Configuration Management Part 2

Lecture 30

System building

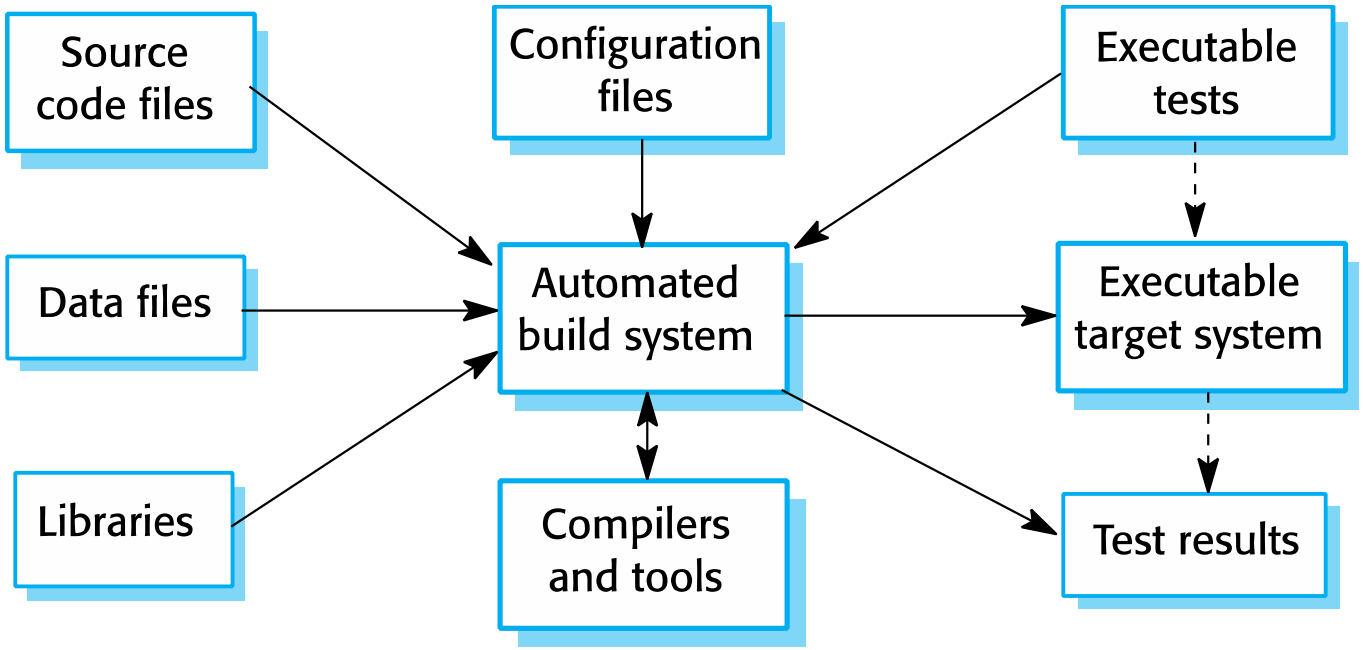
System building

- System building is the process of creating a complete, executable system by compiling and linking the system components, external libraries, configuration files, etc.
- System building tools and version management tools must communicate as the build process involves checking out component versions from the repository managed by the version management system.
- The configuration description used to identify a baseline is also used by the system building tool.

Build platforms

- The development system, which includes development tools such as compilers, source code editors, etc.
  - Developers check out code from the version management system into a private workspace before making changes to the system.
- The build server, which is used to build definitive, executable versions of the system.
  - Developers check-in code to the version management system before it is built. The system build may rely on external libraries that are not included in the version management system.
- The target environment, which is the platform on which the system executes.

