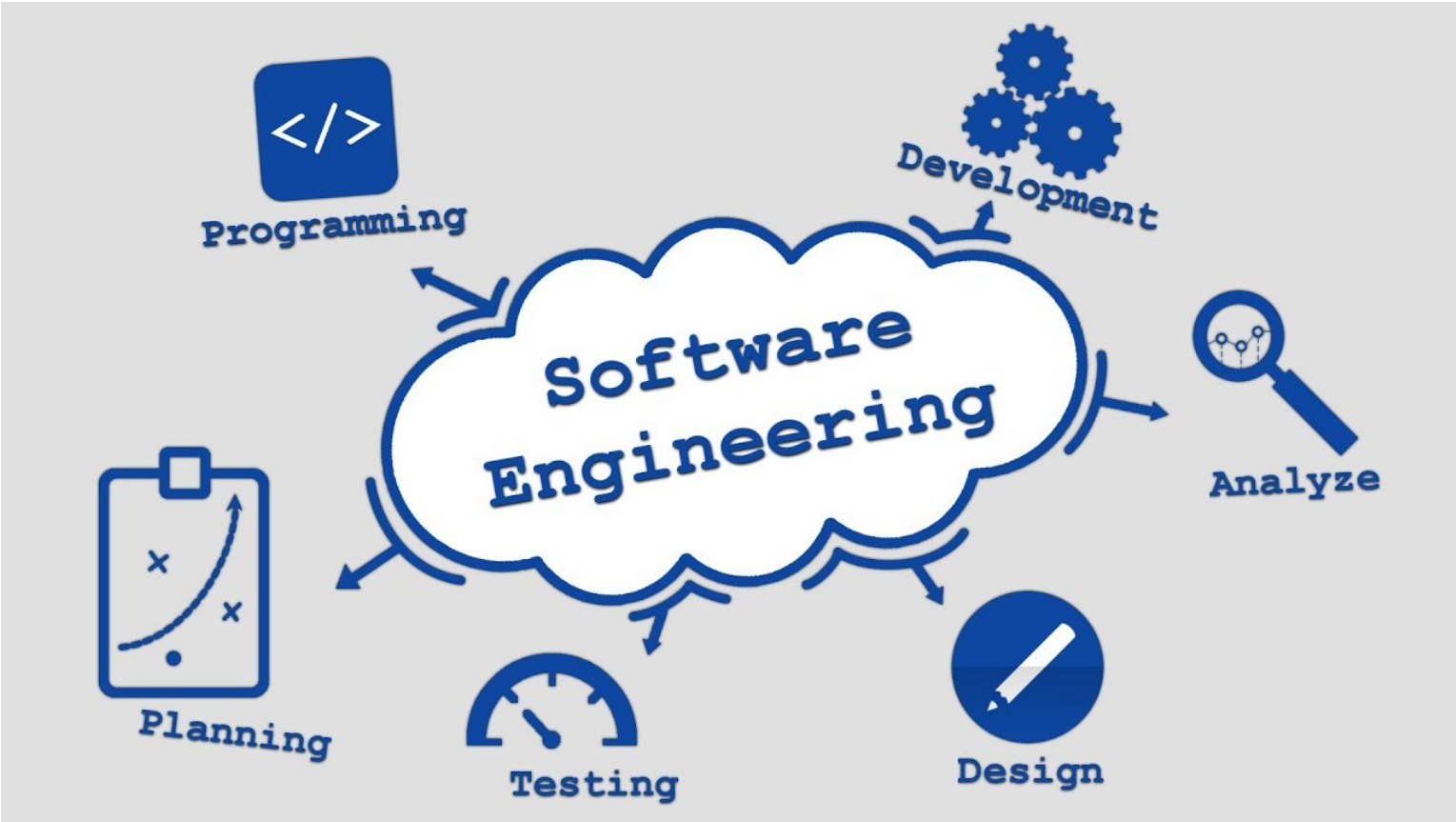
UNIVERSITY OF LEICESTER

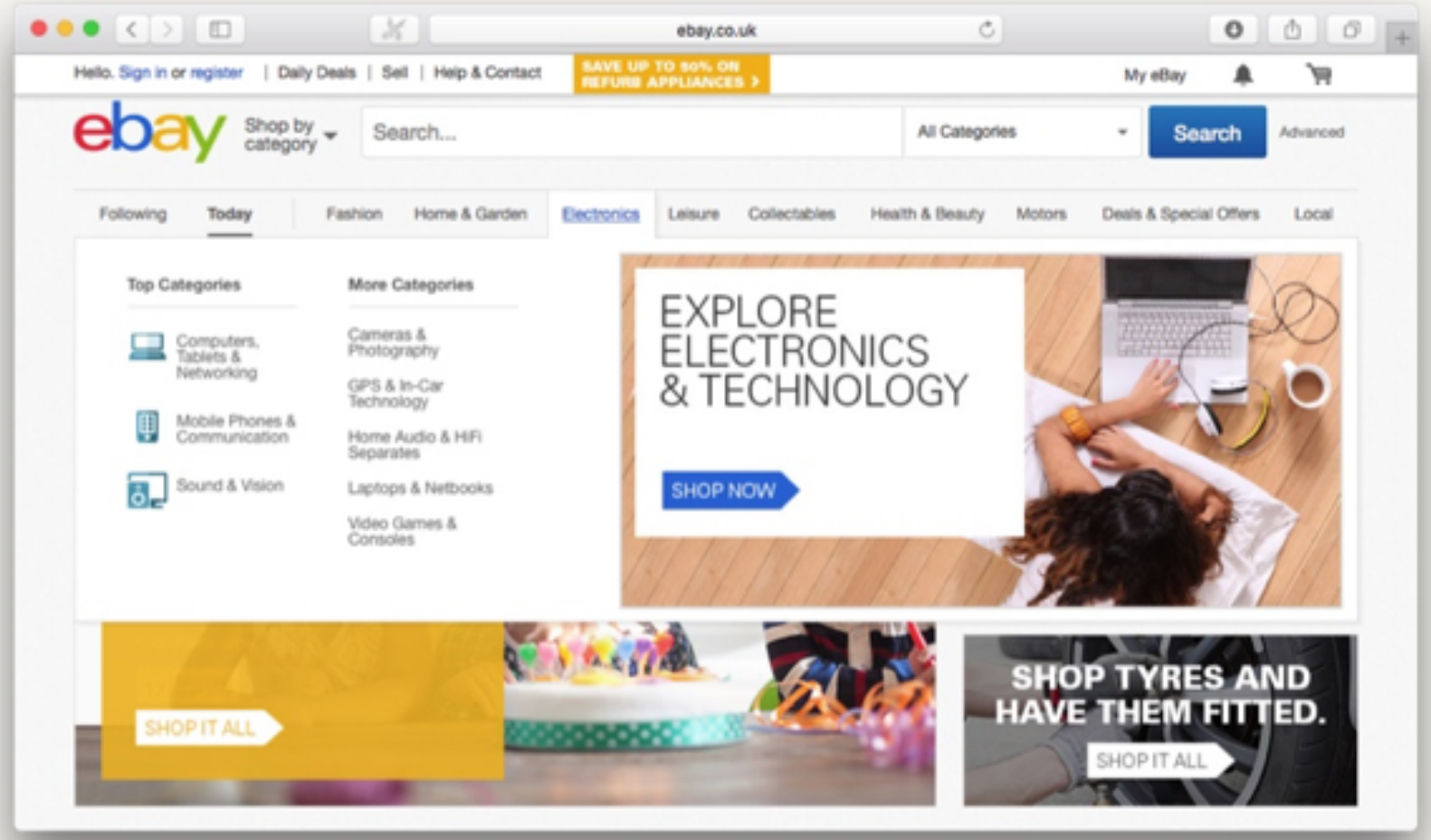
INFORMATICS

CO2006
Software Engineering and System Development

Artur Boronat



Online shop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Computers, Tablets & Networking
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More Categories
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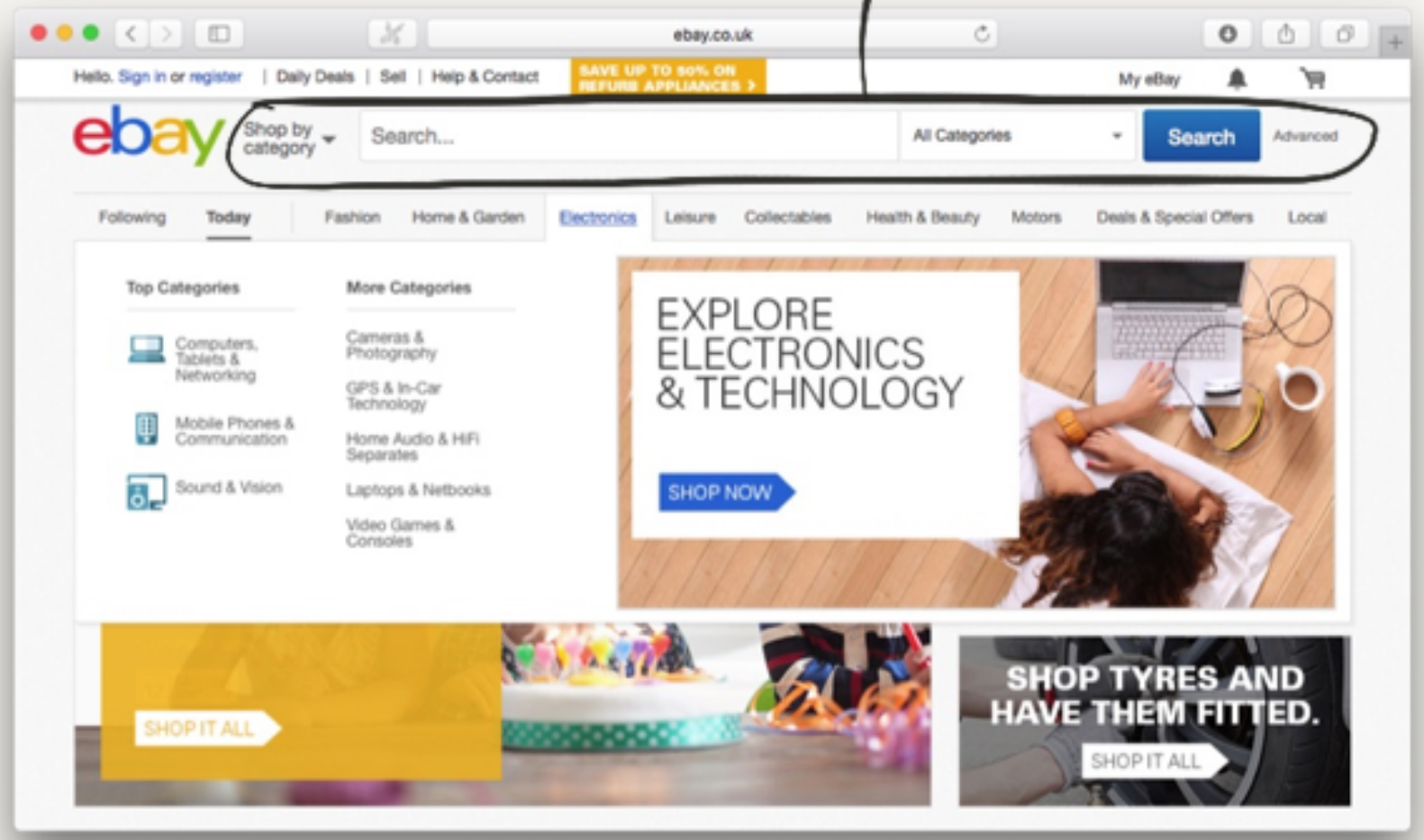
SHOP NOW
SHOP IT ALL
SHOP TYRES AND HAVE THEM FITTED.
SHOP IT ALL

