

Are you ready?

- A Yes
- B No



Review - 1

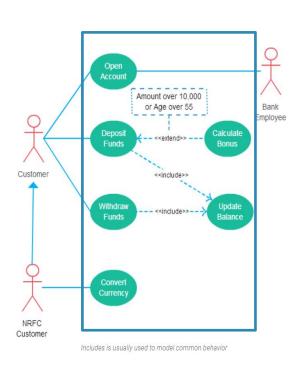
OO testing

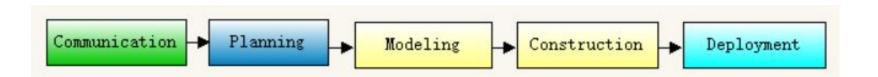
- 1. Unit testing: Intra-class testing
- 2. Integration testing[inter-class testing]: thread-based testing, use-based testing, cluster testing
- 3. Validation testing: use-case in requirement, black-box testing
- 4. Methods:
 - Partition: State-based partitioning, Attribute-base, Category-based
 - Inheritance: superclass and subclass
 - ✓ if change some method m() in a superclass, we need to retest m()
 inside all subclass inherit it
 - ✓ if we change a subclass, we need to retest all related methods inherited from its superclass
 - Sequence (Random testing)
 - Behavior (state change)

Some testing tools: Jmeter, Postman

Review - Framework Activities

- Communication
- Planning
- Modeling
 - Analysis of requirements
 - Design
- Construction
 - Code generation
 - Testing
- Deployment





Review - Umbrella Activities

- Software project tracking and control
- Risk management
- Software quality assurance
- Technical reviews
- Measurement
- Software configuration management
- Reusability management



Software Engineering

Part 3 Quality Management

Chapter 29
Software Configuration
Management

Chapter 29 Software Configuration Management



Let's start our project with the professional model!

Communication - Plan - Model - Construction - Deployment

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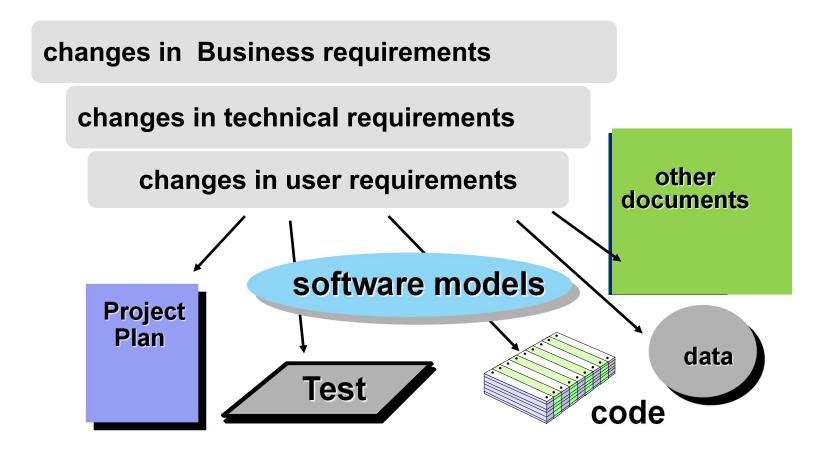
- 29.1 Software Configuration Management
 - 29.1.1 An SCM Scenario
 - 29.1.2 Elements of a Configuration Management System
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29.1 The "First Law"

No matter where you are in the system life cycle, the system will change, and the desire to change it will persist throughout the life cycle.

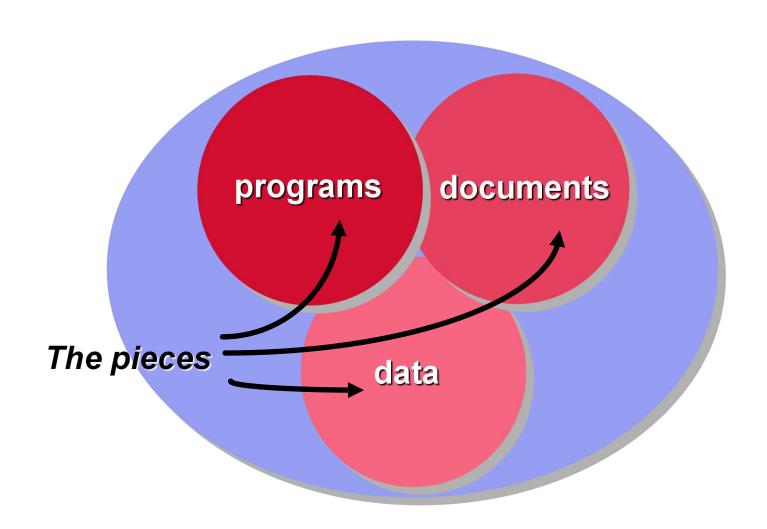


29.1.1 What Are These Changes?



How to do the backup when you modify your documents or your code? Have you used some tools for your version management?