System building



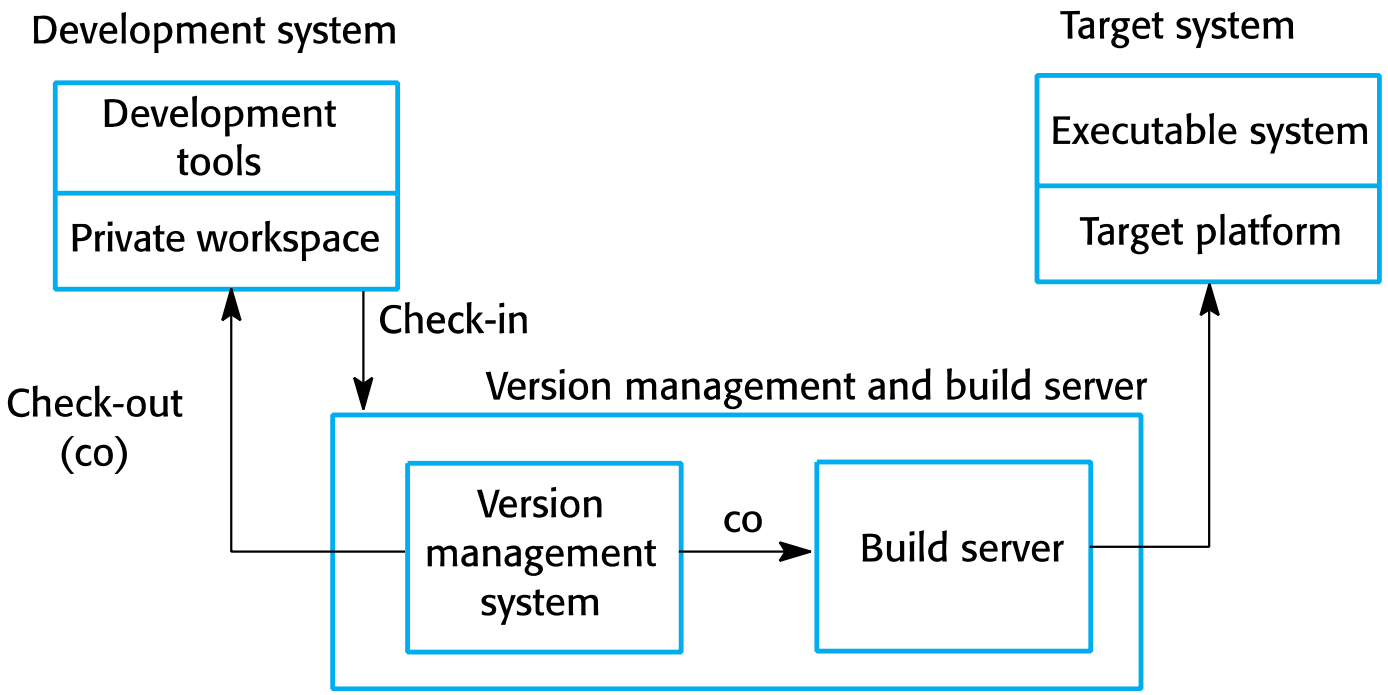
Build system functionality

- Build script generation
- Version management system integration
- Minimal re-compilation
- Executable system creation
- Test automation
- Reporting
- Documentation generation

System platforms

- The development system, which includes development tools such as compilers, source code editors, etc.
- The build server, which is used to build definitive, executable versions of the system. This server maintains the definitive versions of a system.
- The target environment, which is the platform on which the system executes.
  - For real-time and embedded systems, the target environment is often smaller and simpler than the development environment (e.g. a cell phone)