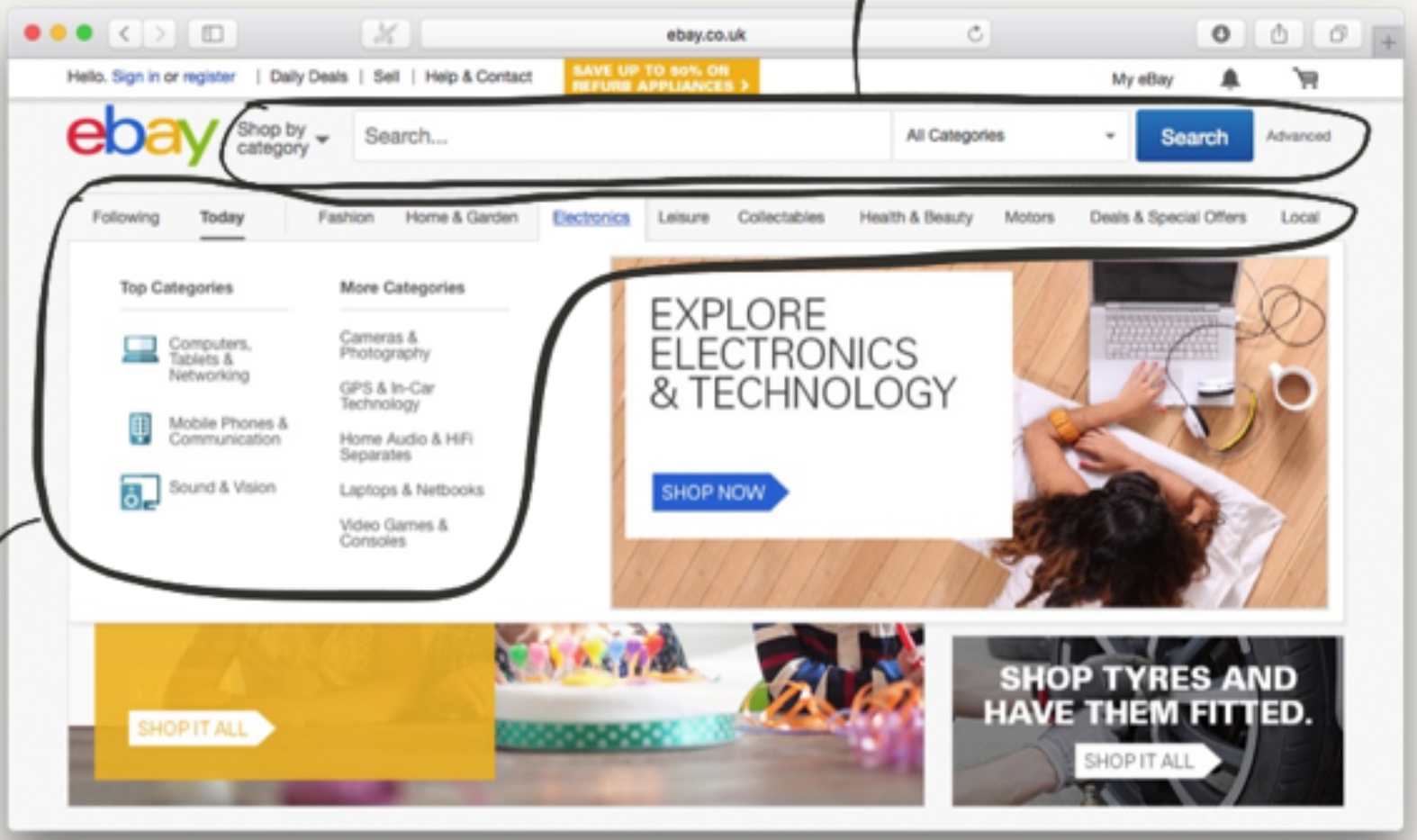
Online shop

search products



Online shop

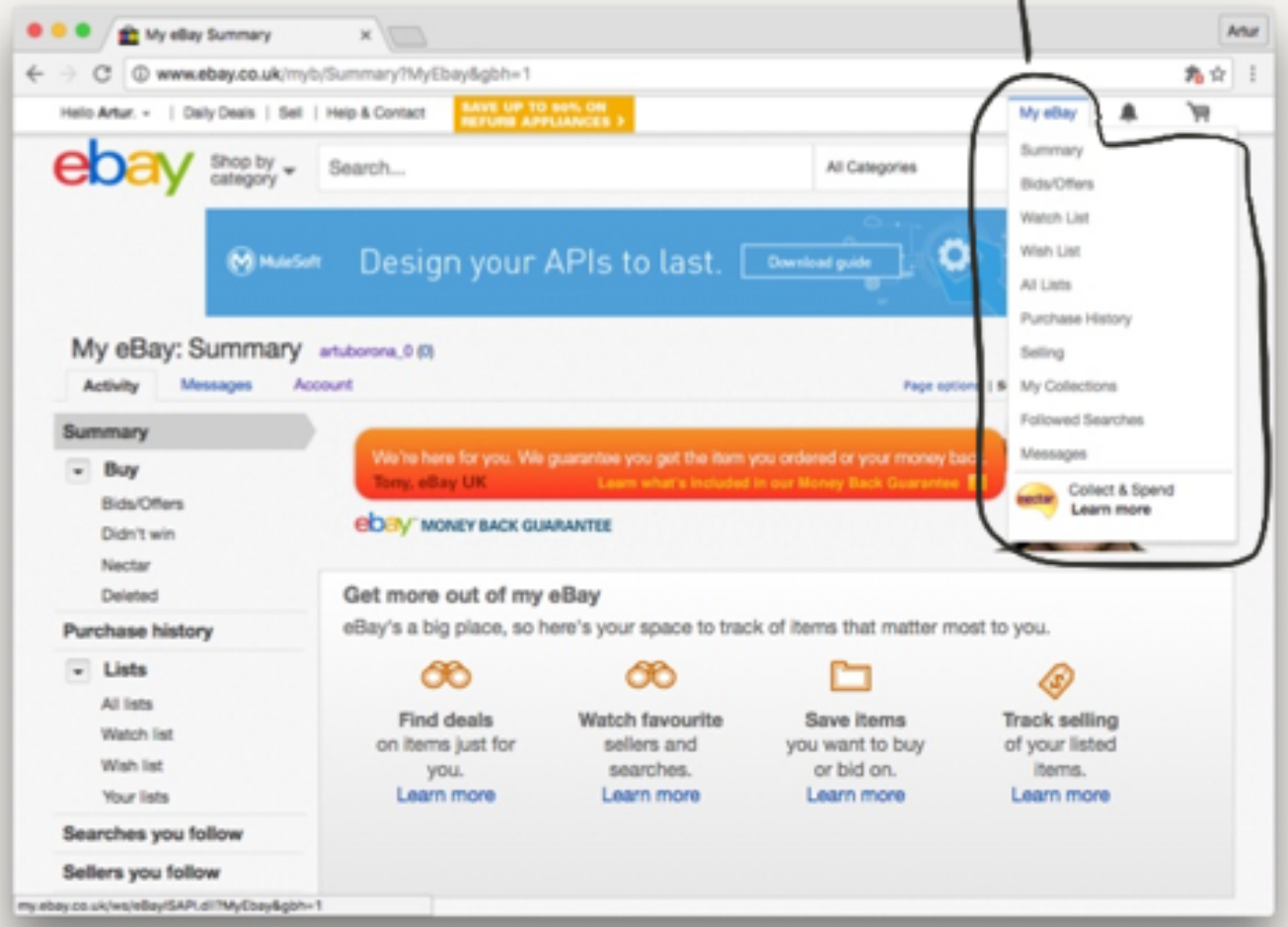
search products



browse the website

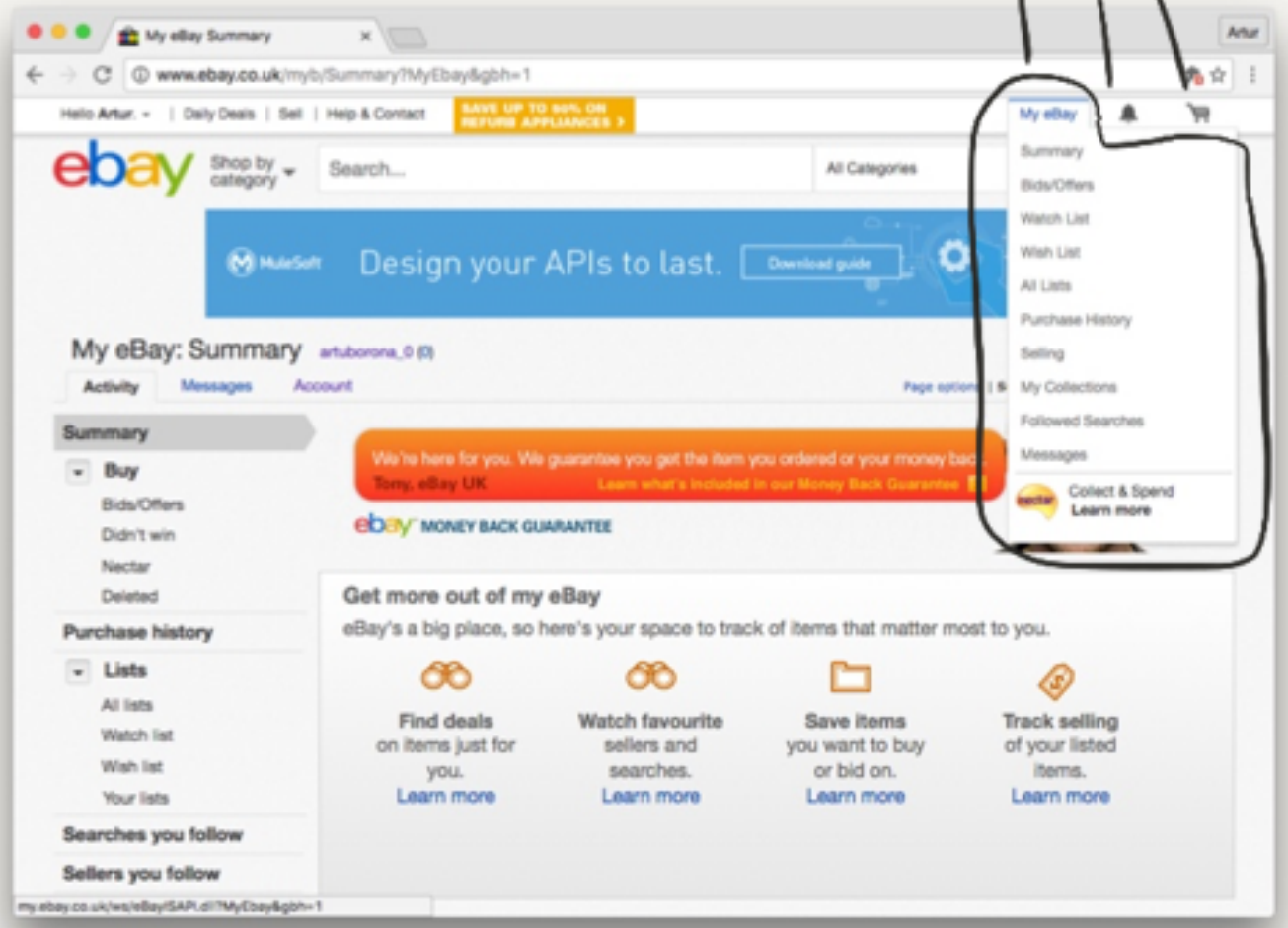
Online shop

functional features



Online shop

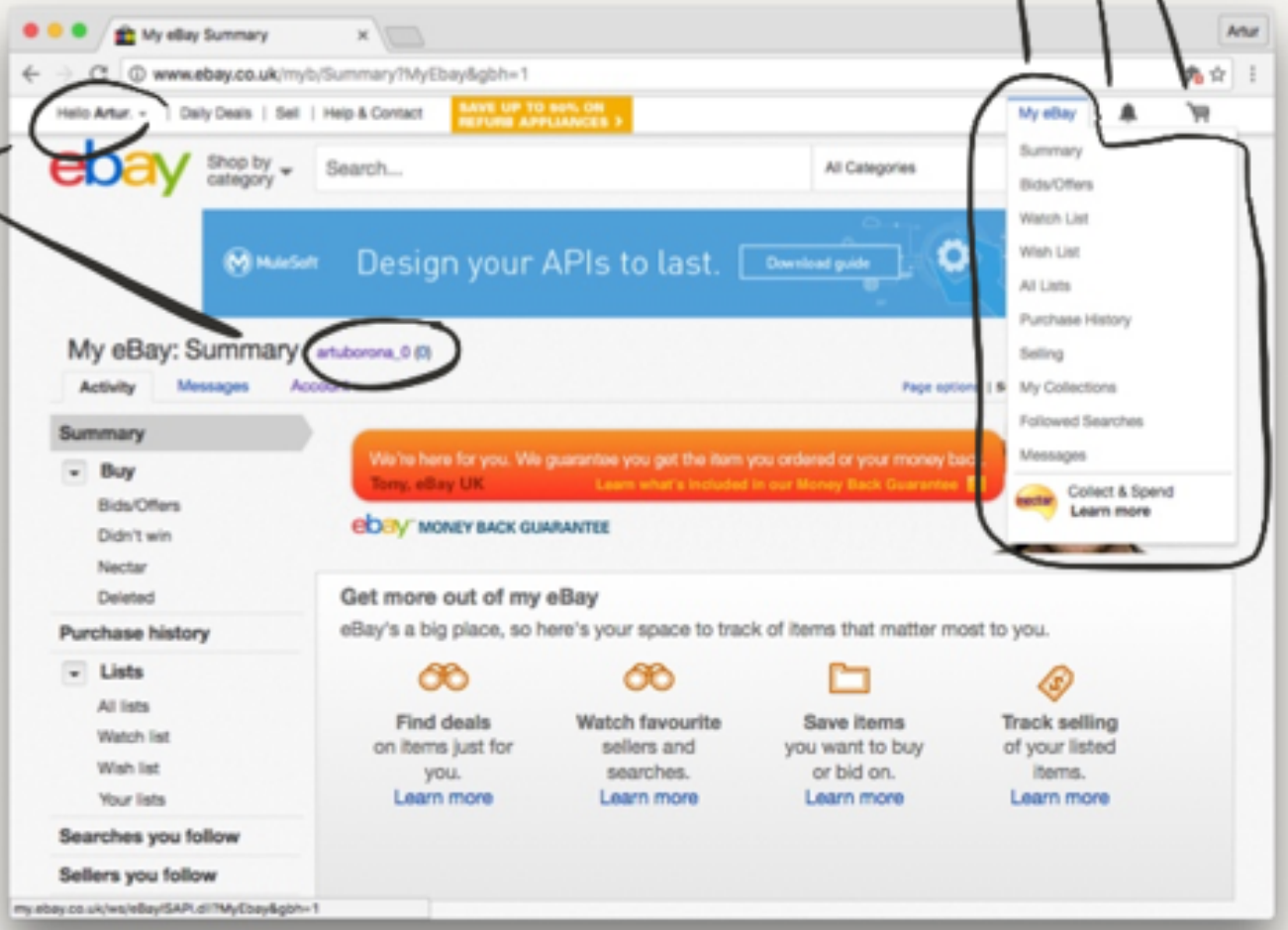
functional features



