Software Development Practices

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Software Development is about ...

Critical factors of Software Delivery

Project Management

Team Collaboration

Continuous Integration

Issue Tracking

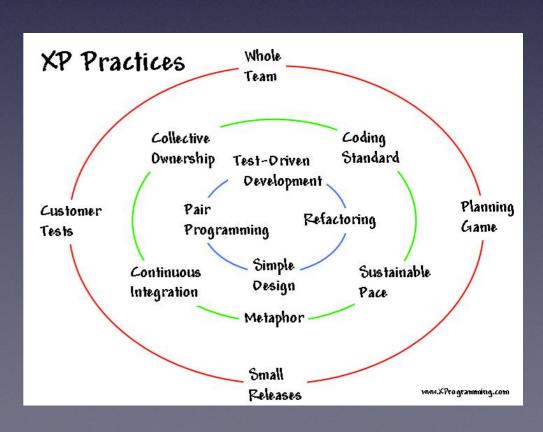
Agenda

- 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

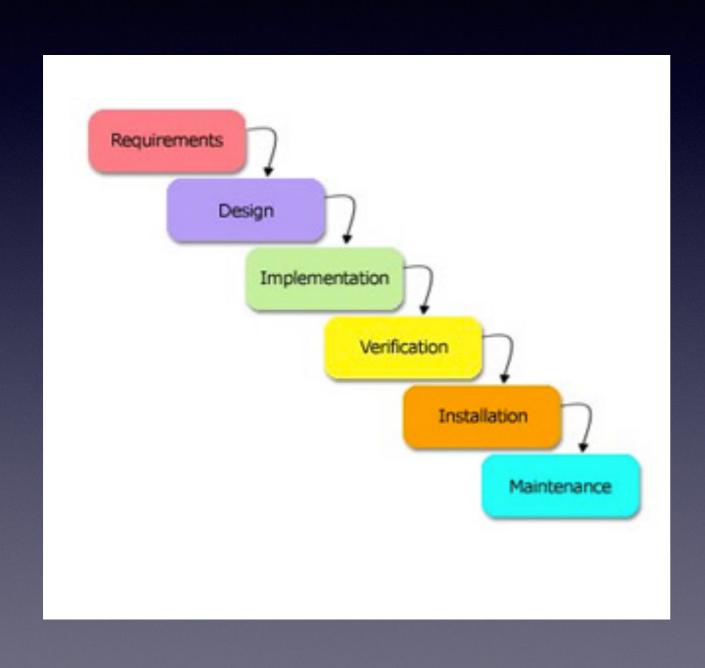
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Agile Development Process

What is Agile?

What is the problem of waterfall development process



- Risk
- Cost
- Satisfaction

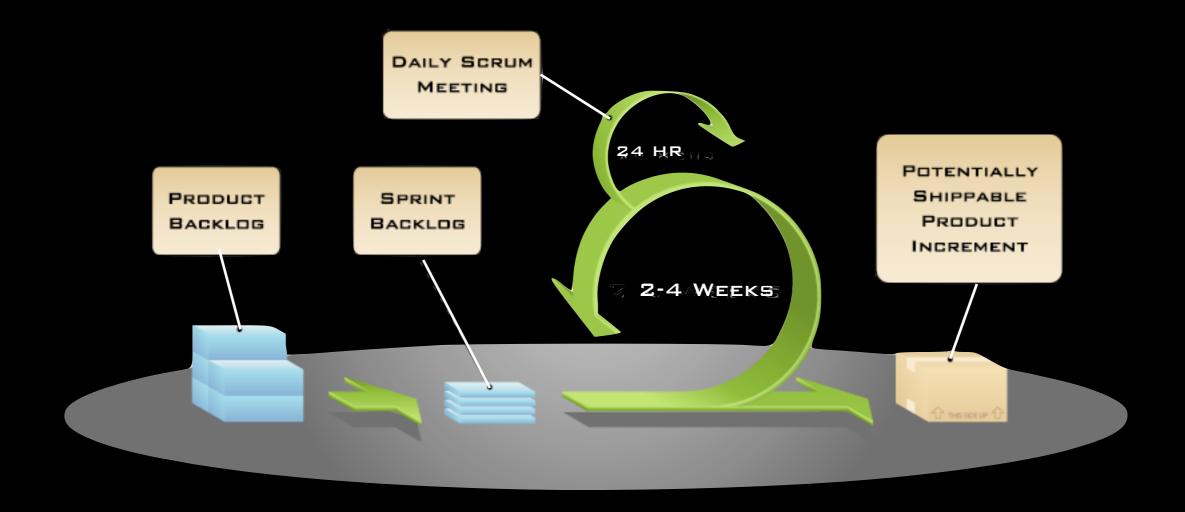
When to use waterfall development process?

