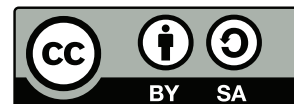


Team Work

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1.1 Preparation

1. Read this text in advance.
2. Look through materials to familiarize yourself with the concepts.

1.2 Steps

1. Find a group and decide who will create flip chart, moderate, and present. (5 min)
2. Give yourselves roles (leader, admin, dev, user) and split the goals among them. (5 min)
3. Create together an architecture that fulfils the goals. (ca. 30 min)
4. Present that architecture. (5 min)

1.3 Goals

1. configuration-management friendly
2. transient and persistent configuration consistent
3. correct documentation
4. reuse software as much as possible but integrate them nicely

1.4 Requirements

Design a camera system:

1. that is able to take single pictures and streams
2. pluggable camera modules (lenses, image sensor, ...)
3. should have camera profiles for different vendors
4. a Web-UI that shows all configuration settings
5. support yet-unknown remote configuration protocol (Web, SNMP, CMs, ...)

1.5 Tasks

1. design the architecture of configuration settings
2. design the architecture of configuration access
3. design how the CM tools should look like
4. tracer bullet [1]: explain for one configuration setting the whole way from source to destination
5. make decisions (which languages, which software, how to achieve the goals)
6. explain how to ensure smooth configuration upgrades
7. explain how to provide documentation for operators
8. explain how to reuse software

Literaturverzeichnis

- [1] Andrew Hunt and David Thomas. *The pragmatic programmer*. Pearson, 1999.