Online shop

functional features

EBAY knows me

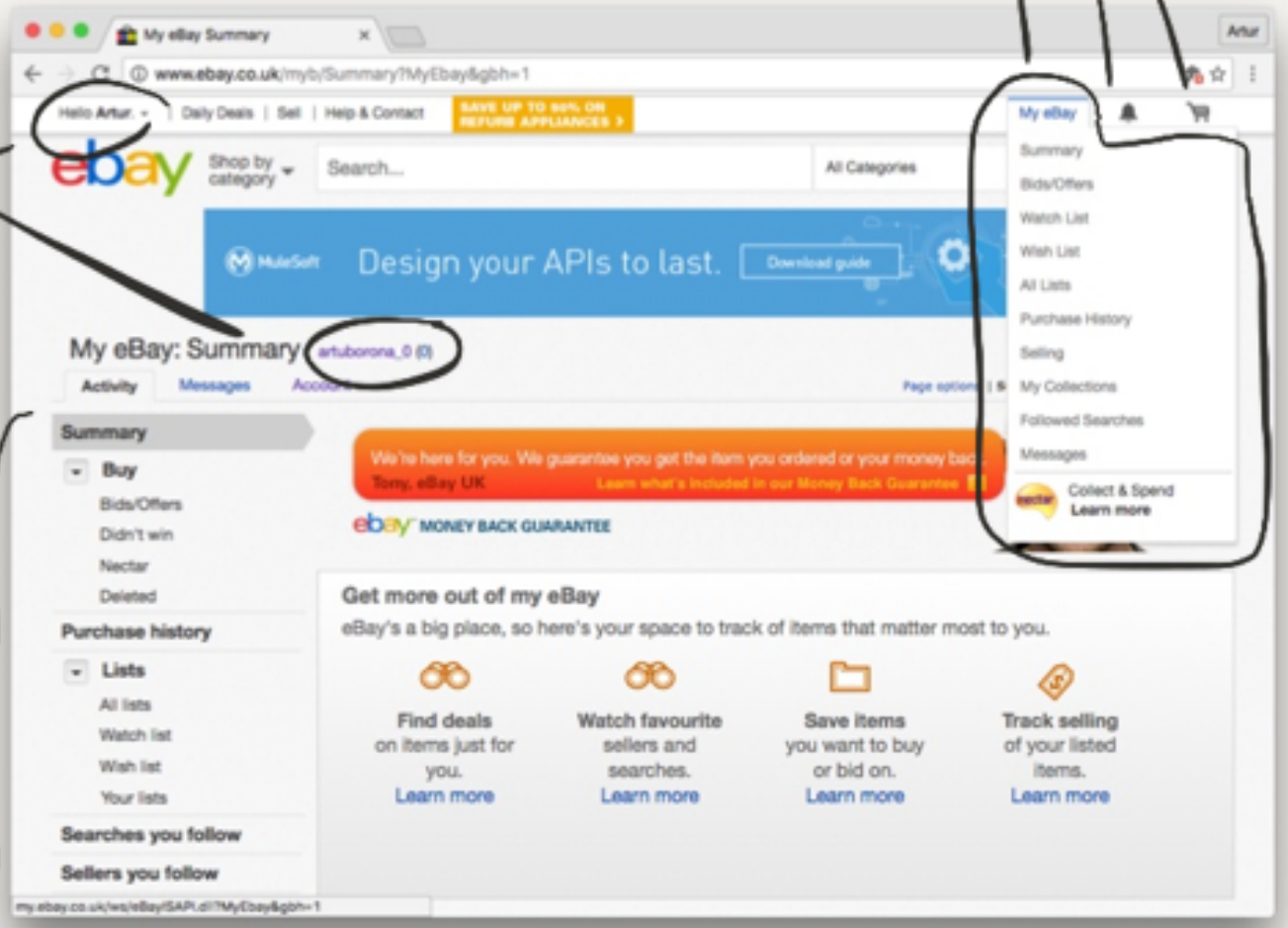


Online shop

functional features

EBAY knows me and

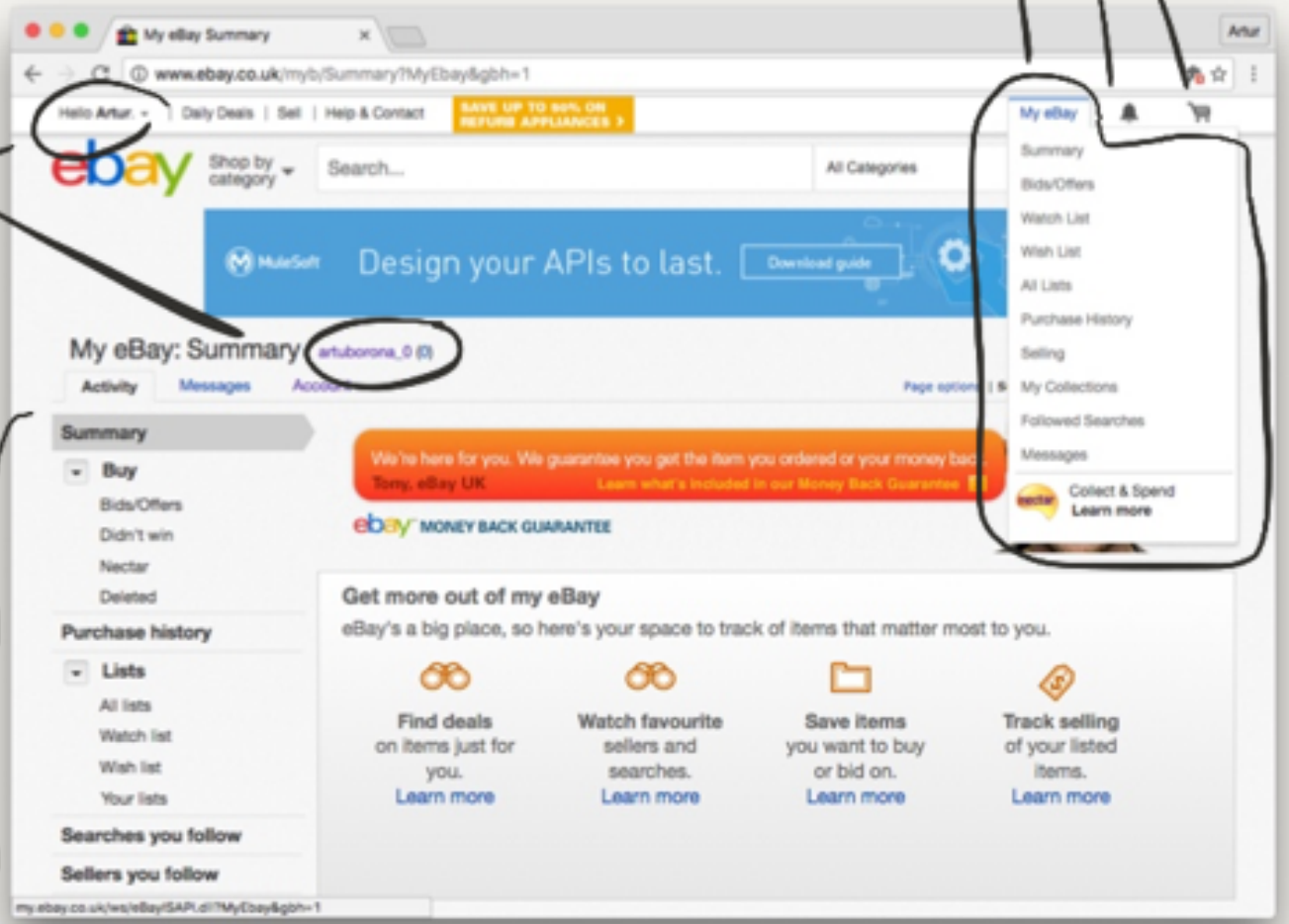
remembers what I did



Online shop

functional features

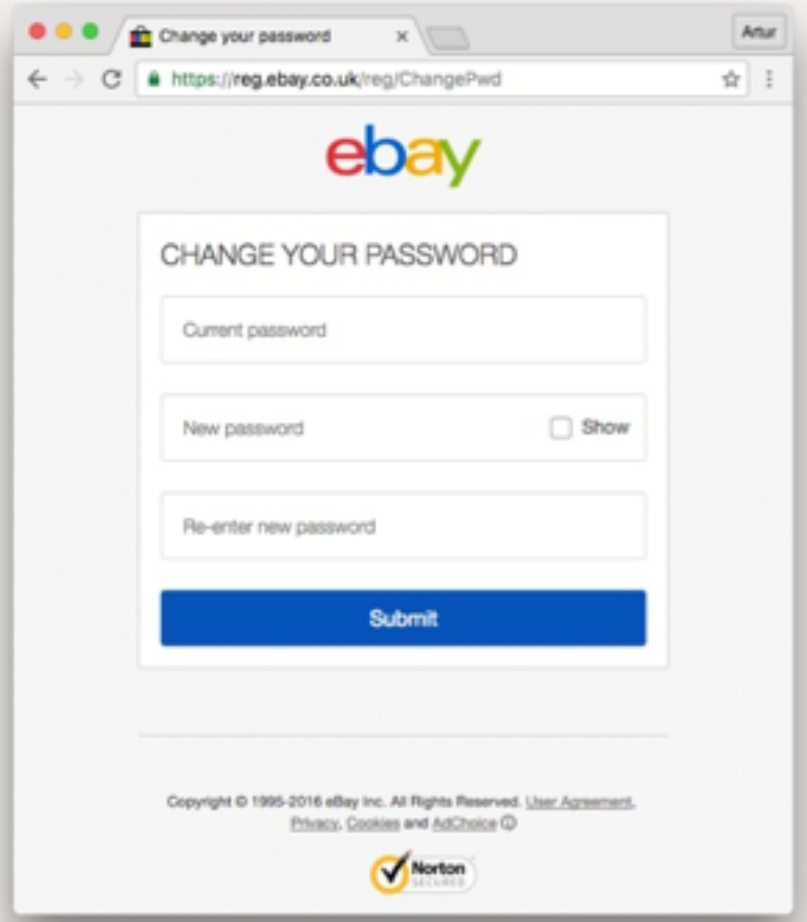
EBAY knows me and



remembers what I did