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

Agile in a Nutshell

- Not just a set of methodologies
- 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

Agile Development with Scrum



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

Version Control

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

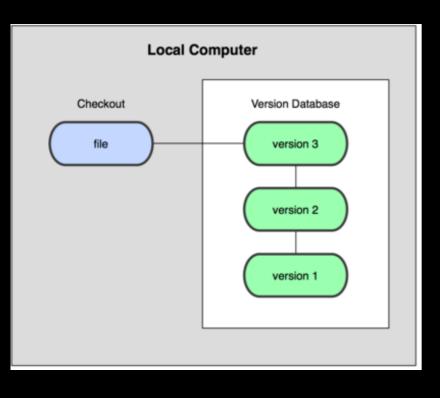
It is the very first thing you need to start a project

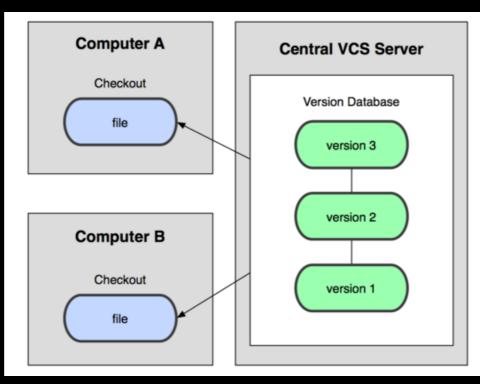
Version Control

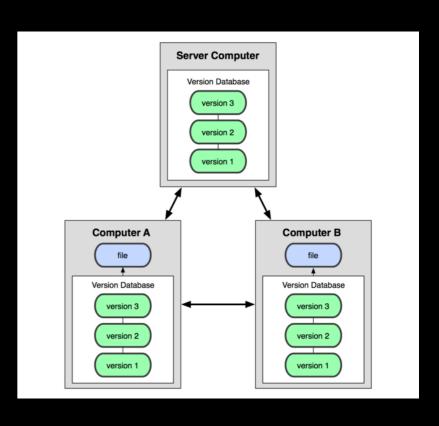
- Tools available
 - CVS
 - Subversion
 - GIT
 - Mercurial
 - ClearCase