Development, build, and target platforms



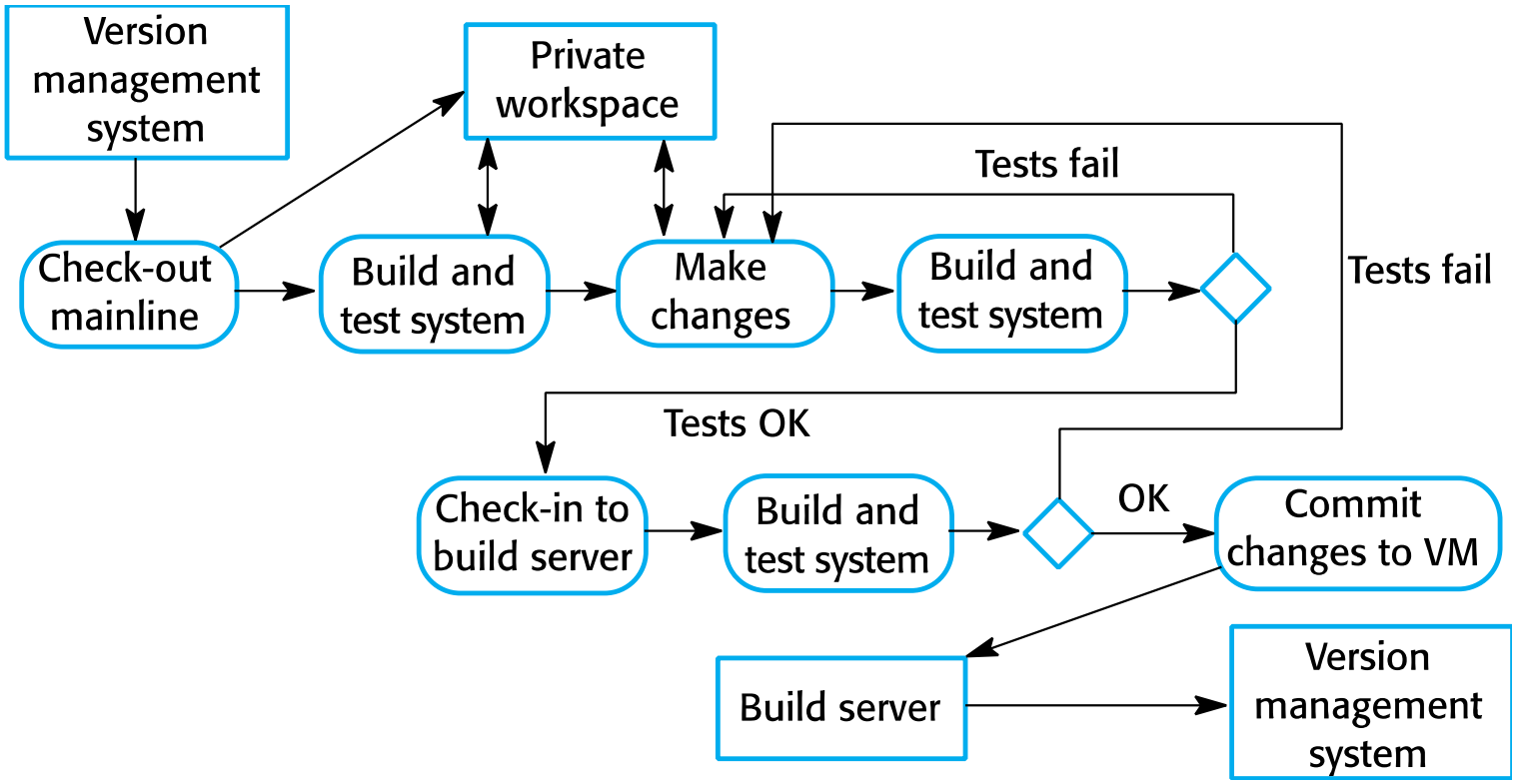
Agile building

- Check out the mainline system from the version management system into the developer's private workspace.
- Build the system and run automated tests to ensure that the built system passes all tests. If not, the build is broken and you should inform whoever checked in the last baseline system. They are responsible for repairing the problem.
- Make the changes to the system components.
- Build the system in the private workspace and rerun system tests. If the tests fail, continue editing.

Agile building

- Once the system has passed its tests, check it into the build system but do not commit it as a new system baseline.
- Build the system on the build server and run the tests. You need to do this in case others have modified components since you checked out the system. If this is the case, check out the components that have failed and edit these so that tests pass on your private workspace.
- If the system passes its tests on the build system, then commit the changes you have made as a new baseline in the system mainline.

Continuous integration



Pros and cons of continuous integration

- Pros
  - The advantage of continuous integration is that it allows problems caused by the interactions between different developers to be discovered and repaired as soon as possible.
  - The most recent system in the mainline is the definitive working system.
- Cons
  - If the system is very large, it may take a long time to build and test, especially if integration with other application systems is involved.
  - If the development platform is different from the target platform, it may not be possible to run system tests in the developer's private workspace.

Daily building

- The development organization sets a delivery time (say 2 p.m.) for system components.
  - If developers have new versions of the components that they are writing, they must deliver them by that time.
  - A new version of the system is built from these components by compiling and linking them to form a complete system.
  - This system is then delivered to the testing team, which carries out a set of predefined system tests
  - Faults that are discovered during system testing are documented and returned to the system developers. They repair these faults in a subsequent version of the component.

Minimizing recompilation

- Tools to support system building are usually designed to minimize the amount of compilation that is required.
- They do this by checking if a compiled version of a component is available. If so, there is no need to recompile that component.
- A unique signature identifies each source and object code version and is changed when the source code is edited.
- By comparing the signatures on the source and object code files, it is possible to decide if the source code was used to generate the object code component.