DATA IS PERSISTED

Online shop


Change your password
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CHANGE YOUR PASSWORD
Current password
New password
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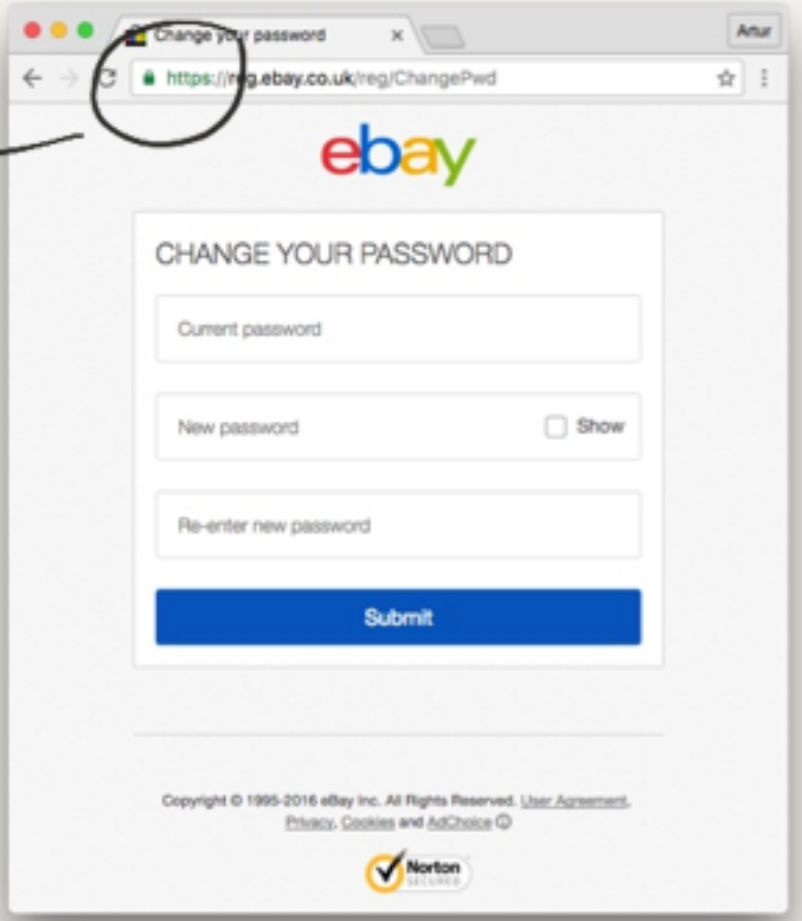
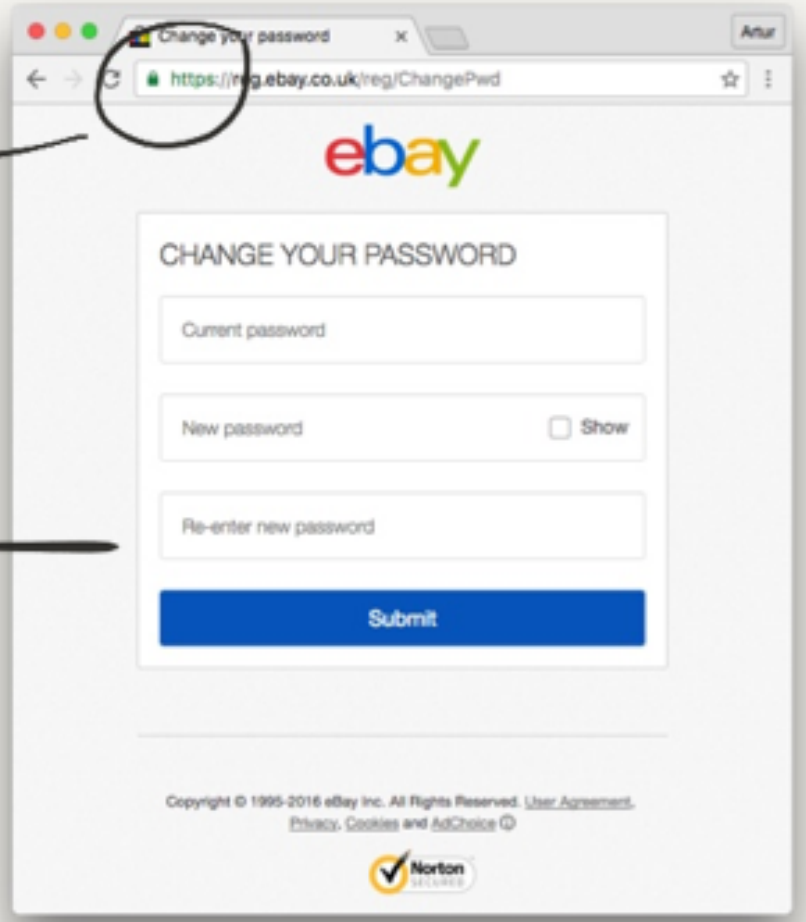
Secure Communication