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Different Topologies





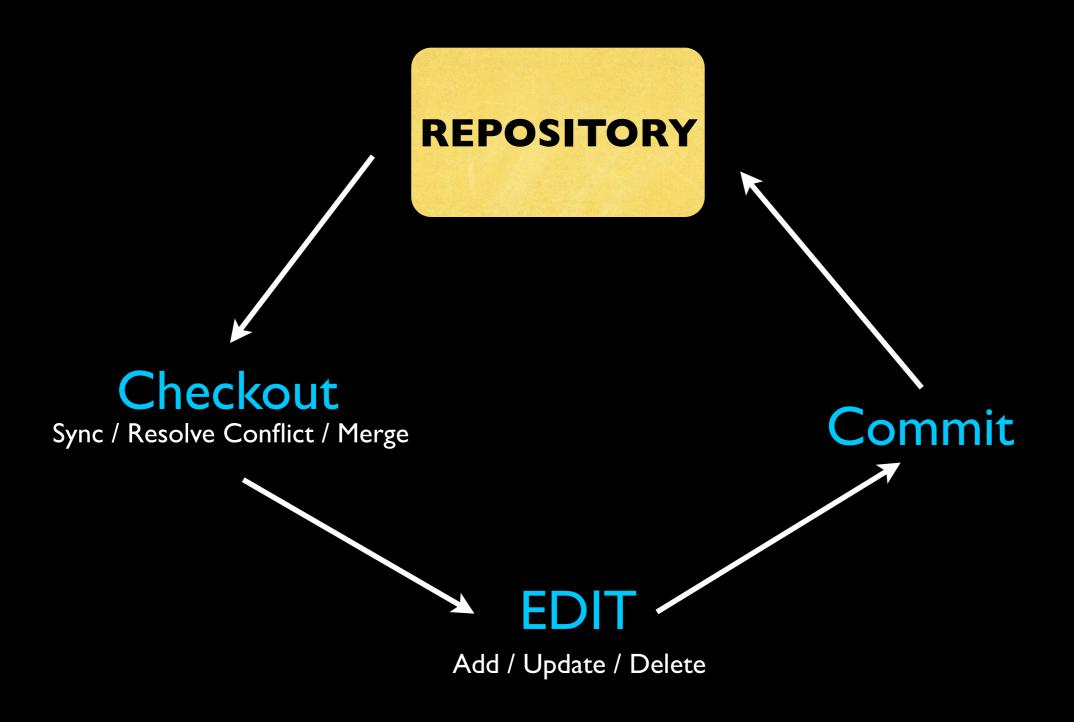


Local

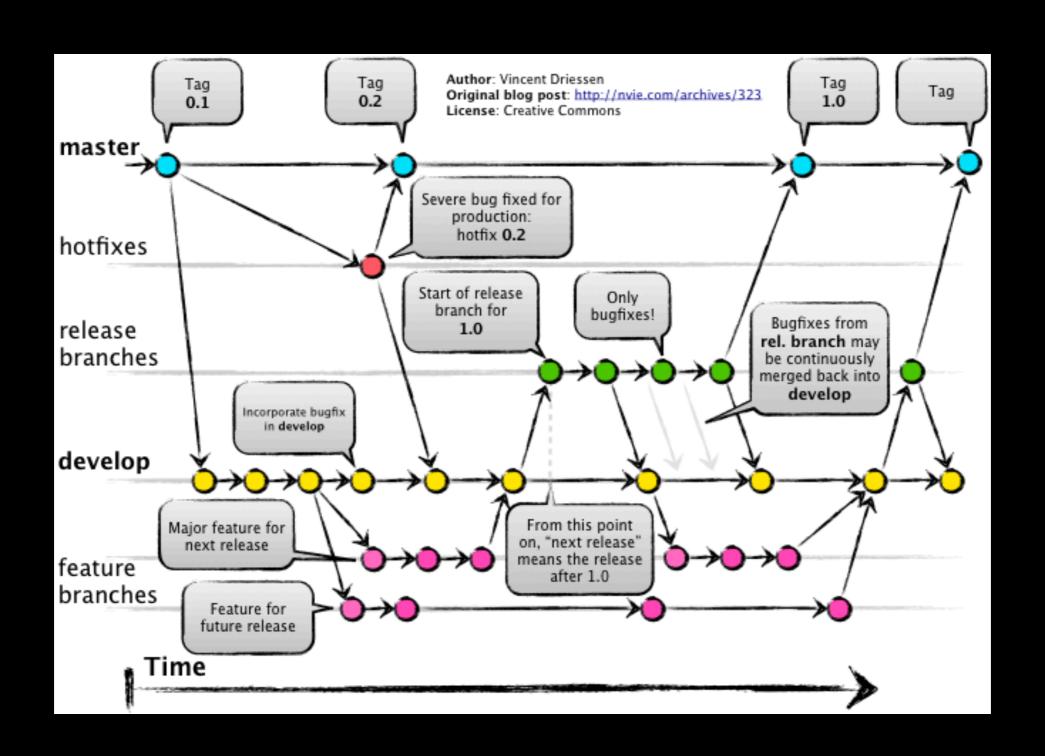
Centralized