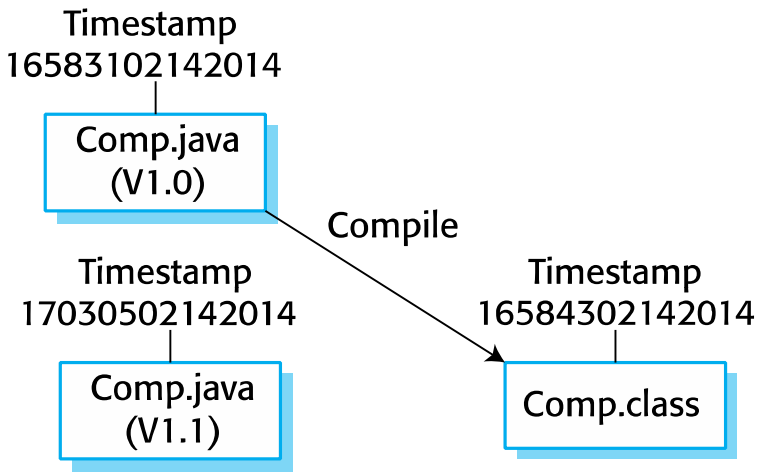
File identification

- Modification timestamps
  - The signature on the source code file is the time and date when that file was modified. If the source code file of a component has been modified after the related object code file, then the system assumes that recompilation to create a new object code file is necessary.
- Source code checksums
  - The signature on the source code file is a checksum calculated from data in the file. A checksum function calculates a unique number using the source text as input. If you change the source code (even by 1 character), this will generate a different checksum. You can therefore be confident that source code files with different checksums are actually different.

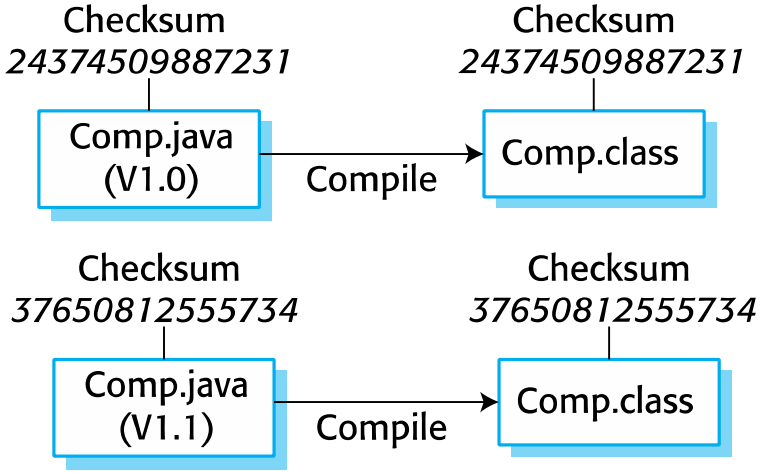
Timestamps vs checksums

- Timestamps
  - Because source and object files are linked by name rather than an explicit source file signature, it is not usually possible to build different versions of a source code component into the same directory at the same time, as these would generate object files with the same name.
- Checksums
  - When you recompile a component, it does not overwrite the object code, as would normally be the case when the timestamp is used. Rather, it generates a new object code file and tags it with the source code signature. Parallel compilation is possible and different versions of a component may be compiled at the same time.

