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① Software Engineering:

A process with some start and end involves different steps.

Req. Design Product

- Changes w.r.t environment to make it scalable time by time.
- Legacy system needs to be changed and do maintenance (It generally increases)
- Poorly constructed system or product, so we wanted to reconstruct or move toward better.
- Refactoring / Restructuring / Re-Evaluating
Re-Documenting
- Reverse Engineering:
Extract from product, a code to redesign.

④ IDA Pro (Tools for Reverse Engineering)

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- ④ Improves Code Quality and make documentation better.

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- ④ Evolution of technology, we implement Software Re-Engineering.

④ Reverse Engineering:

Recreating missing things and not changing the main functionalities.

④ Re-Engineering

↙
Functionality change

↘
Technology change

④ Legacy System:

→ Any existing project difficult to maintain.

→ Characteristics:

- ④ Old systems

- ④ Maintainers Problem

- ④ Large Projects + Inherited

① Techniques Re-Engineering:

- Automated analysis techniques
- Token Identification Analysis
- Reverse Engineering by decompilation
 - : Syntax Decompiler/Analyzer
 - : Semantic Analyzer

② Strategies in Re-Engineering:

- ② Rewrite
- ② Rework
- ② Replace

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③ Next Chapters Revise it and there will be talk about it. (Ch#2)

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④ Devops - 2009 introduced

→ **Devops**

~~Development~~
(Implementation)

Operation Side
(Production environment)

→ Dev Team → QA → Operations

→ In legacy system / lag, time,

taking, blame game etc....). (Wait cycle more)

→ DevOps take over legacy system problems.

→ Tools and technologies use of DevOps to make system process better.

→ How the system works on other devices? (operations)

→ Jenkins tools (Pipelines)

→ QA & Testers participate from start of development.

→ If something is pushed over Github or pipeline, DevOps get notifications and start their working.

① Main Terms:

① CI / CD

Continuous Integration

Continuous Delivery / Development / Deployment

→ Steps:

(i) Code commit

(ii) build pipeline

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(iii) Build the code

(iv) Run automated Tests.

④ Continuous Development / Delivery:

① Synchronization Automatic

② Improvement / Maintained.

(Scope, Concepts, Practicality)

→ Jenkins, JDK, Git, Python
(Install till next class.)

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→ Refactor, Rewrite, Restructure.

④ SDLC:

Software Development Lifecycle

→ Planning

→ Analysis (Requirements follows)

→ Designing (Implementation & Testing)

④ Decision Time:

→ Refactor

→ Rearchitect

→ Rewrite

→ Replace.

→ Rewrite:

④ Risks:

→ High bug count

→ Overheads

④ Benefits:

→ Testability.

④ Conditions:

→ Refactoring tried and failed

→ Incremental Rewrite:

④ Partial rewrite, some modules to rewrite.

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① VS Code IDE:

- Scripts for Jenkins file.
- Jenkins Pipeline Lister Connection (Extensions)
- Groovy Plugin.

② Declarative:

- Agent available will work ("any" written)
- Not wanted to run agent ("null" written)
- Conditional ("when" derivative. (when equals, equals expected: 2, actual)
- Parallel block will help us to run concurrently stages.
- Fail Fast to stop the behavior
- Parameters

③ Re-Architecting:

- Splitting a monolithic codebase into multiple components.
 Group of different services & code base same
 - Collection of services.
- Higher Level

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① Terminologies:

- Monolithic code base
- module (or component)
- Monolithic application.
(Runs on one machine)
- API (Interfaces for call)

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① Jenkins Master and Agent :

↓
(Controls brains
of Jenkins)

↓
(Execute the
actual job assigned
by master)

→ Categories :

① Free Jobs, Pipelines
(Single) (Multi)

→ Add Slave

① Node Add (Permanent and
Temporary)

① Pipeline :

→ Collection of jobs

→ Integration of pipeline.

: Using
code
(Jenkins
file)

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④ Pipelines Types:

(i) Declarative Syntax

(ii) Descriptive / Scripted Syntax

① Groovy language.

② Pipeline → Agents → Stages → Work

④ Environment Variable:

→ Global variable in a dictionary form.