Software analysis and design

Module 1: Best practices of Software Engineering

Objectives: Best Practices

- Identify symptoms of software development problems
- Explain the Best Practices
- Present the Rational Unified Process (RUP) within the context of the Best Practices.

Symptoms of Software Development Problems

- User or business needs not met
- Requirements not addressed
- Modules not integrating
- Difficulties with maintenance
- ✓ Late discovery of flaws
- ✓ Poor quality of end-user experience
- Poor performance under load
- No coordinated team effort
- ✓ Build-and-release issues

Trace Symptoms to Root Causes

Symptoms

Needs not met

Requirements churn

Modules do not fit

Hard to maintain

Late discovery

Poor quality

Poor performance

Colliding developers

Build-and-release

Root Causes

Insufficient requirements

Ambiguous communications

Brittle architectures

Overwhelming complexity

Undetected inconsistencies

Poor testing

Subjective assessment

Waterfall development

Uncontrolled change

Insufficient automation

Best Practices

Develop Iteratively

Manage Requirements

Use Component Architectures

→ Model Visually (UML)

Continuously Verify Quality

Manage Change

Best Practices Reinforce Each Other

Best Practices

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Manage Change

Ensures users are involved as requirements evolve

Validates architectural decisions early on

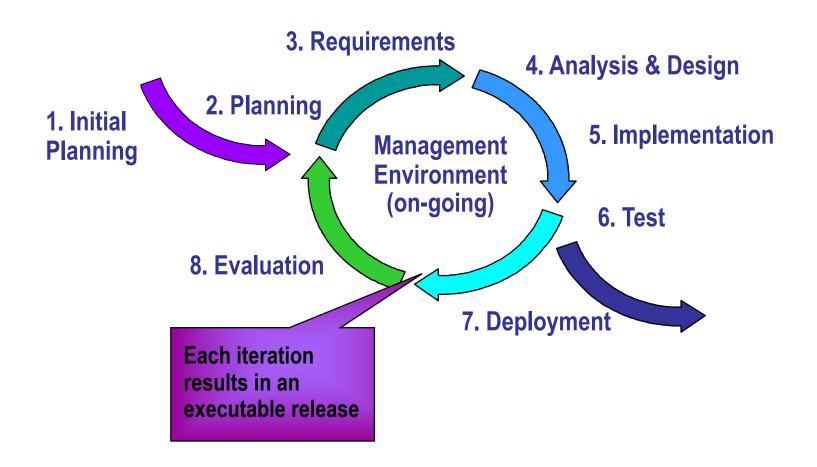
Addresses complexity of design/implementation incrementally

Measures quality early and often

Evolves baselines incrementally

Develop Iteratively

Iterative development produces an executable



Managing Requirements

Ensures that you

- -solve the right problem
- build the right system
 by taking a systematic approach to
 - -eliciting
 - -organizing
 - -documenting
 - managing

the changing requirements of a software application.

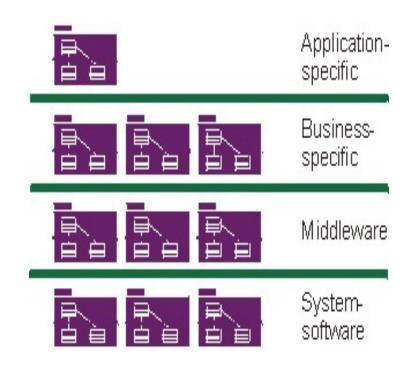
Use Component Architectures

Software architecture needs to be:

Component-based	Resilient
Reuse or customize components	– Meets current and future requirements
 Select from commercially available components Evolve existing software incrementally 	Improves extensibilityEnables reuseEncapsulates system dependencies