Distributed

Common Usage Pattern



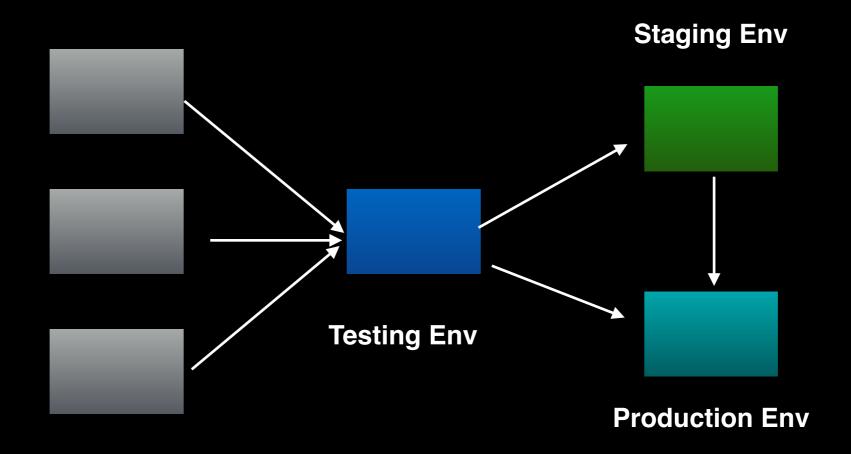
Git Flow Best Practices



Basic Principles

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

