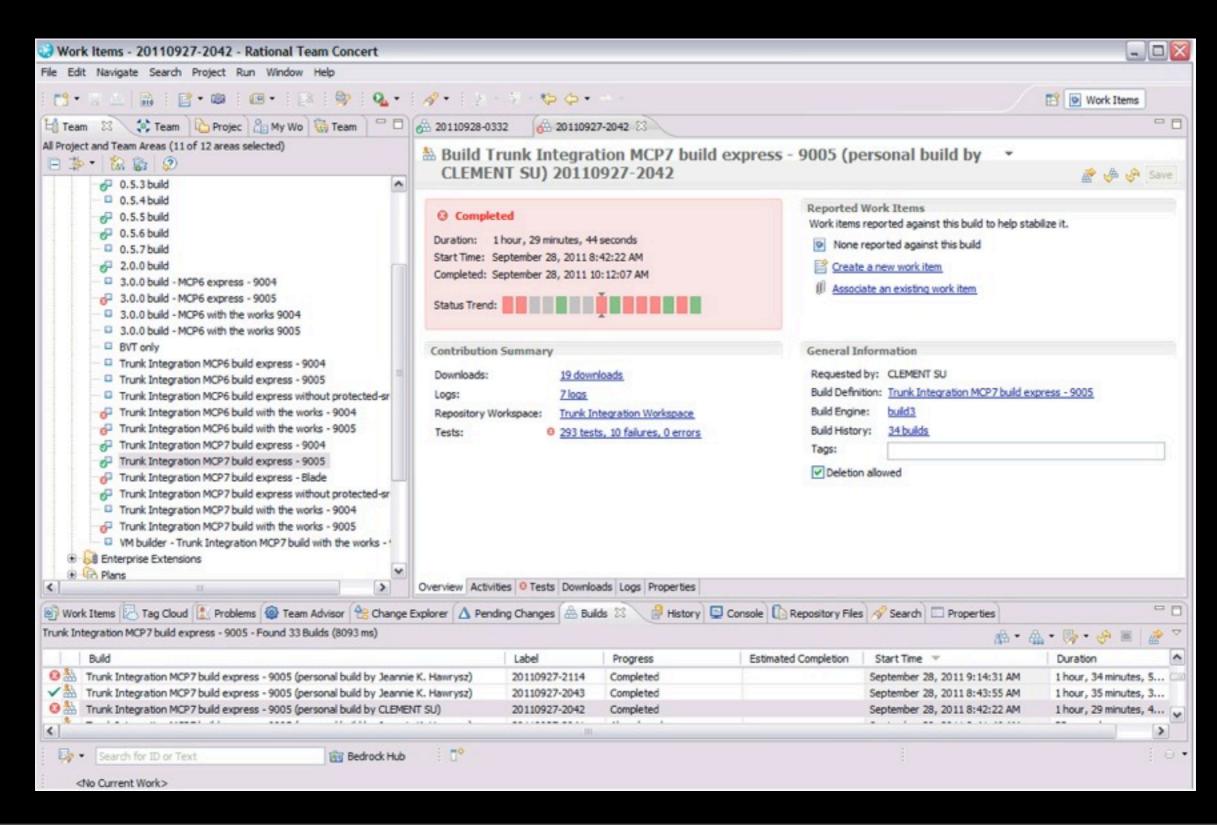
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#### **RTC Build History**



### Build Failed



## Failed Test Cases

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Overview Activities @ Tests Downloads Logs Properties

# Build Logs

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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

Wednesday, October 9, 13