Purpose of a Component-Based Architecture

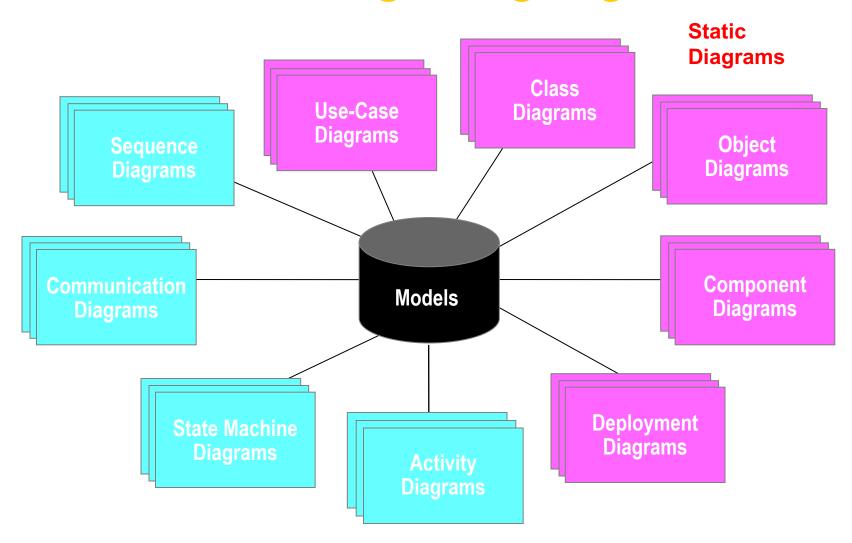
- Basis for reuse
 - Component reuse
 - Architecture reuse
- Basis for project management
 - Planning
 - Staffing
 - Delivery
- Intellectual control
 - Manage complexity
 - Maintain integrity



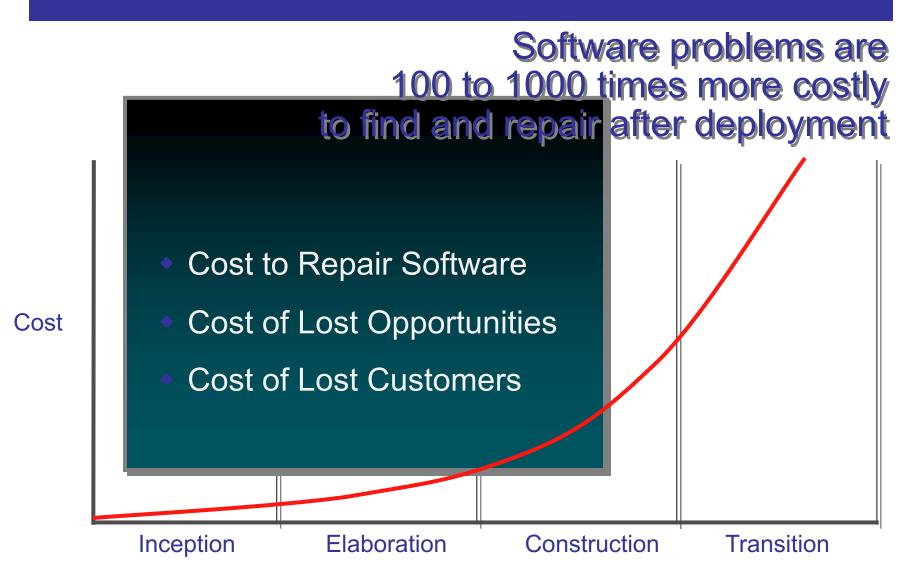
Model Visually (UML)

- Captures structure and behavior
- Shows how system elements fit together
- Keeps design and implementation consistent
- Hides or exposes details as appropriate
- Promotes unambiguous communication
 - The UML provides one language for all practitioners.

Visual Modeling with the Unified Modeling Language



Continuously Verify Quality



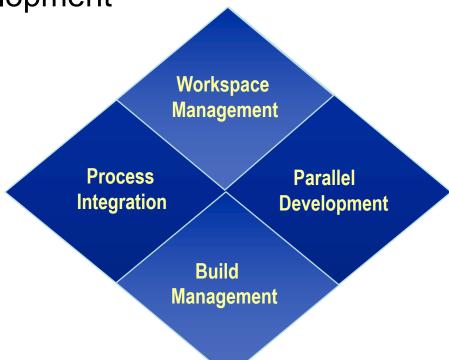
Testing Dimensions of Quality

Usability lest application from the perspective of convenience to the end user. Reliability **Functionality** Test the accurate workings of each usage scenario. Supportability Performance test hiệu năng Test the online response Test the ability to maintain and support the under average and application under peak loading. production use. phản hồi online và thời gian phản hồi/load