Online shop

secure
Communication

authentication
mechanism

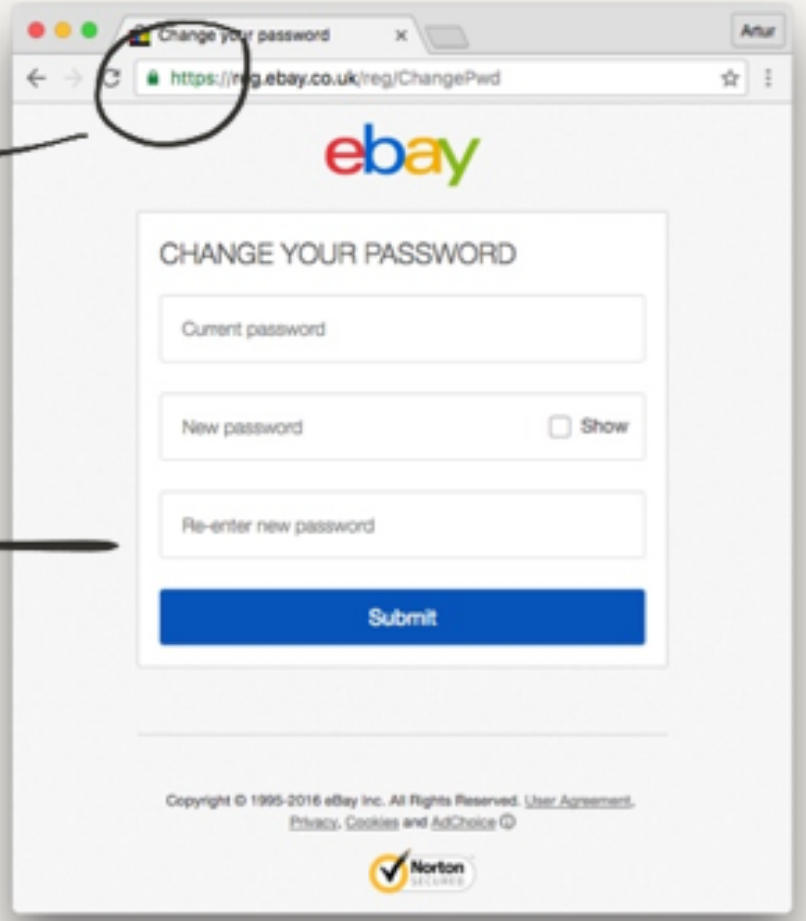


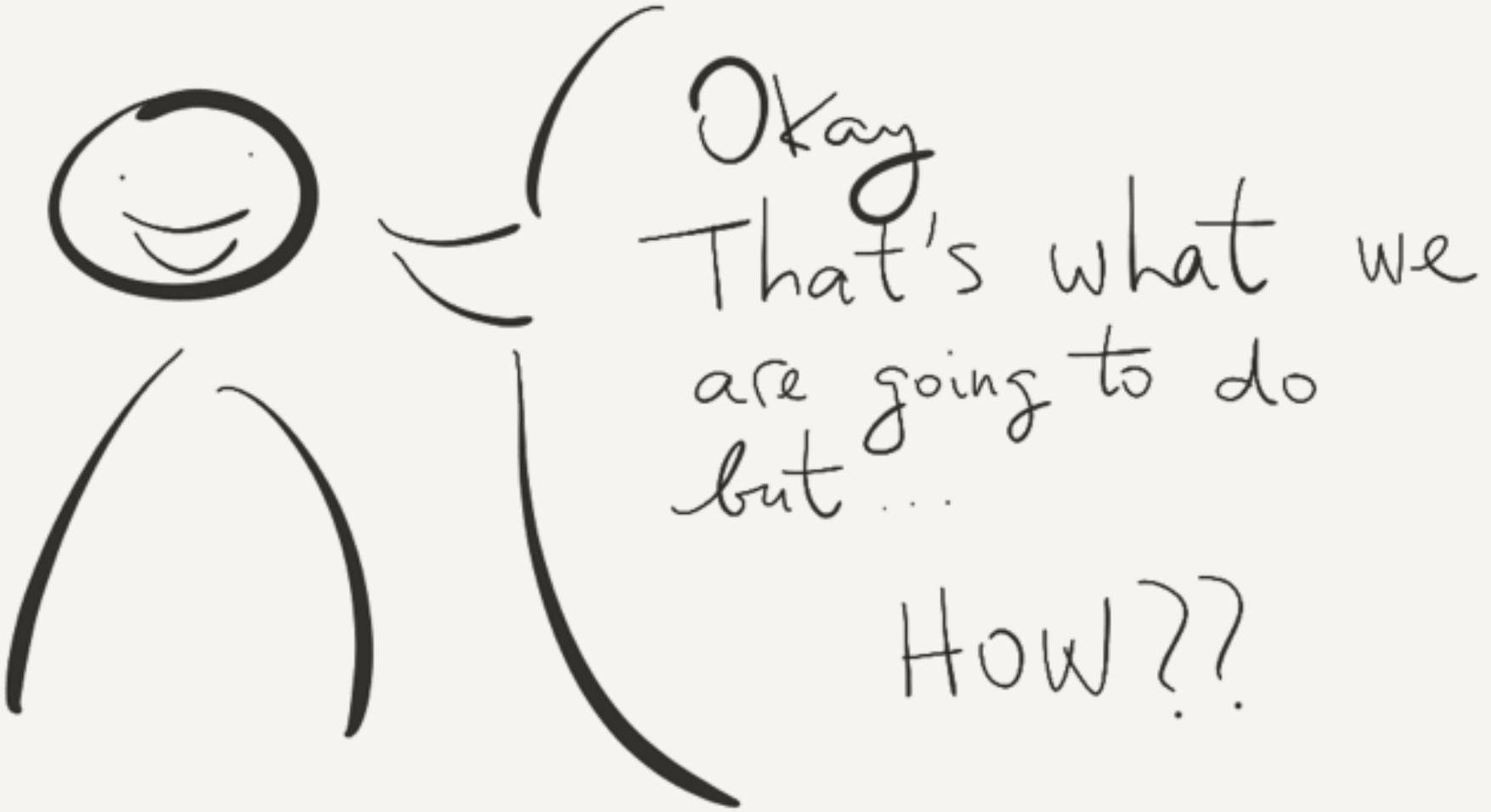
Online shop

secure
Communication

authentication
mechanism

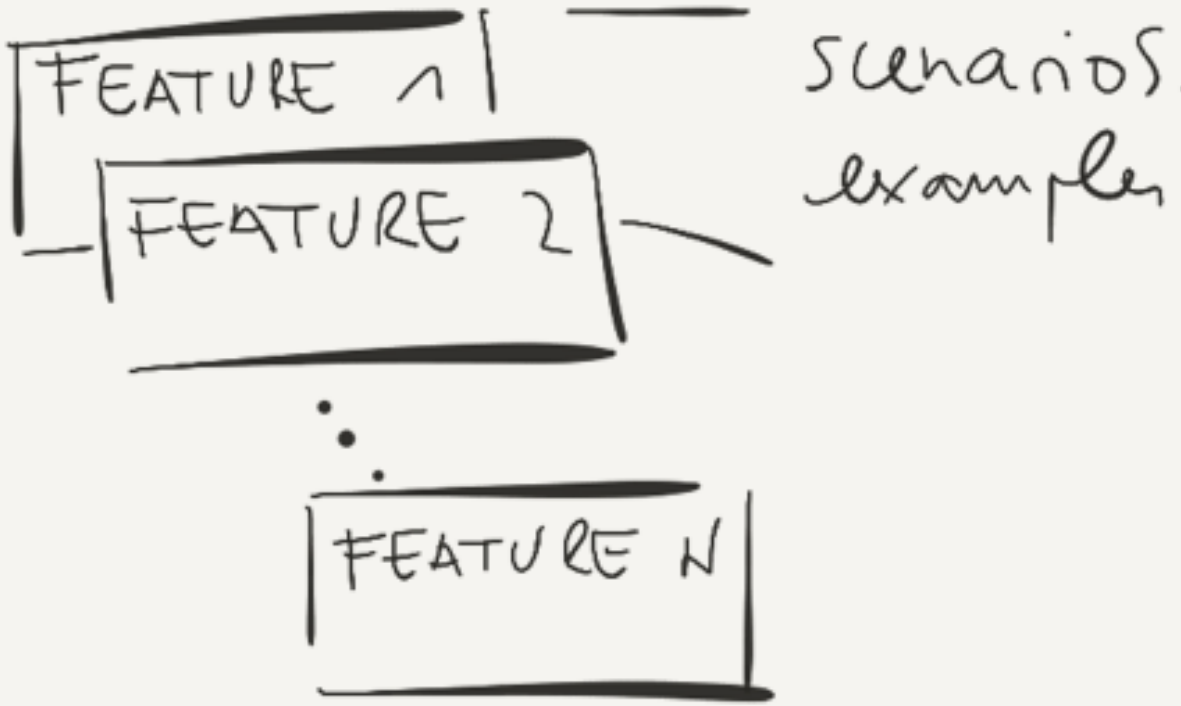
SECURITY




Okay
That's what we
are going to do
but...
HOW??