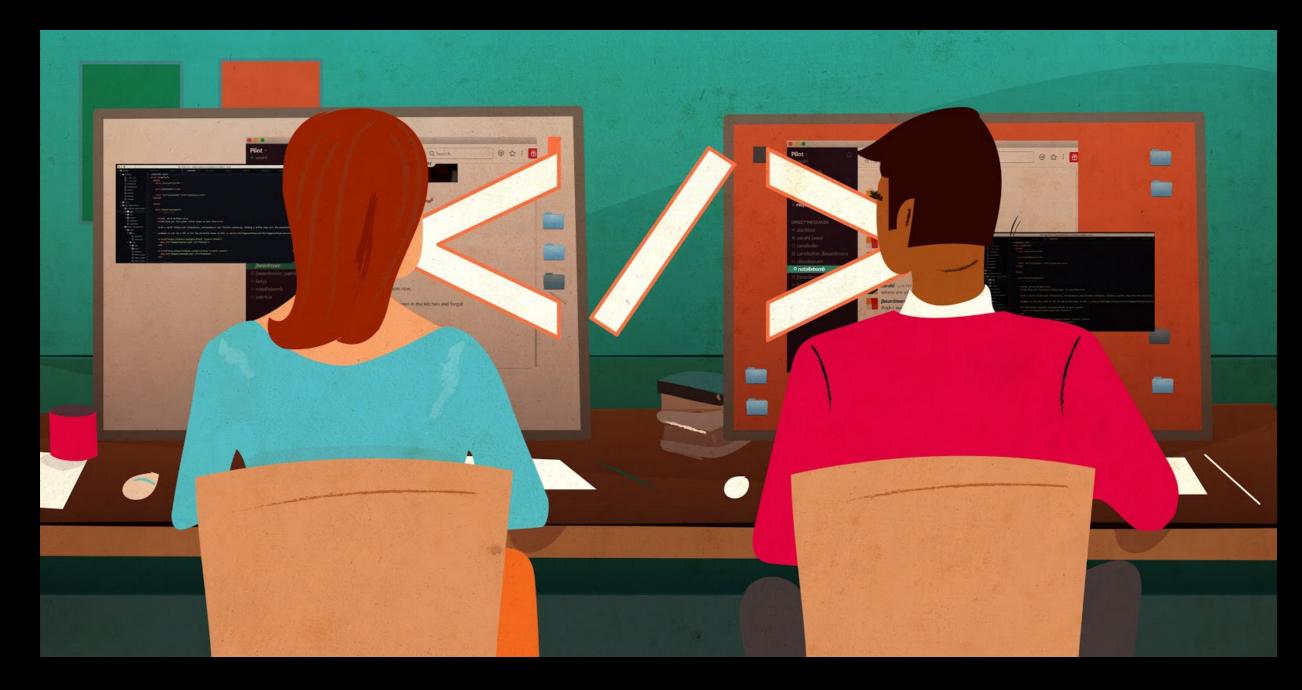
Environment Practices



Development Env

Communication

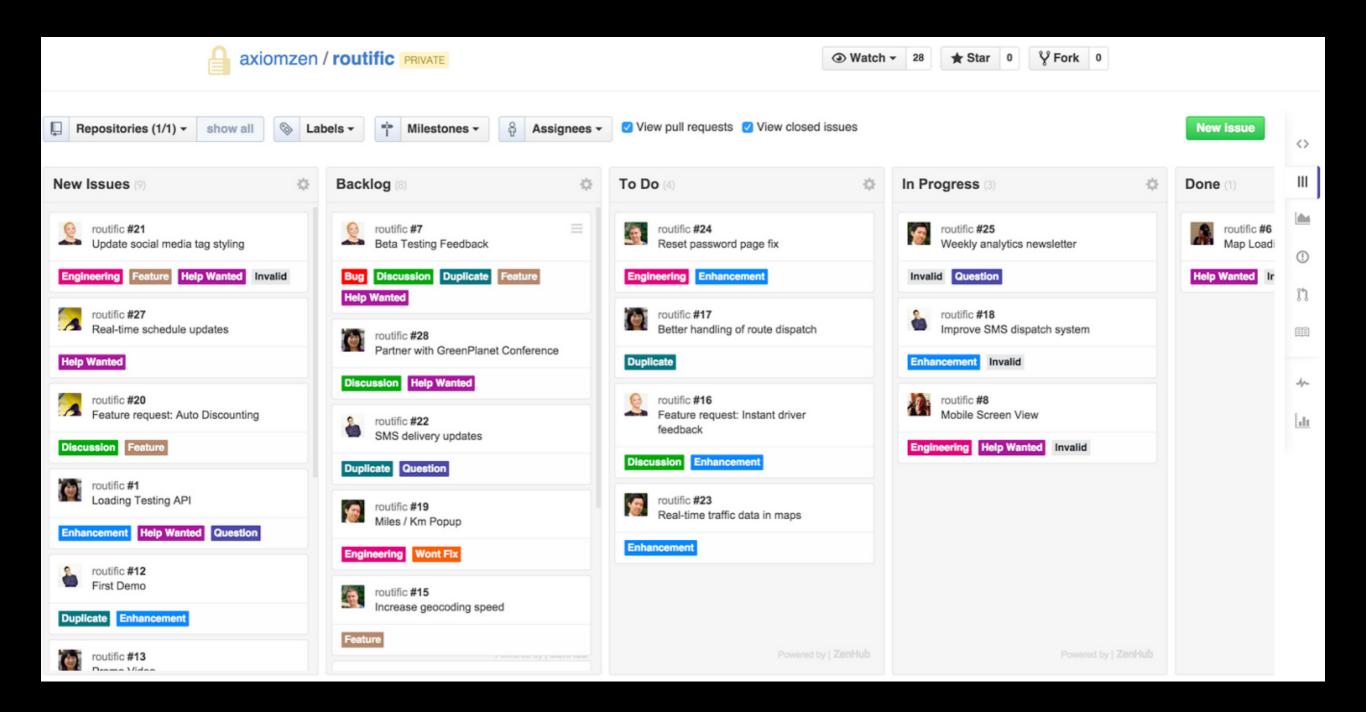




Issue Tracking System

