# Team Work

#### Markus Raab

#### 5. Mai 2021

This work is licensed under a Creative Commons "Attribution-ShareAlike 4.0 International" license.



## 1.1 Preparation

Before LTW meeting on 12.05.2021:

- 1. Read this text.
- 2. Think about what your role represents and what would be important for you.
- 3. Look through materials relevant for the LTW meeting to familiarize yourself with the concepts.
- 4. Search the Internet which technologies relevant for the LTW meeting are available.

## 1.2 Steps

- 1. Already done in the meeting before (if you missed the meeting write an email to markus.raab@complang.tuwien.ac.at): Give yourselves roles (leader, admin, dev, user) and split the goals and tasks among them.
- 2. Before the LTW meeting: do the preparation as described in this document.
- 3. In the LTW meeting: Create together an architecture that fulfils the goals and present some part of that architecture.

#### 1.3 Goals

We want to design the software architecture of a camera system that:

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

## 1.4 Requirements

The product manager wants a camera that:

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

 $\left[1\right]$  Andrew Hunt and David Thomas. The pragmatic programmer. Pearson, 1999.