

# Evolution & Maintenance

Software Engineering 2  
(3103313-1)

Amirkabir University of Technology  
Fall 1399-1400



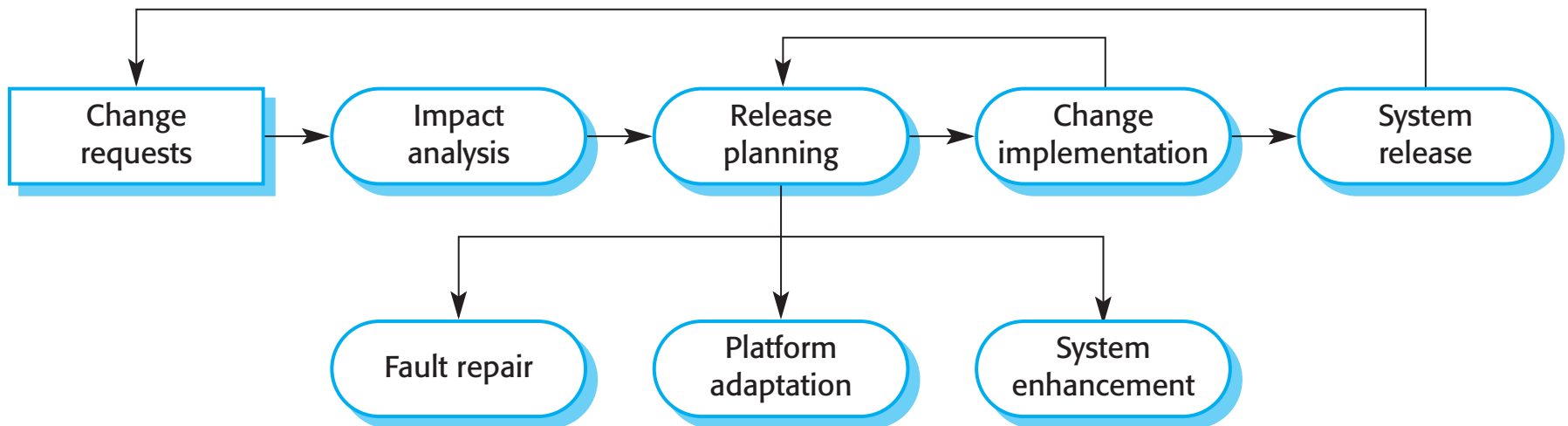
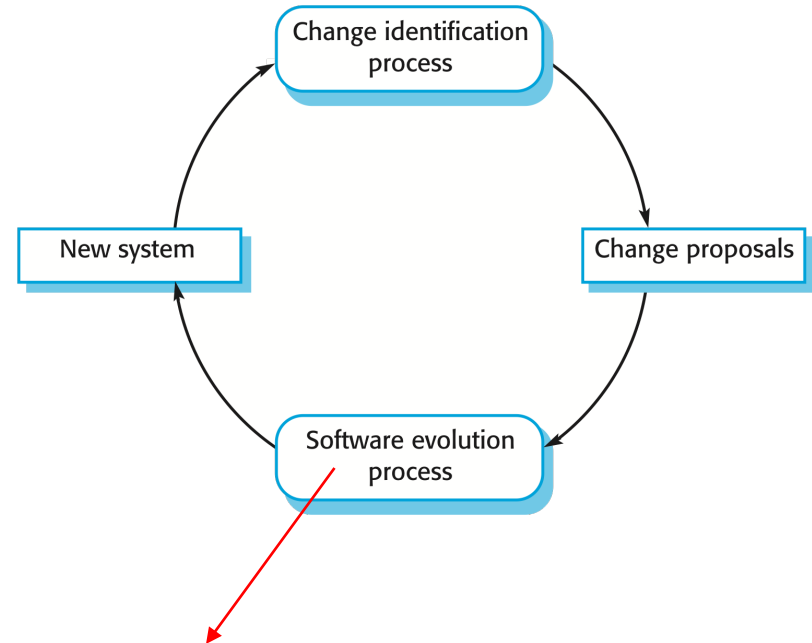
# Evolution & Maintenance

- Long Lifetime
  - Large systems e.g., military and air traffic control systems
  - Costly enterprise software, many years to get an ROI.
  - Successful Software
- Historical data suggests that somewhere between 60% and 90% of software costs are evolution costs.
- Evolution vs. Maintenance
  - Seamlessness vs. Discontinuity