- 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

Issue Tracking with GIT

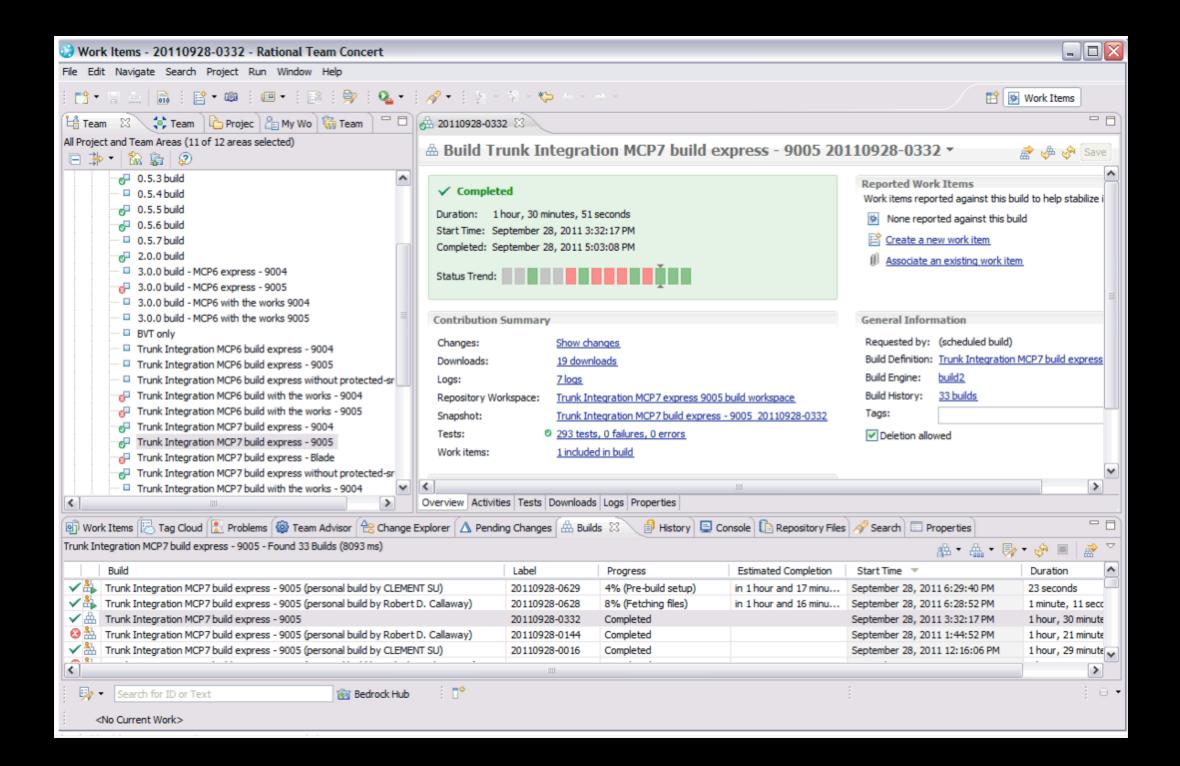


Continuous Integration

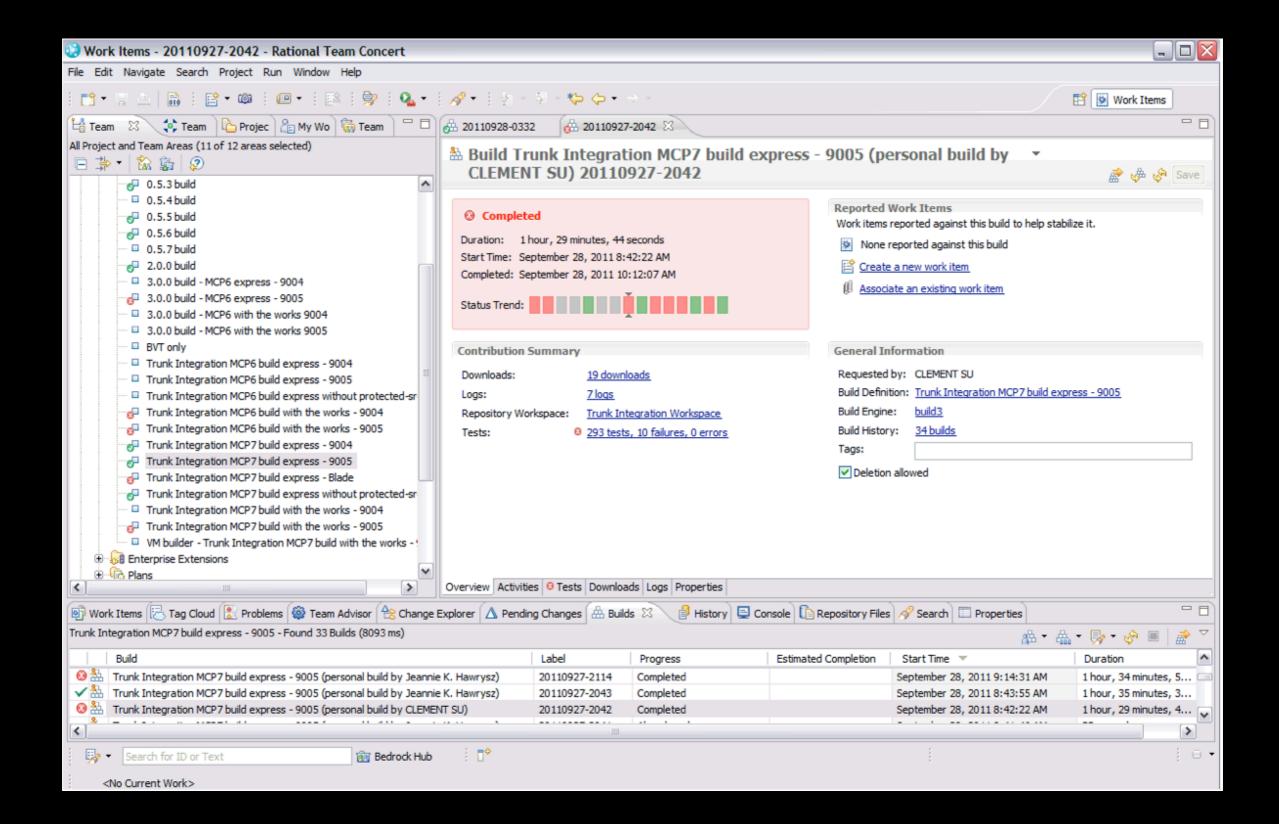
Life without Cl ...