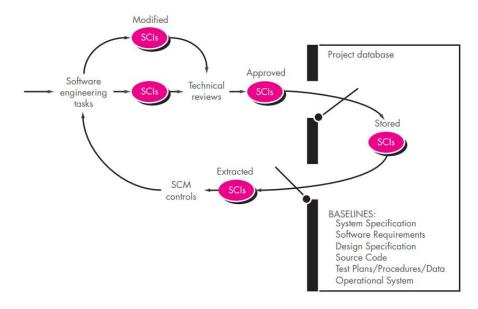
29.1.2 Elements of a Software Configuration Management System



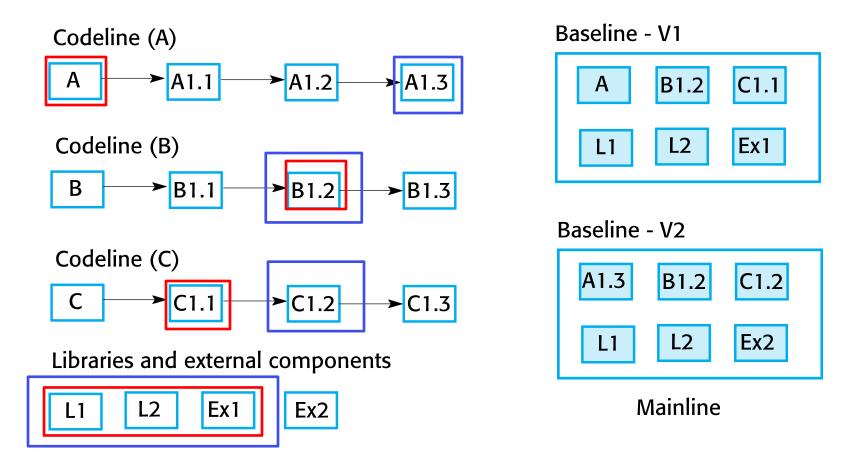
29.1.3 Baselines

Baseline (IEEE Std. No. 610.12-1990) :

A specification or product that has been formally reviewed and agreed upon, that thereafter serves as the basis for further development, and that can be changed only through formal change control procedures.



29.1.3 Baselines

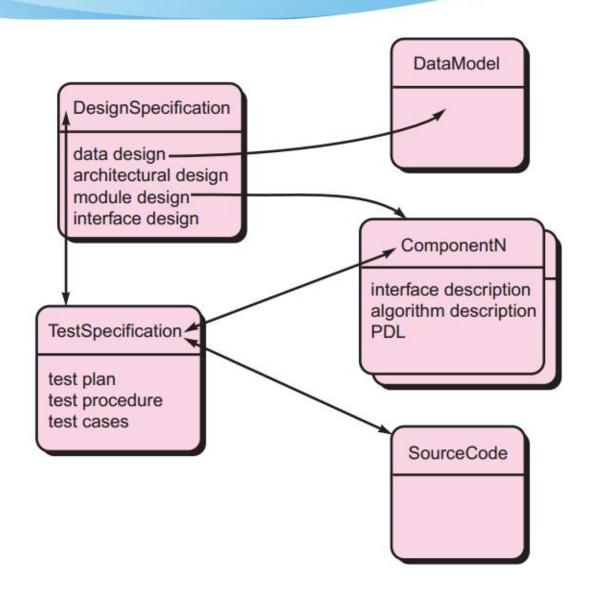


Cite from Chapter 25 Configuration management in Software Engineering (10th Edition)

Which ones will be managed in SCM?

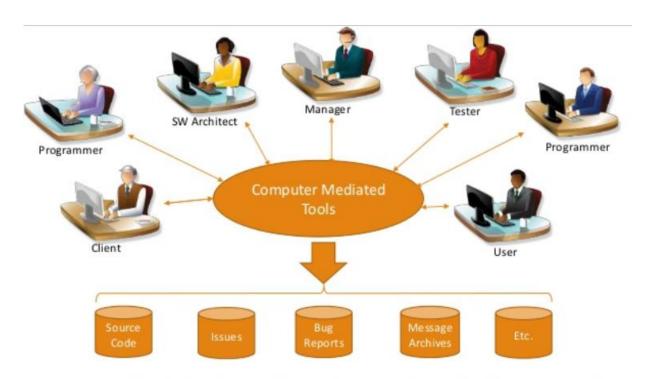
- Design Specification
- B Data Model
- Component
- Source code
- Test specification