# Evolution Process

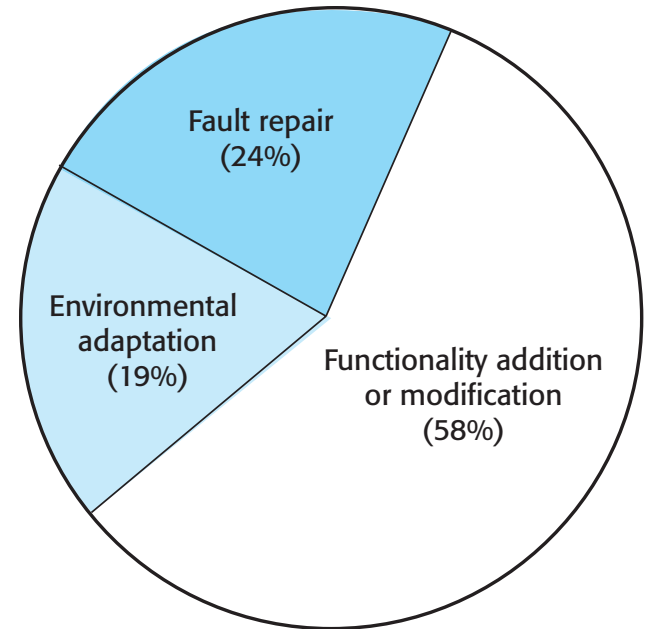
Depends on

- Type of software (formal or informal)
- The development process
- The skill of the people involved



# Types of Software Maintenance

1. Fault repairs to fix bugs and vulnerabilities (Corrective)
2. Environmental adaptation to adapt the software to new platforms and environments (Adaptive)
3. Functionality addition to add new features and to support new requirements (Perfective)
4. Rewriting code/Refactoring (Preventive)