- 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

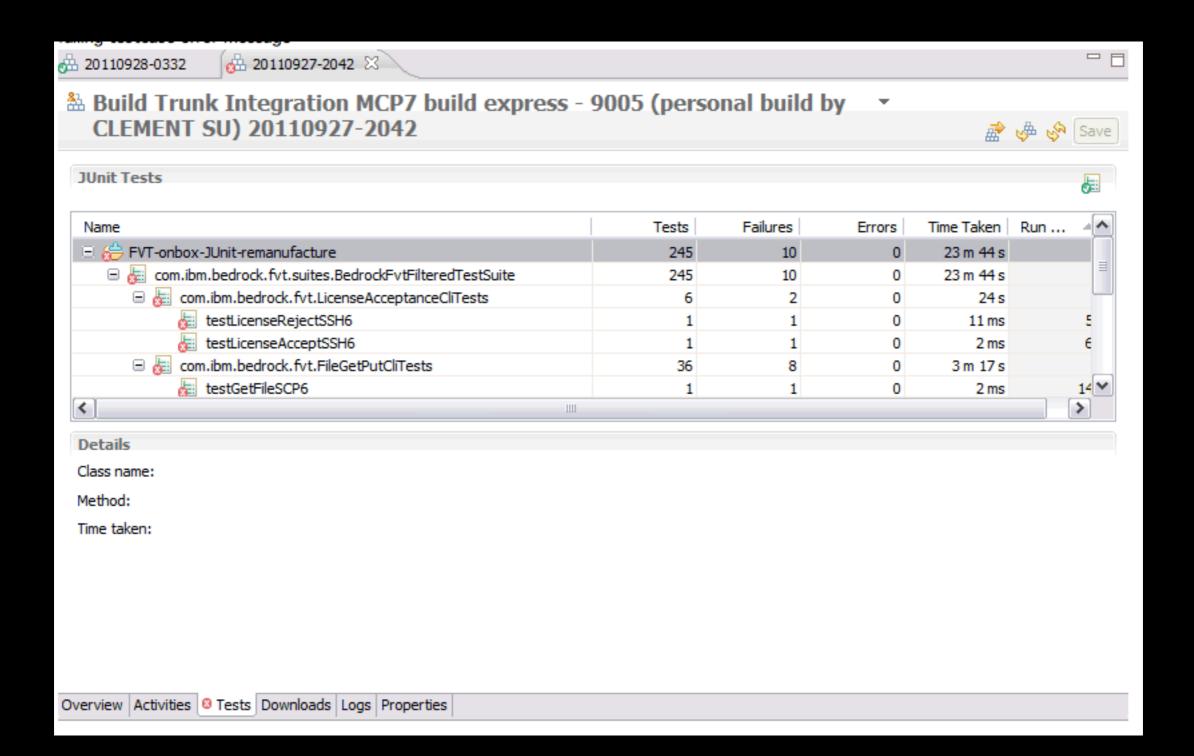
RTC Build History



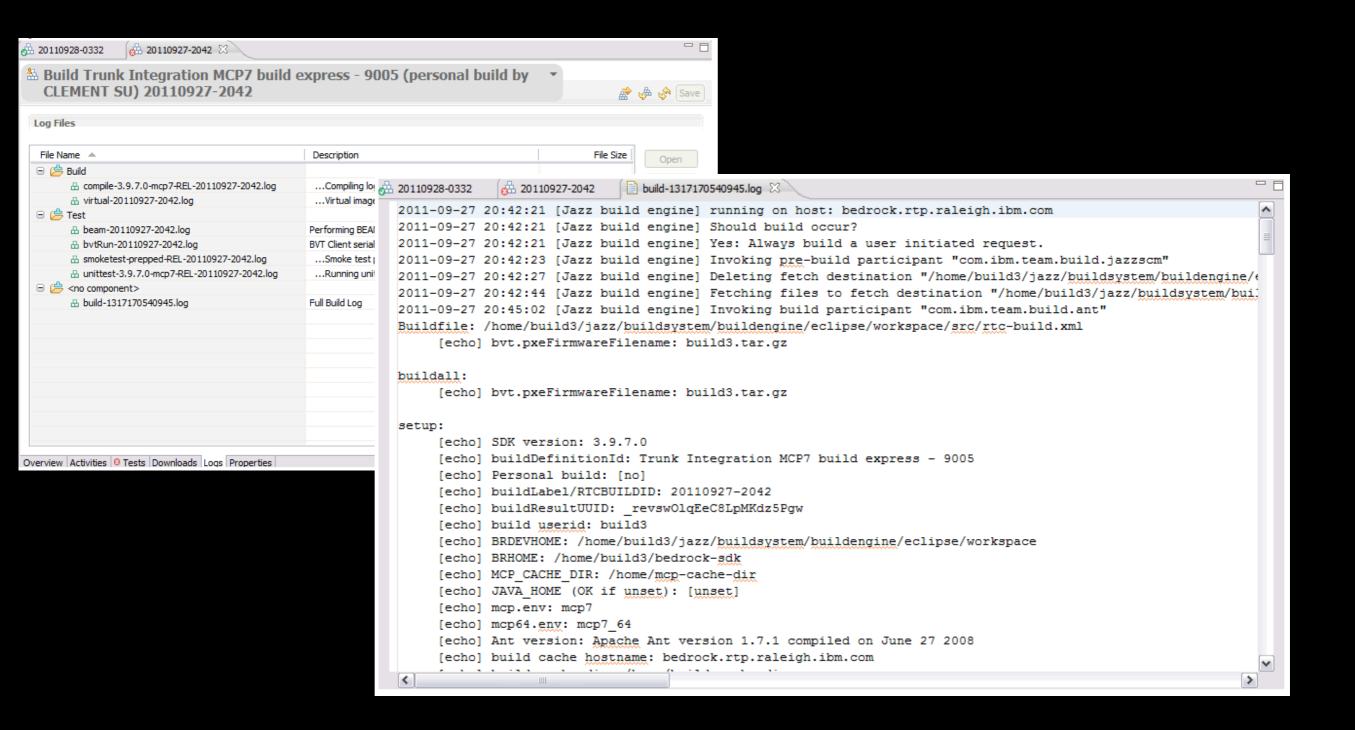
Build Failed



Failed Test Cases



Build Logs



IBM Experience Role and Responsibilities

Release Management Team



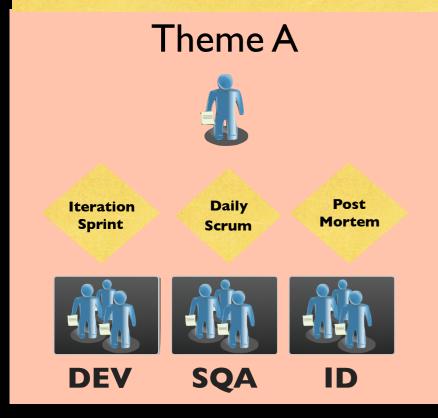
Stakeholder Review

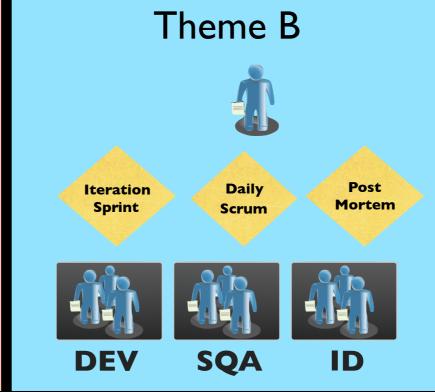
Scrum of Scrum

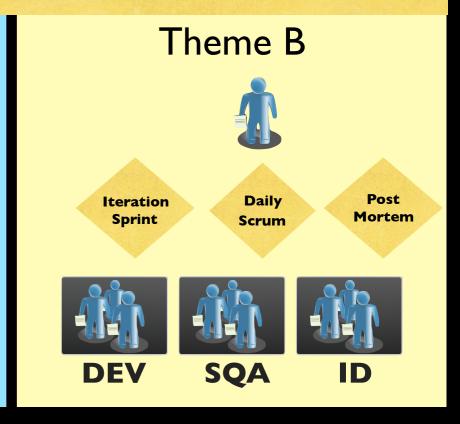
Iteration Exit Review

Iteration Exit
Demo

Theme Lead Meeting







Software Engineering For Al Software Development

Why are Al Programs Different?

- Content: Models not programs
- Process: Training not debugging
- Release: Retraining not patching
- Uncertainty: of objective
- Uncertainty: of action/recommendation
- Uncertainty: propagates through model

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