29.1.4 Software Configuration-Objects



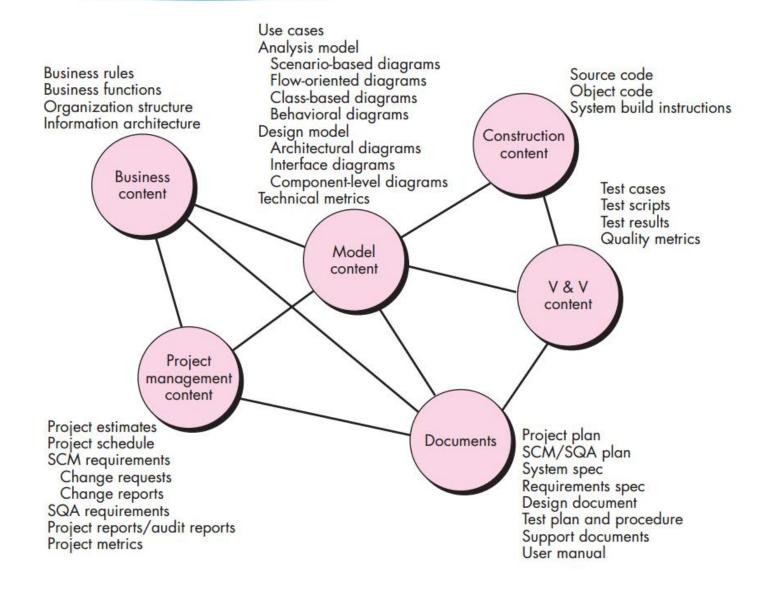
29.2 SCM Repository

 The SCM repository is the set of mechanisms and data structures that allow a software team to manage change in an effective manner.



Current and historical artifacts and interactions are registered in software repositories

29.2 SCM Repository



29.2 SCM activity

Version management

 Keeping track of the multiple versions of system components and ensuring that changes made to components by different developers do not interfere with each other.

System building

 The process of assembling program components, data and libraries, then compiling these to create an executable system.

Change management

 Keeping track of requests for changes to the software from customers and developers, working out the costs and impact of changes, and deciding the changes should be implemented.

Release management

 Preparing software for external release and keeping track of the system versions that have been released for customer use.

29.2 SCM Co-Ordinator (activity)

Let's watch a video to learn more about SCM.