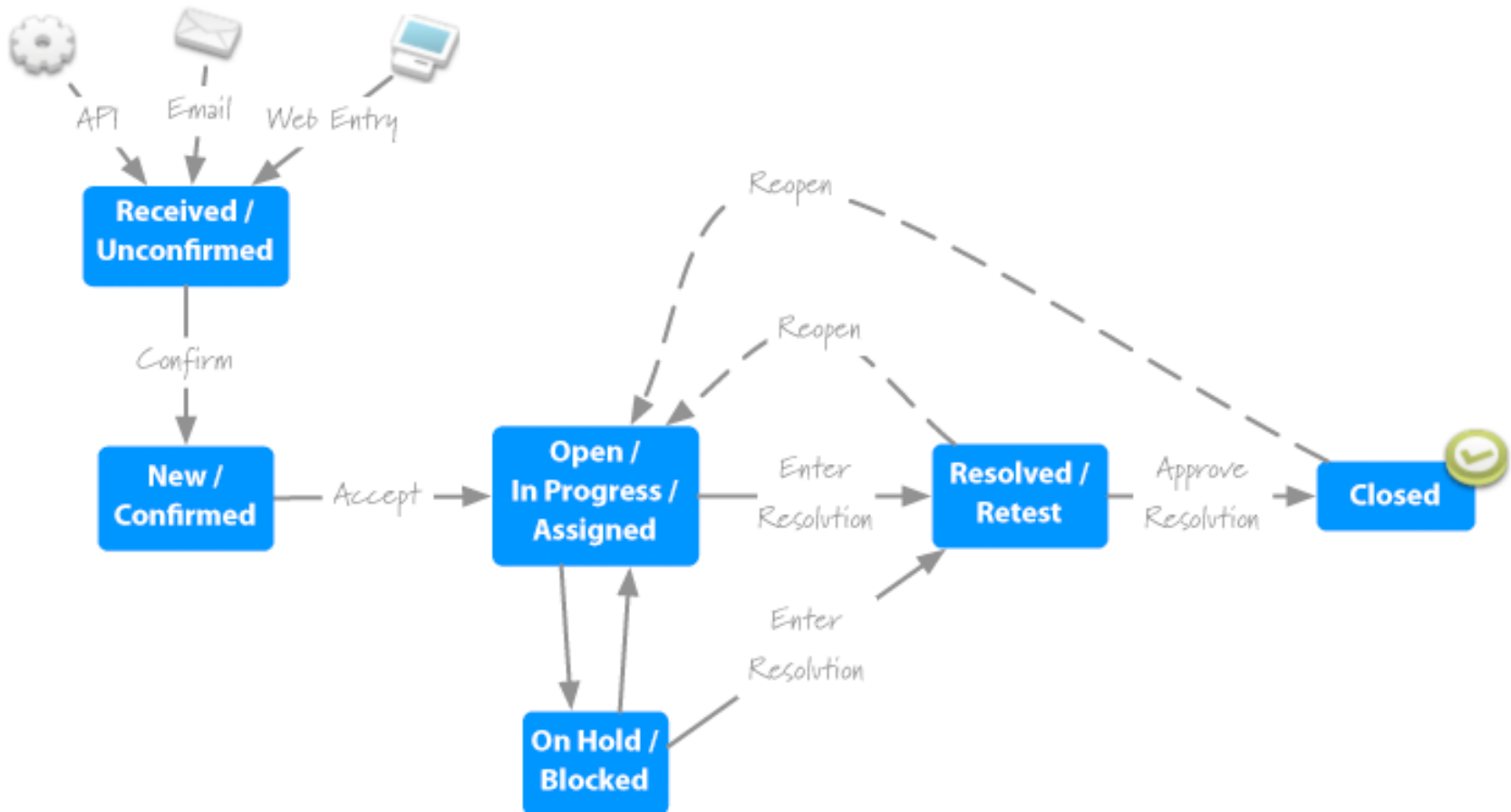
# Issue Tracking Systems

*Bug Tracking Systems, Defect Tracking Systems*



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break

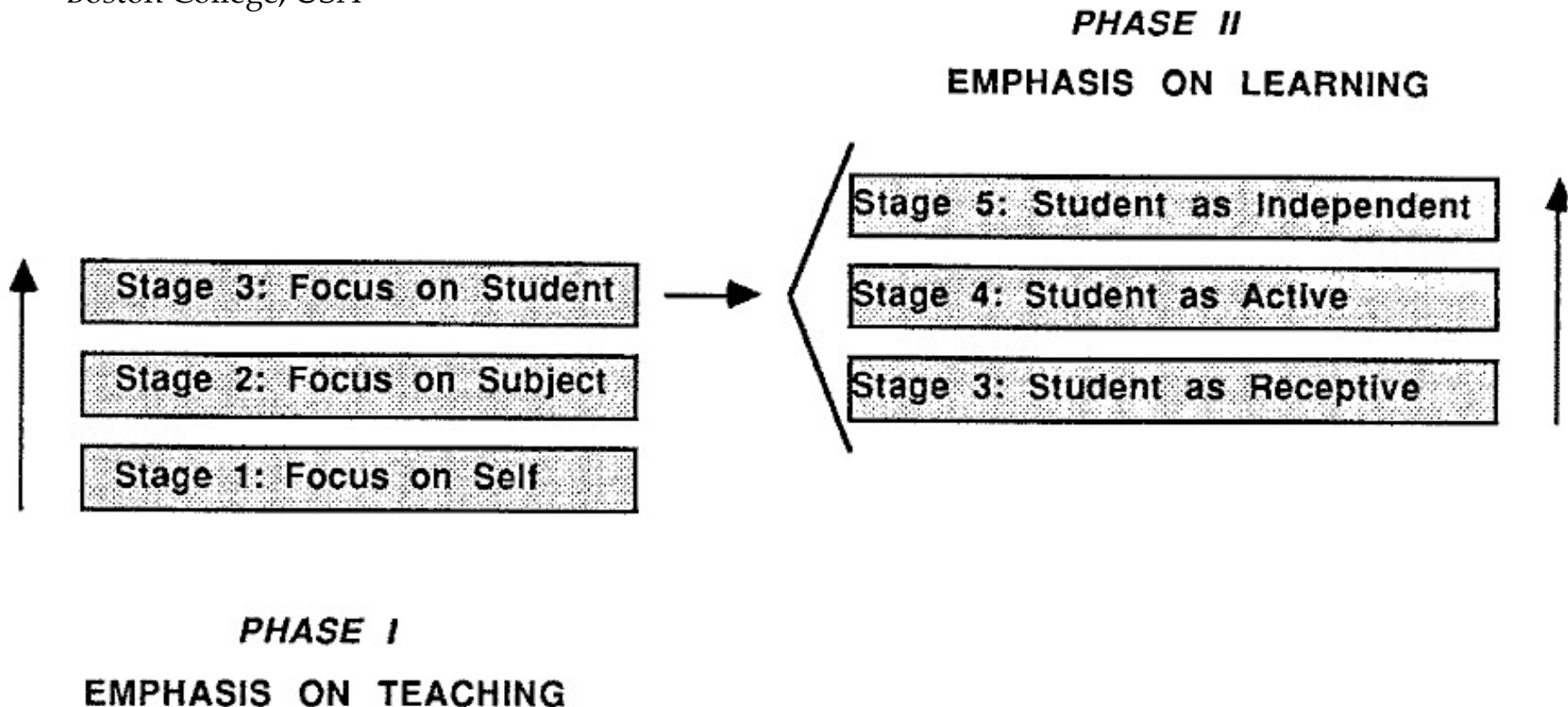