SOFTWARE METHODOLOGY

(1) REQUIREMENTS SPECIFICATION



SOFTWARE METHODOLOGY

1. REQUIREMENTS SPECIFICATION
2. DESIGN AND DEVELOPMENT

Spring MVC
Spring Data
Spring Security
L used at
EBAY

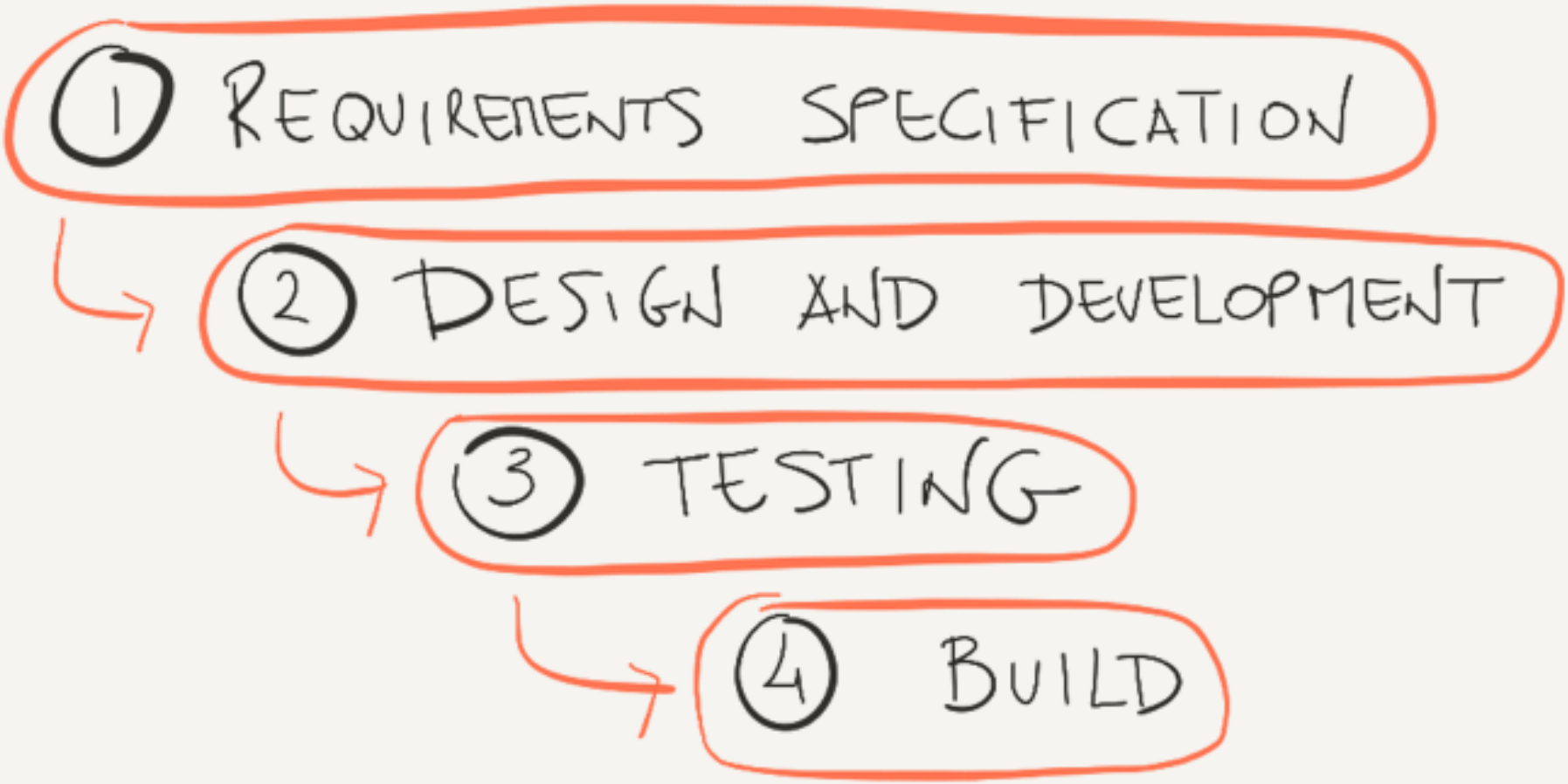
SOFTWARE METHODOLOGY

1. REQUIREMENTS SPECIFICATION
2. DESIGN AND DEVELOPMENT
3. TESTING
   - Test-driven development
   - Behaviour-driven development

SOFTWARE METHODOLOGY

1. REQUIREMENTS SPECIFICATION
2. DESIGN AND DEVELOPMENT
3. TESTING
4. BUILD
   - automates tasks in 1, 2 and 3
   - Gradle

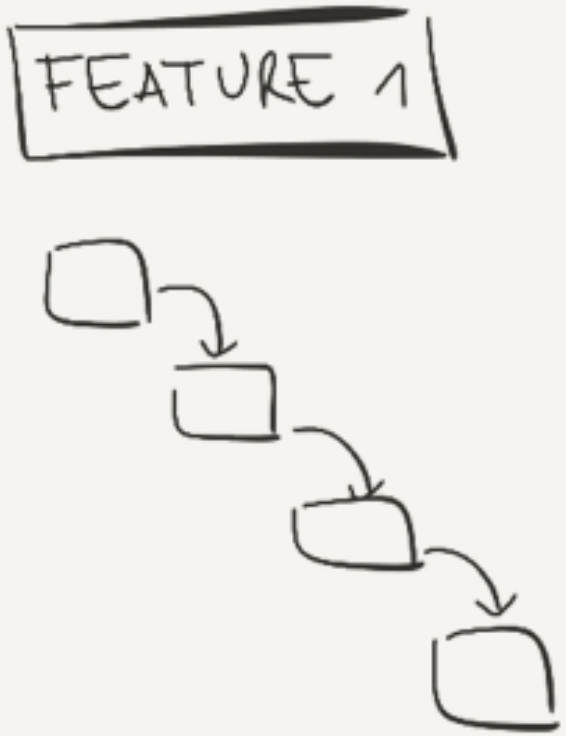
SOFTWARE METHODOLOGY



IS THIS THE WATERFALL MODEL?