https://www.youtube.com/watch?v=AaHaLjuzUm8

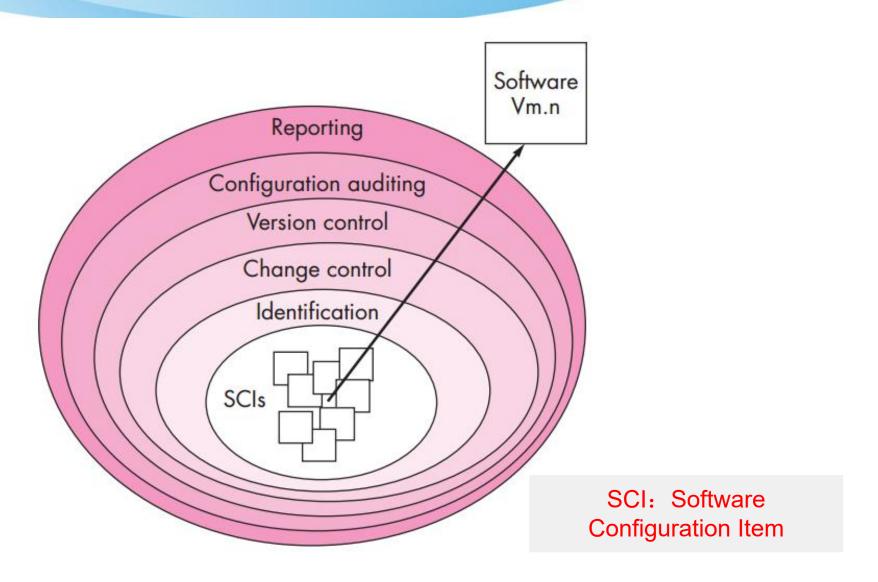
Take a break





Five minutes

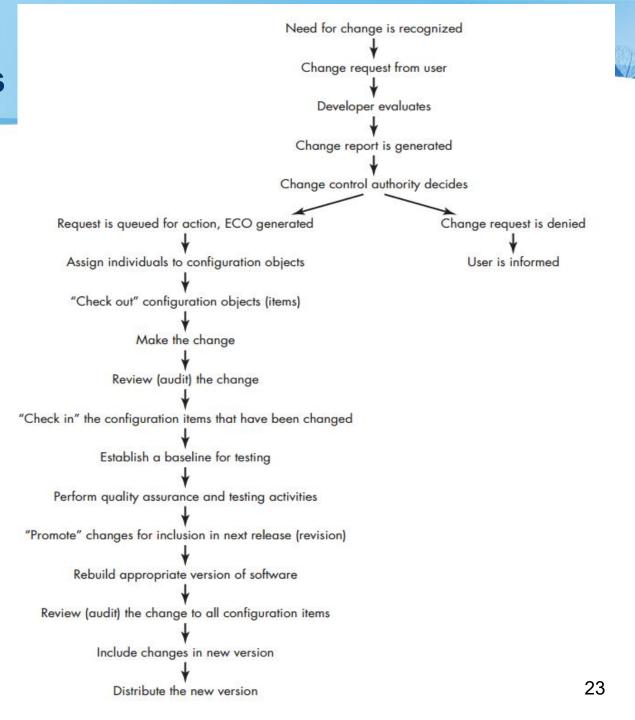
29.3 The SCM Process



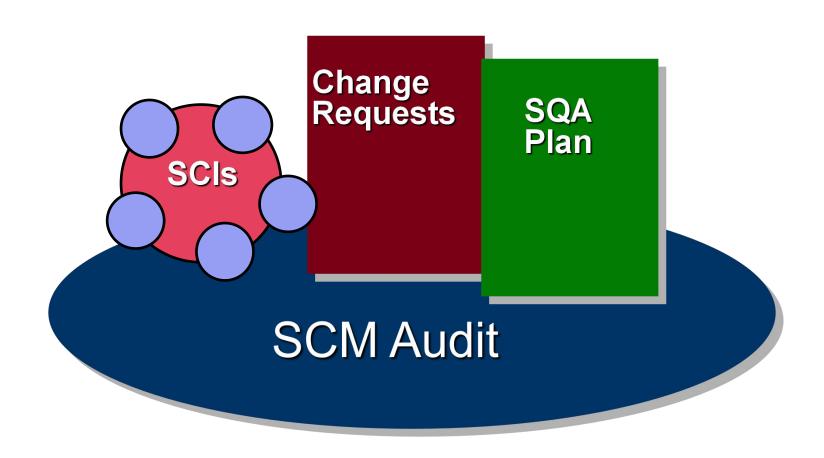
29.3.2 Version Control

- Version control combines procedures and tools to manage different versions of configuration objects that are created during the software process.
- A version control system :
 - a project database (repository) that stores all relevant configuration objects
 - a version management capability that stores all versions of a configuration object (or enables any version to be constructed using differences from past versions);
 - a make facility that enables the software engineer to collect all relevant configuration objects and construct a specific version of the software.
 - an issues tracking (also called bug tracking) capability that enables the team to record and track the status of all outstanding issues associated with each configuration object.

29.3.3 Change Control Process

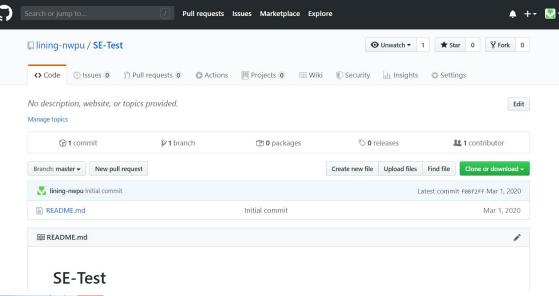


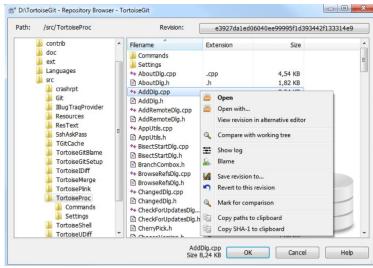
29.3.4 Auditing



- Github
- SVN
- VSS

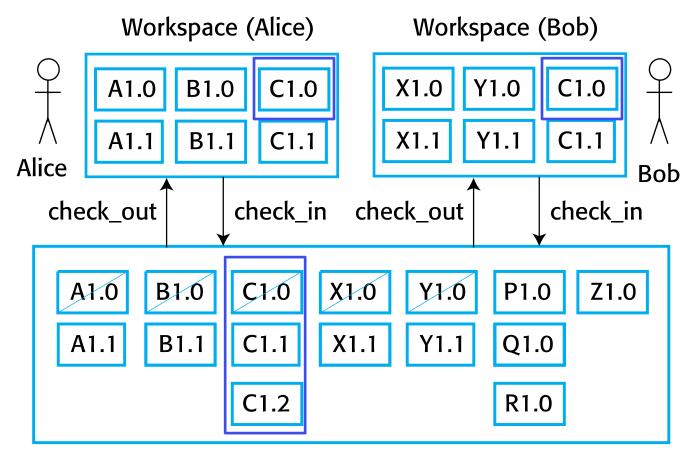
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29.4 Repository Check-in/Check-out