## Life After Death by PowerPoint

# How Professors Develop as Teachers

PETER KUGEL  
Boston College, USA





# Reengineering

Business Process Reengineering

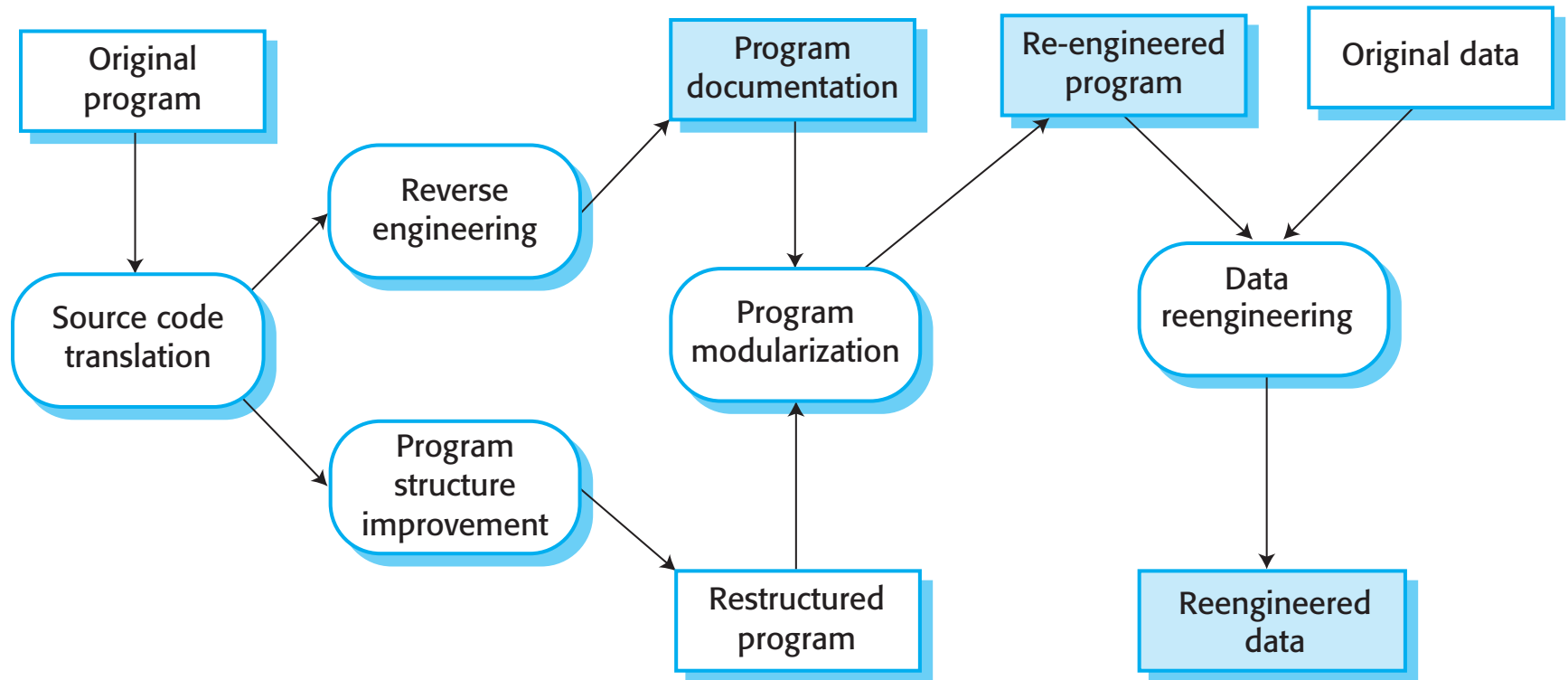