Linking source and object code



Time-based identification

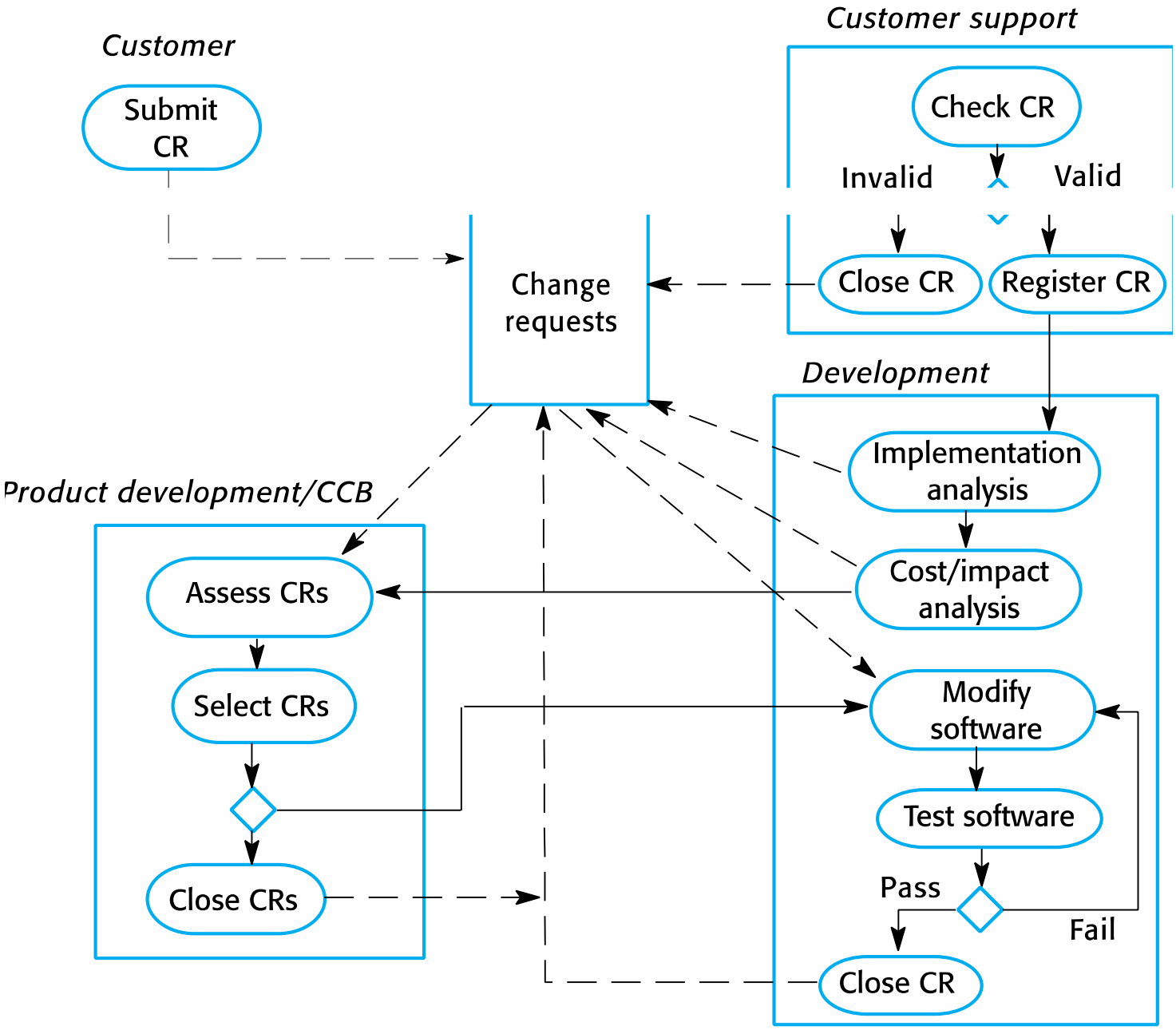


Checksum-based identification

Change management

Change management

- Organizational needs and requirements change during the lifetime of a system, bugs have to be repaired and systems have to adapt to changes in their environment.
- Change management is intended to ensure that system evolution is a managed process and that priority is given to the most urgent and cost-effective changes.
- The change management process is concerned with analyzing the costs and benefits of proposed changes, approving those changes that are worthwhile and tracking which components in the system have been changed.



The change management process

A partially completed change request form (a)

Change Request Form

Project: SICSA/AppProcessing **Number:** 23/02
Change requester: I. Sommerville **Date:** 20/07/12
Requested change: The status of applicants (rejected, accepted, etc.) should be shown visually in the displayed list of applicants.

Change analyzer: R. Looek **Analysis date:** 25/07/12
Components affected: ApplicantListDisplay, StatusUpdater

Associated components: StudentDatabase

A partially completed change request form (b)

Change Request Form

Change assessment: Relatively simple to implement by changing the display color according to status. A table must be added to relate status to colors. No changes to associated components are required.