Manage Change

- To avoid confusion, have:
 - Secure workspaces for each developer
 - Automated integration/build management

Parallel development



Manage Change (continued)

- Unified Change Management (UCM) involves:
 - Management across the lifecycle
 - System
 - Project management
 - Activity-based management
 - Tasks
 - Defects
 - Enhancements
 - Progress tracking
 - Charts
 - Reports

Rational Unified Process Implements Best Practices





Best Practices

Process Made Practical

Develop Iteratively

Manage Requirements

Use Component Architectures

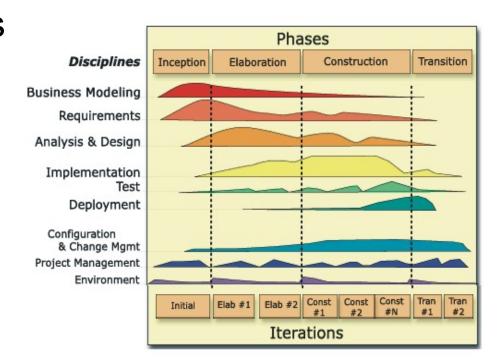
Model Visually (UML)

Continuously Verify Quality

Manage Change

Achieving Best Practices

- Iterative approach
- Guidance for activities and artifacts
- Process focus on architecture
- Use cases that drive design and implementation
- Models that abstract the system



A Team-Based Definition of Process

A process defines **Who** is doing **What**, **When**, and **How**, in order to reach a certain goal.

New or changed requirements

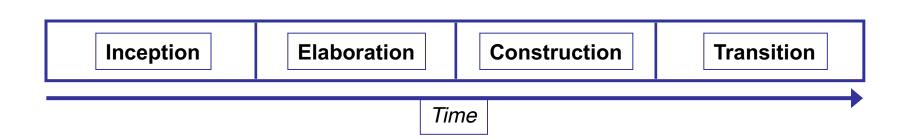
Software Engineering Process

New or changed system

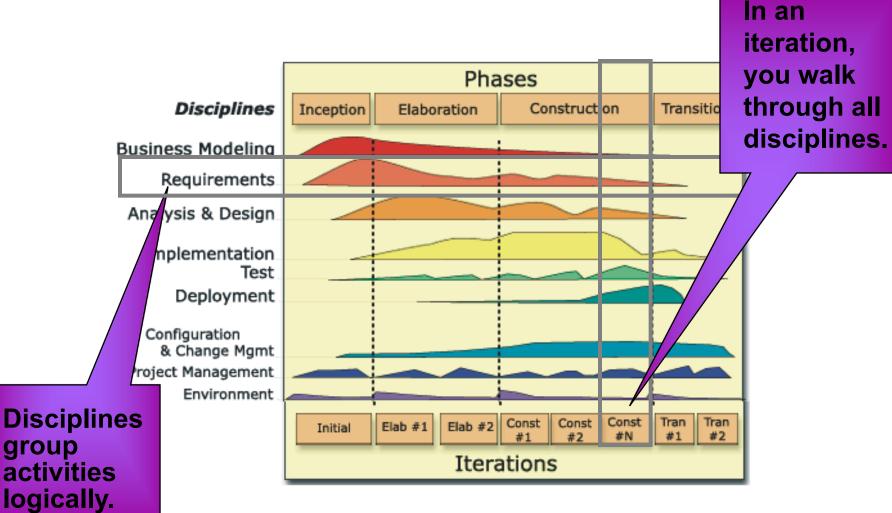
Process Structure - Lifecycle Phases

The Rational Unified Process has four phases:

- Inception Define the scope of the project
- Elaboration Plan the project; specify features and baseline architecture
- Construction Build the product
- Transition Transition the product into the end-user community



Bringing It All Together: The Iterative Approach



Summary

- Best Practices guide software engineering by addressing root causes.
- Best Practices reinforce each other.
- Process guides a team on who does what, when, and how.
- The Rational Unified Process is a means of achieving Best Practices.