Software Reengineering

Reverse Engineering

Refactoring

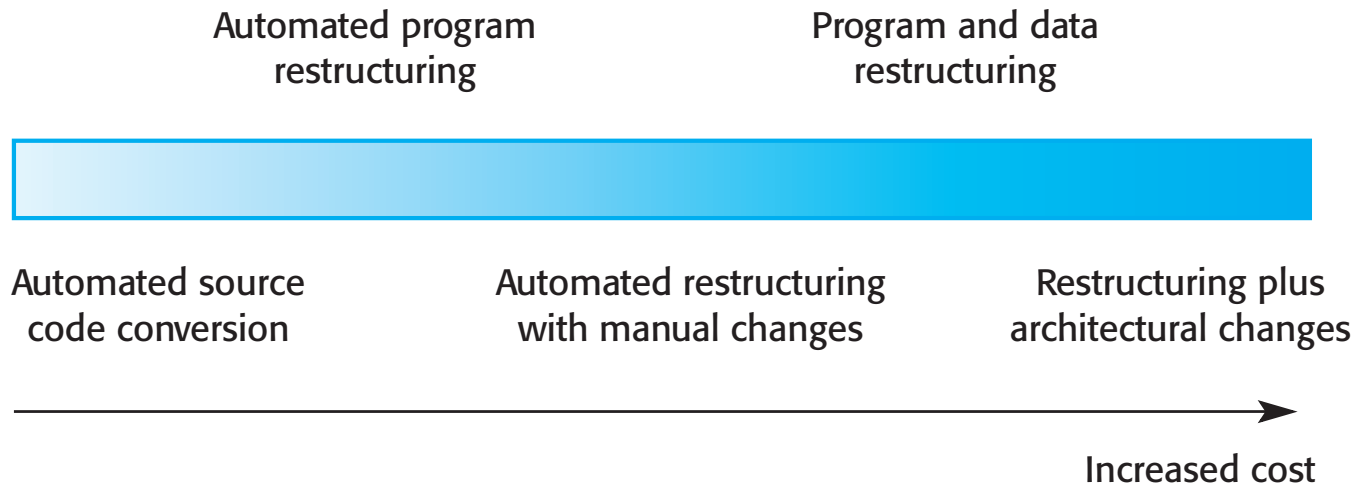
# Software Reengineering

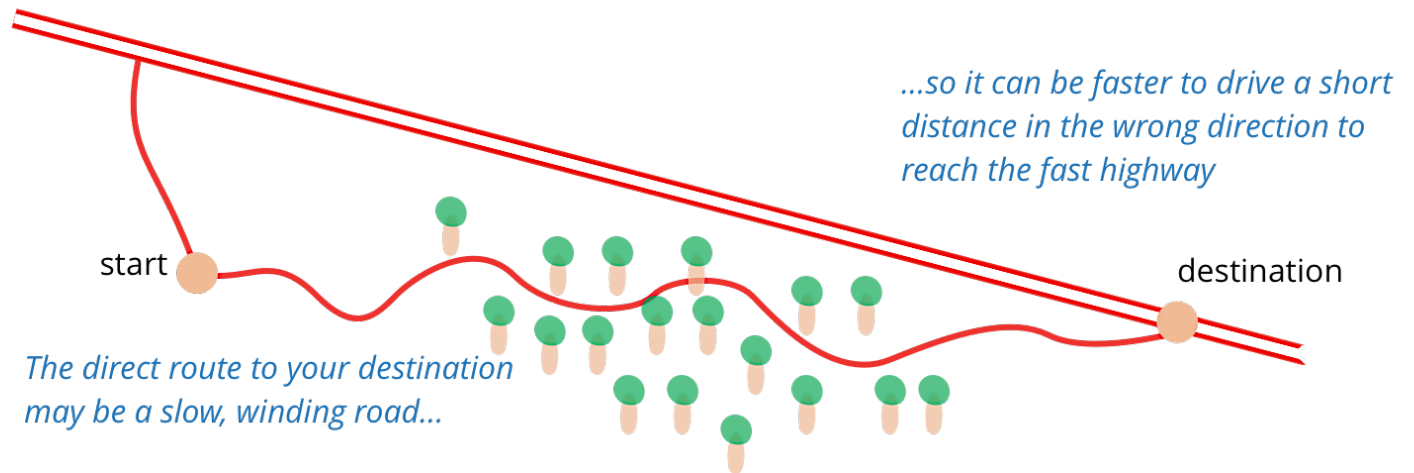
*A general process model for legacy systems*