Change priority: Medium
Change implementation:
Estimated effort: 2 hours
Date to SGA app. team: 28/07/12 **CCB decision date:** 30/07/12
Decision: Accept change. Change to be implemented in Release 1.2
Change implementor: **Date of change:**
Date submitted to QA: **QA decision:**
Date submitted to CM:
Comments:

Factors in change analysis

- The consequences of not making the change
- The benefits of the change
- The number of users affected by the change
- The costs of making the change
- The product release cycle

Derivation history

```
// SICSA project (XEP 6087)
//
// APP-SYSTEM/AUTH/RBAC/USER_ROLE
//
// Object: currentRole
// Author: R. Looek
// Creation date: 13/11/2012
//
// © St Andrews University 2012
//
// Modification history
// Version Modifier   Date          Change        Reason
// 1.0     J. Jones   11/11/2009    Add header    Submitted to CM
// 1.1     R. Looek   13/11/2012    New field     Change req. R07/02
```

Change management and agile methods

- In some agile methods, customers are directly involved in change management.
- The propose a change to the requirements and work with the team to assess its impact and decide whether the change should take priority over the features planned for the next increment of the system.
- Changes to improve the software improvement are decided by the programmers working on the system.
- Refactoring, where the software is continually improved, is not seen as an overhead but as a necessary part of the development process.

Release management

Release management

- A system release is a version of a software system that is distributed to customers.
- For mass market software, it is usually possible to identify two types of release: major releases which deliver significant new functionality, and minor releases, which repair bugs and fix customer problems that have been reported.
- For custom software or software product lines, releases of the system may have to be produced for each customer and individual customers may be running several different releases of the system at the same time.

Release components

- As well as the the executable code of the system, a release may also include:
  - configuration files defining how the release should be configured for particular installations;
  - data files, such as files of error messages, that are needed for successful system operation;
  - an installation program that is used to help install the system on target hardware;
  - electronic and paper documentation describing the system;
  - packaging and associated publicity that have been designed for that release.

Factors influencing system release planning

Factor	Description
Competition	For mass-market software, a new system release may be necessary because a competing product has introduced new features and market share may be lost if these are not provided to existing customers.
Marketing requirements	The marketing department of an organization may have made a commitment for releases to be available at a particular date.
Platform changes	You may have to create a new release of a software application when a new version of the operating system platform is released.
Technical quality of the system	If serious system faults are reported which affect the way in which many customers use the system, it may be necessary to issue a fault repair release. Minor system faults may be repaired by issuing patches (usually distributed over the Internet) that can be applied to the current release of the system.

Release creation

- The executable code of the programs and all associated data files must be identified in the version control system.
- Configuration descriptions may have to be written for different hardware and operating systems.
- Update instructions may have to be written for customers who need to configure their own systems.
- Scripts for the installation program may have to be written.
- Web pages have to be created describing the release, with links to system documentation.
- When all information is available, an executable master image of the software must be prepared and handed over for distribution to customers or sales outlets.

Release tracking

- In the event of a problem, it may be necessary to reproduce exactly the software that has been delivered to a particular customer.
- When a system release is produced, it must be documented to ensure that it can be re-created exactly in the future.
- This is particularly important for customized, long-lifetime embedded systems, such as those that control complex machines.
  - Customers may use a single release of these systems for many years and may require specific changes to a particular software system long after its original release date.

Release reproduction

- To document a release, you have to record the specific versions of the source code components that were used to create the executable code.
- You must keep copies of the source code files, corresponding executables and all data and configuration files.
- You should also record the versions of the operating system, libraries, compilers and other tools used to build the software.

Release planning

- As well as the technical work involved in creating a release distribution, advertising and publicity material have to be prepared and marketing strategies put in place to convince customers to buy the new release of the system.
- Release timing
  - If releases are too frequent or require hardware upgrades, customers may not move to the new release, especially if they have to pay for it.
  - If system releases are too infrequent, market share may be lost as customers move to alternative systems.

Software as a service

- Delivering software as a service (SaaS) reduces the problems of release management.
- It simplifies both release management and system installation for customers.
- The software developer is responsible for replacing the existing release of a system with a new release and this is made available to all customers at the same time.

Key points

- Configuration management is the management of an evolving software system. When maintaining a system, a CM team is put in place to ensure that changes are incorporated into the system in a controlled way and that records are maintained with details of the changes that have been implemented.
- The main configuration management processes are concerned with version management, system building, change management, and release management.
- Version management involves keeping track of the different versions of software components as changes are made to them.

Key points

- System building is the process of assembling system components into an executable program to run on a target computer system.
- Software should be frequently rebuilt and tested immediately after a new version has been built. This makes it easier to detect bugs and problems that have been introduced since the last build.
- Change management involves assessing proposals for changes from system customers and other stakeholders and deciding if it is cost-effective to implement these in a new version of a system.
- System releases include executable code, data files, configuration files and documentation. Release management involves making decisions on system release dates, preparing all information for distribution and documenting each system release.