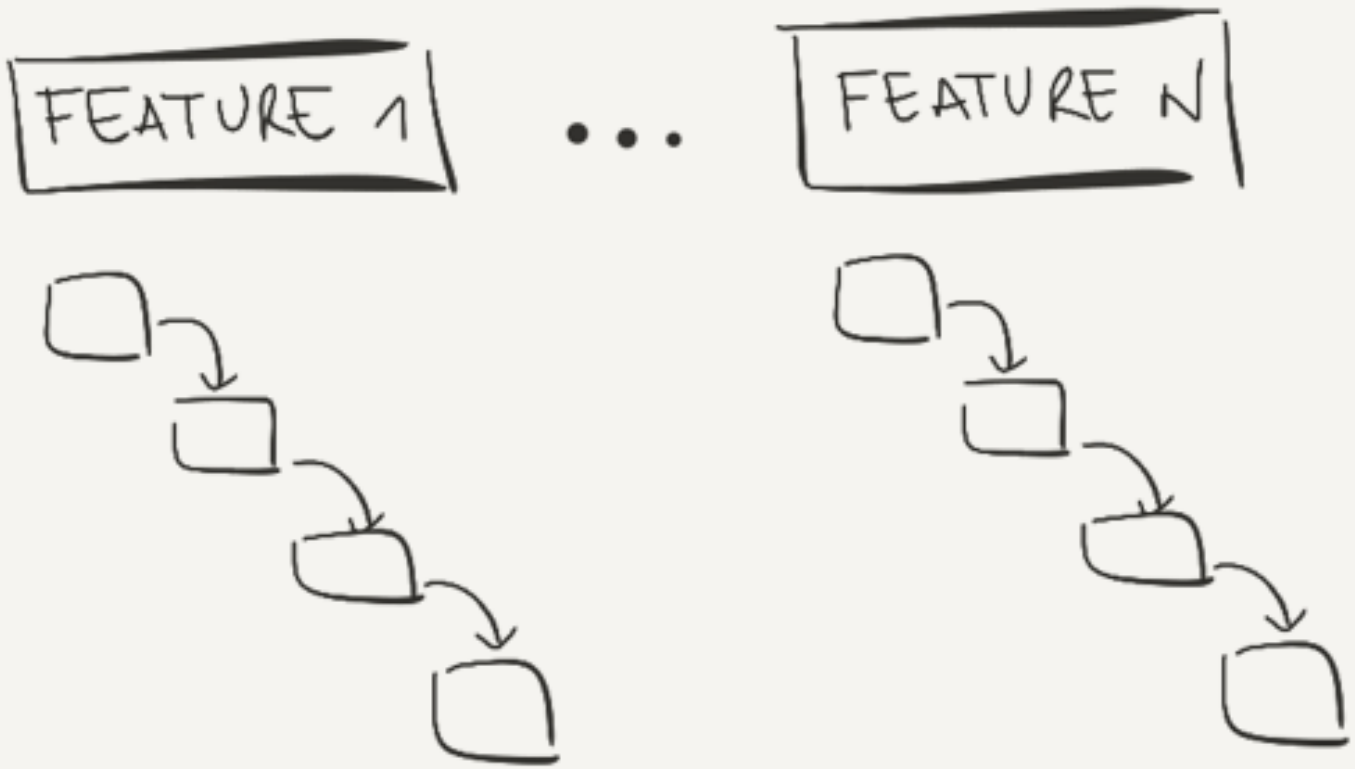
SOFTWARE METHODOLOGY

... actually think AGILE



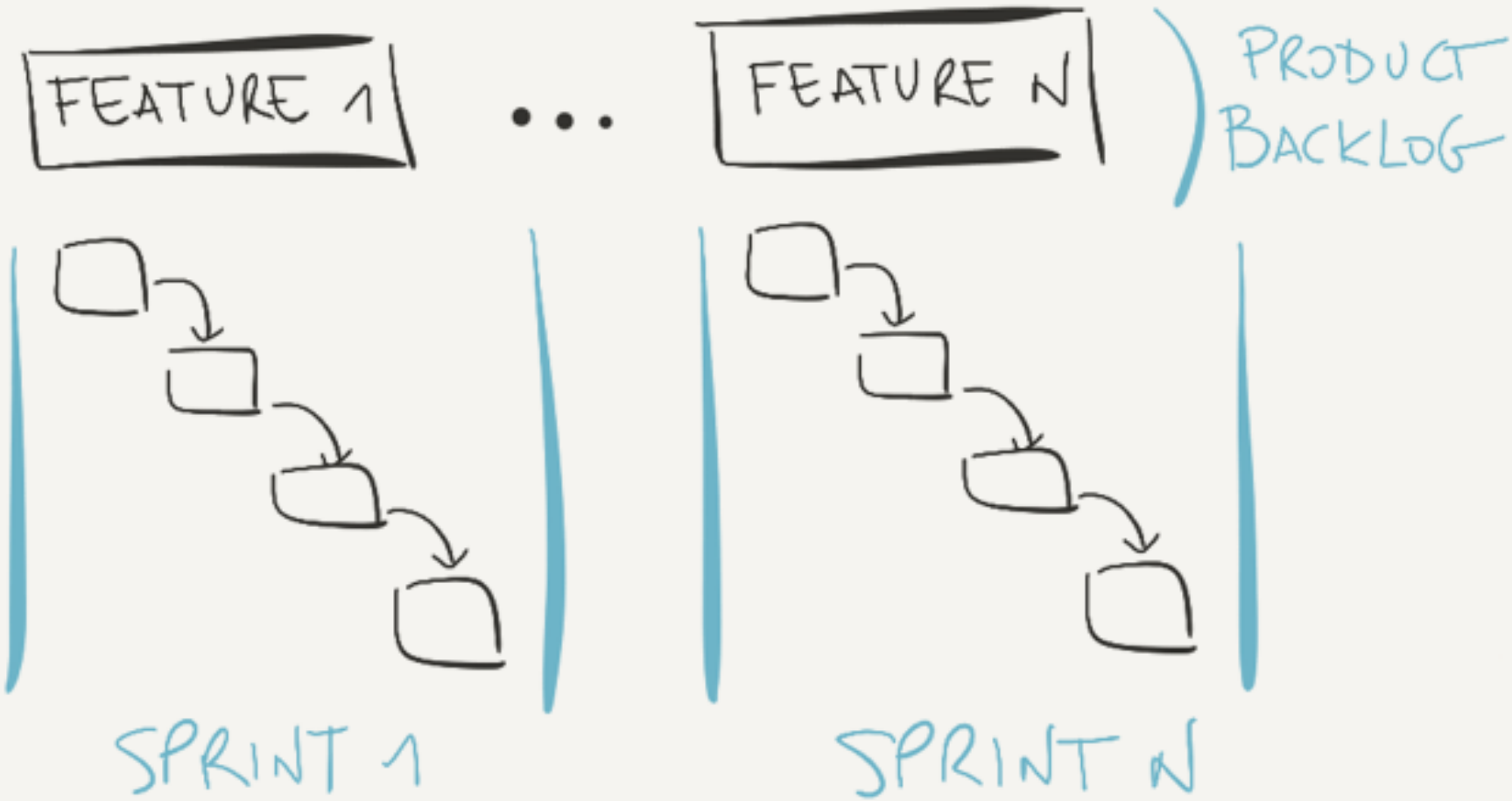
SOFTWARE METHODOLOGY

... actually think AGILE



SOFTWARE METHODOLOGY

... actually think AGILE



MODULE CONTENTS

SPRINT 1: AGILE + GRADLE

MODULE CONTENTS

SPRINT 1: AGILE + GRADLE

SPRINT 2: SPRING MVC

MODULE CONTENTS

SPRINT 1: AGILE + GRADLE

SPRINT 2: SPRING MVC

SPRINT 3: TDD + BDD

MODULE CONTENTS

SPRINT 1: AGILE + GRADLE

SPRINT 2: SPRING MVC

SPRINT 3: TDD + BDD

SPRINT 4: SPRING DATA
+ SECURITY

Challenges: release management

Goal

- Software release: software that is developed and tested, i.e. our goal
- Build: software that is compiled and assembled (a jar file), intermediate goal to achieve a release

Challenges: release management

Goal

- Software release: software that is developed and tested, i.e. our goal
- Build: software that is compiled and assembled (a jar file), intermediate goal to achieve a release

Problems in release management

- Does the code compile?
- Does the code pass the tests? (unit tests)
- Does the code meet the business requirements? (functionality)
- Does the code meet the quality criteria? (performance, security, etc.)

Challenge: release management

Solution: continuous delivery

- automatically produce build artifacts (jar files)

Challenge: release management

Solution: continuous delivery

- automatically produce build artifacts (jar files)
- release often and small

Challenge: release management

Solution: continuous delivery

- automatically produce build artifacts (jar files)
- release often and small
- produce a Minimum Viable Product (MVP)
  - to obtain fast feedback from customers
  - reducing risks
  - ensuring continuous progress

How? Agile Methodology