# Software Reengineering

*Cost*





# Refactoring

*Making the program amenable to future changes.*

- improve the structure,
- reduce the complexity,
- make it easier to understand
- ...

# Code Refactoring

- ✓ Clarification
- ✓ Reuse
- ✓ Improve Flexibility
- ✓ Bug Swarms
- ✓ Bad Programming Practice (“Bad Smells”)
  - Duplicate code, Long methods, Switch (case) statements, Data clumping, Speculative generality, ...
- ✗ Individual Bugs
- ✗ Not Invented Here

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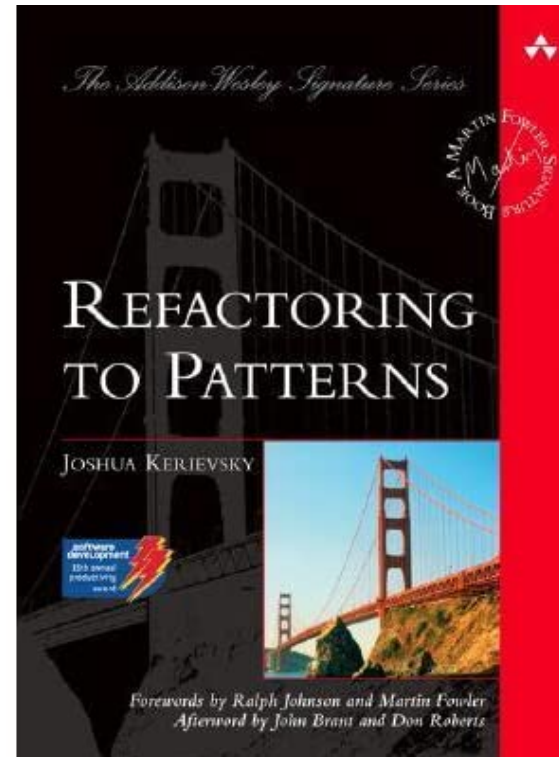
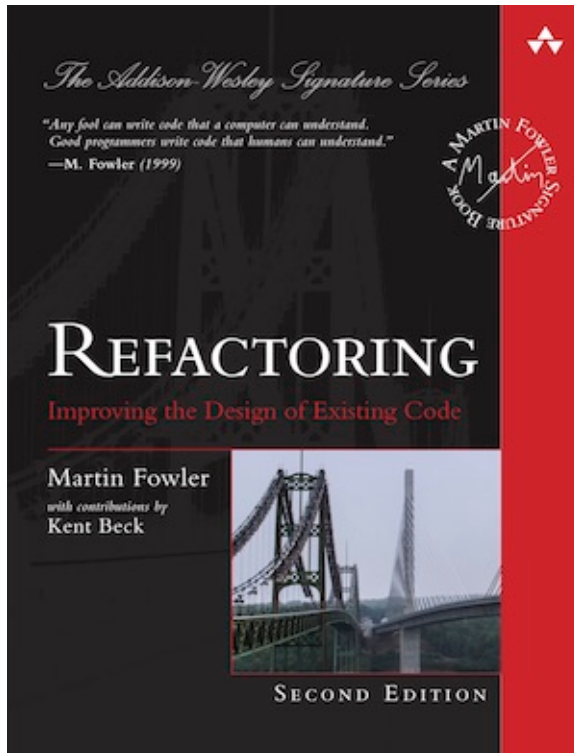
Eclipse (JDT)  
UCDetector  
AutoRefactor

...

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# Refactoring



<https://refactoring.com/>

*... last but not least!*

# Economics of Software Maintenance