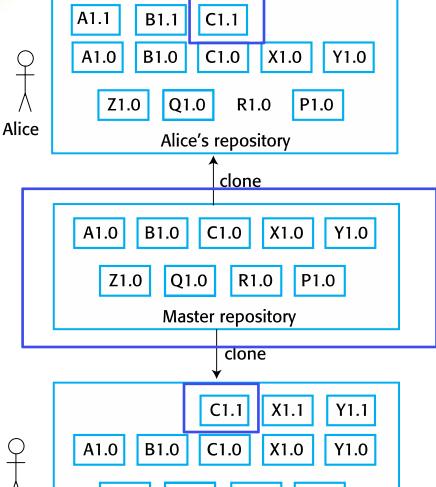
Centralized version control



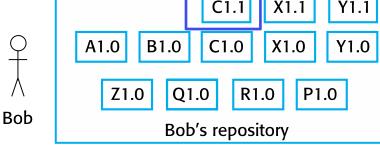
Version management system

29.4 Repository Check-in/Check-out

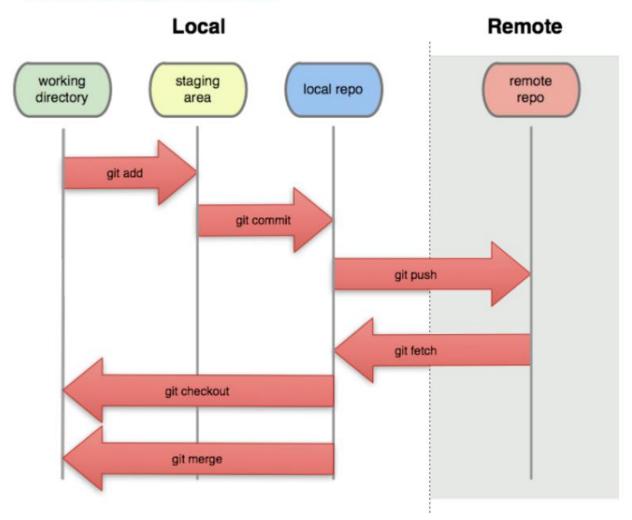
Distributed version control



Repository cloning



29.4 SCM Tool - Github

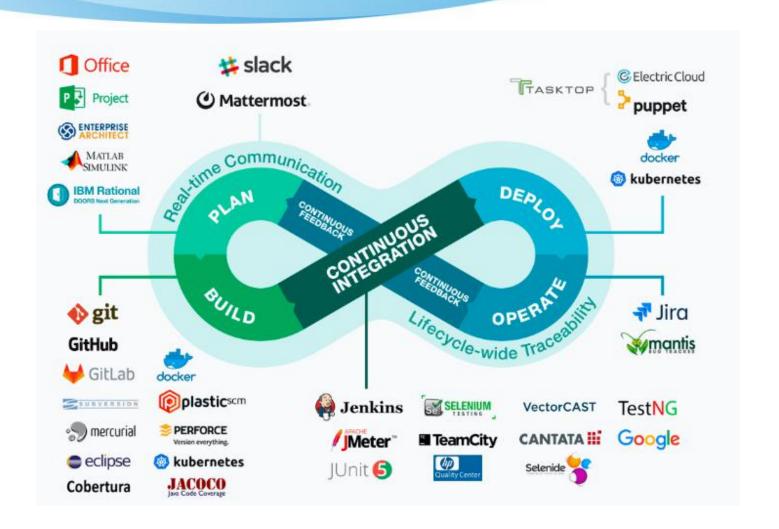


From: https://stackoverflow.com/questions/13072111/gits-local-repository-and-remote-repository-confusing-concepts 28

- 1. Let's try to use GitHub!
- 2. Let's watch a video to learn more git and GitHub.



https://www.bilibili.com/video/av46599796?p=2



Cited from: https://intland.com/codebeamer/devops-it-operations/

Practice:

Try to use Github this week!

THE END