- Iterative, incremental and evolutionary

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- People not process (when sensible)

How? Agile Methodology

- Iterative, incremental and evolutionary
- People not process (when sensible)
- Focus on quality and on maintaining simplicity
  - continuous delivery: automate as much as possible
    - optimise resources: save time
    - increase quality: to achieve repeatable and consistent processes
  - automated testing
    - quantitative measures
    - consistency
    - release readiness

How? Agile Methodology

- Iterative, incremental and evolutionary
- People not process (when sensible)
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  - continuous delivery: automate as much as possible
    - optimise resources: save time
    - increase quality: to achieve repeatable and consistent processes
  - automated testing
    - quantitative measures
    - consistency
    - release readiness
- Embrace change: very short feedback loop and adaptation cycle

HOW? Tooling

compile

HOW? Tooling

compile > test

SPOCK FRAMEWORK

HOW? Tooling

compile > test > build

HOW? Tooling

compile > test > build > release

SPOCK FRAMEWORK

HOW? Tooling

compile > test > build > release

Challenges: dependency hell

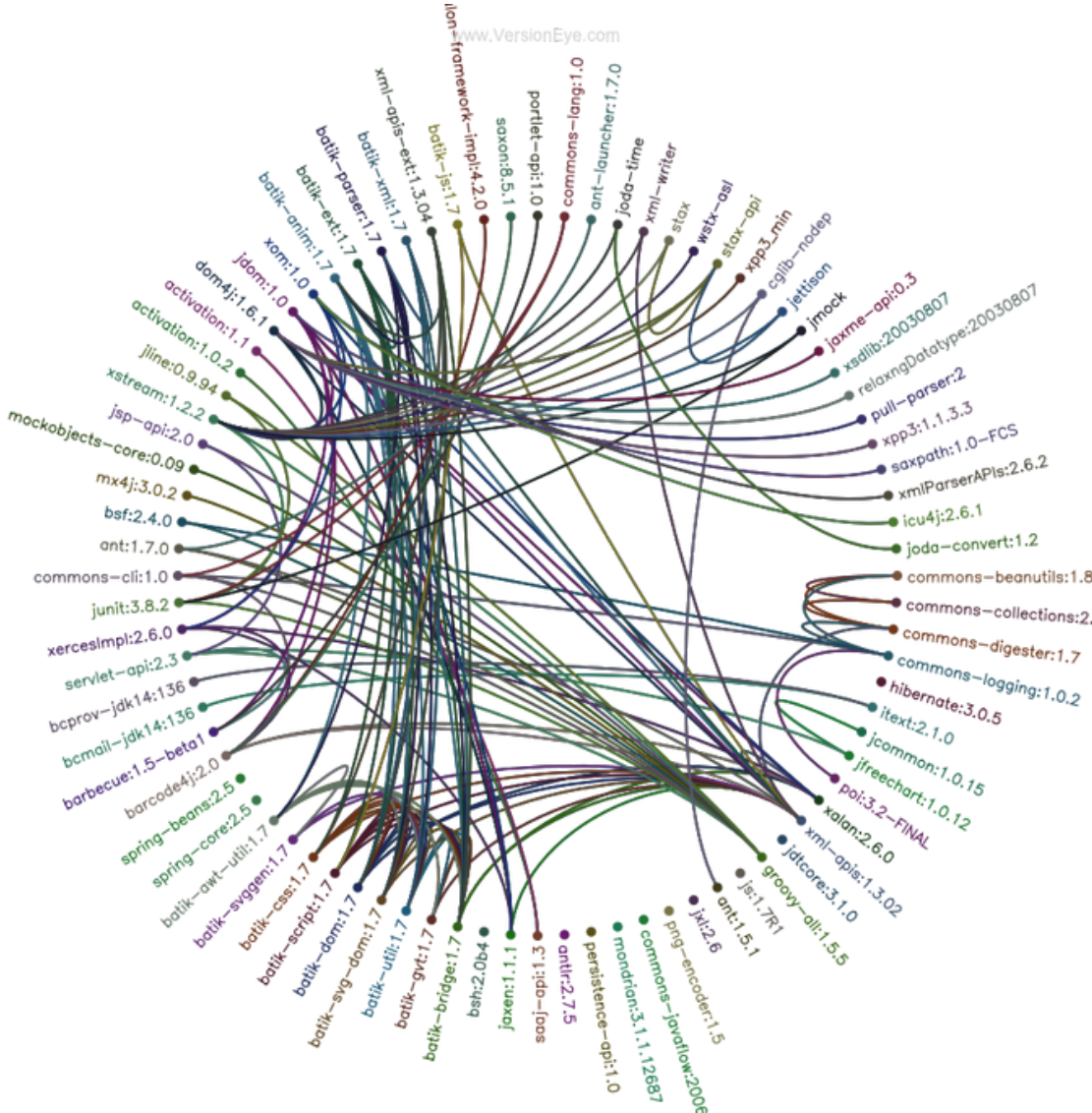
Dependency Hell

- Many dependencies
- Long chains of dependencies
- Conflicting dependencies: when different versions cannot be simultaneously installed
- Circular dependencies

Solution

Dependency management

JasperReports



During this sprint

Syllabus

- Eclipse STS and Java (revision)
- Agile principles (Pluralsight, private study)
- Groovy: scripting in the JVM ecosystem
- Gradle: build automation

Assessment

- Test on 16 October: it may involve small programming exercises