

Delivering the Backlog Using CI

Git Workflow

- Team works on origin
- Dev works on local
- Dev pushes to origin from local
- Merges happen on origin
 - Acceptance tests can be requested on merge on stage
- Origin eventually pushed to prod
- Start working on dev, push to stage, sent to prod
 - Delivered happens on stage
 - Accepted happens by customer prior to prod
- Team may work on a separate fork which is then merged into prod
- Work in priority order
 - Defines merge conflict resolution decisions
- Can specify a `PULL_REQUEST_TEMPLATE.md` file in `.github/PULL_REQUEST_TEMPLATE` folder

Bug Fixing

1. Report
2. Reproduce and or reclassify
 - Report may not necessarily be for a bug
3. Regression test
4. Repair
5. Release the fix

Reporting Bugs

- Add user / support message to tracker
 - Create a ticket
- Can use a fully featured bug tracker
- Use the simplest tool that works for your team and project scope

When to Reclassify

- Reclassify as “not a bug” or “won’t be fixed”
- Reproduce with the simplest possible test and add it to regression
 - Minimize preconditions (before blocks, given, or background steps)
- Repair \triangleq test fails in presence of bug; make it pass

Patterns AntiPatterns and SOLID

Design Patterns

- A pattern language is an organized way of tackling an architectural problem using patterns
- Architectural (‘macroscale’) patterns (eg: MVC)
- Computation patterns (eg: FFT)
- Gang of Four (GoF) patterns \triangleq structural, creational, behavior
 - Descriptive guide for how to structure OOP code
- Pattern is not an implementation
- Meta-Patterns \triangleq separate out the things that change from those that stay the same
 - Both implementation and responsibilities
 - Program to an interface; not an implementation
 - Prefer composition and delegation over inheritance

- * Delegation is about interface sharing, inheritance is about implementation sharing
- Antipattern \triangleq code that looks like it should probably follow some design pattern, but it doesn't
 - Often result of accumulated technical debt
 - Viscosity (easier to do hack than right thing)
 - Immobility (can't dry out functionality)
 - Needless repetition (comes from immobility)
 - Needless complexity from generality

SOLID OOP Principles

- Motivation: minimize cost of change
- Single Responsibility principle
- Open/Closed principle
- Liskov Substitution Principle
- Injection of Dependencies
 - Traditionally known as Interface Segregation principle
- Demeter principle

Single Responsibility Principle (SRP)

- Class should have one and only one reason to change
- Class's responsibility should be ≤ 25 words
- Models with many sets of behavior
 - Really big class files are a tip-off
- Lack of Cohesion Methods (LCOM)
 - Revised Henderson-Sellers $:= \text{LCOM} = 1 - \sum_{MV_i} MV$
 - * $MV_i := \#$ instance methods that access the i th instance variable (excluding 'trivial' getters and setters)
 - * $M := \#$ instance methods
 - * $V := \#$ instance variables
 - * $0 \leq \text{LCOM} \leq 1$
 - LCOM-4 counts number of connected components in graph where related methods are connected by an edge
 - High LCOM suggests possible SRP violation
- Can avoid by looking for test seams and 'mock train-wrecks' as places to extract functionality to small classes

Universal Modeling Language (UML)

- UML $:=$ notation for describing various artifacts in OOP systems
- One type of UML diagram is a class diagram which shows class relationships and principal methods
- Care about relationship between different classes
- Open circle \triangleq aggregation
- Diamond \triangleq composition (relationship but not a dependency)
- Arrow \triangleq inheritance
 - From the inherited class to the class being inherited
- Labels \triangleq has one, has many, etc.
- Class-Responsibility-Collaborator (CRC) Cards
 - Class name (usually the nouns in a user story)
 - What the class is responsible for (usually the verbs in a user story)
 - * Eg: knowing the name of a movie, computing ticket availability
 - What other classes share some part of the responsibility