Software Engineering Processes

Course Code: XB_0089

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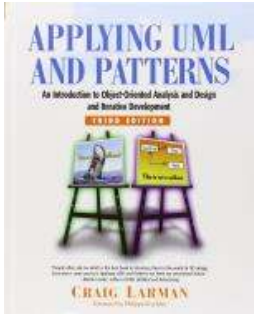
Part 1: Unified Process

Unified Process (UP)

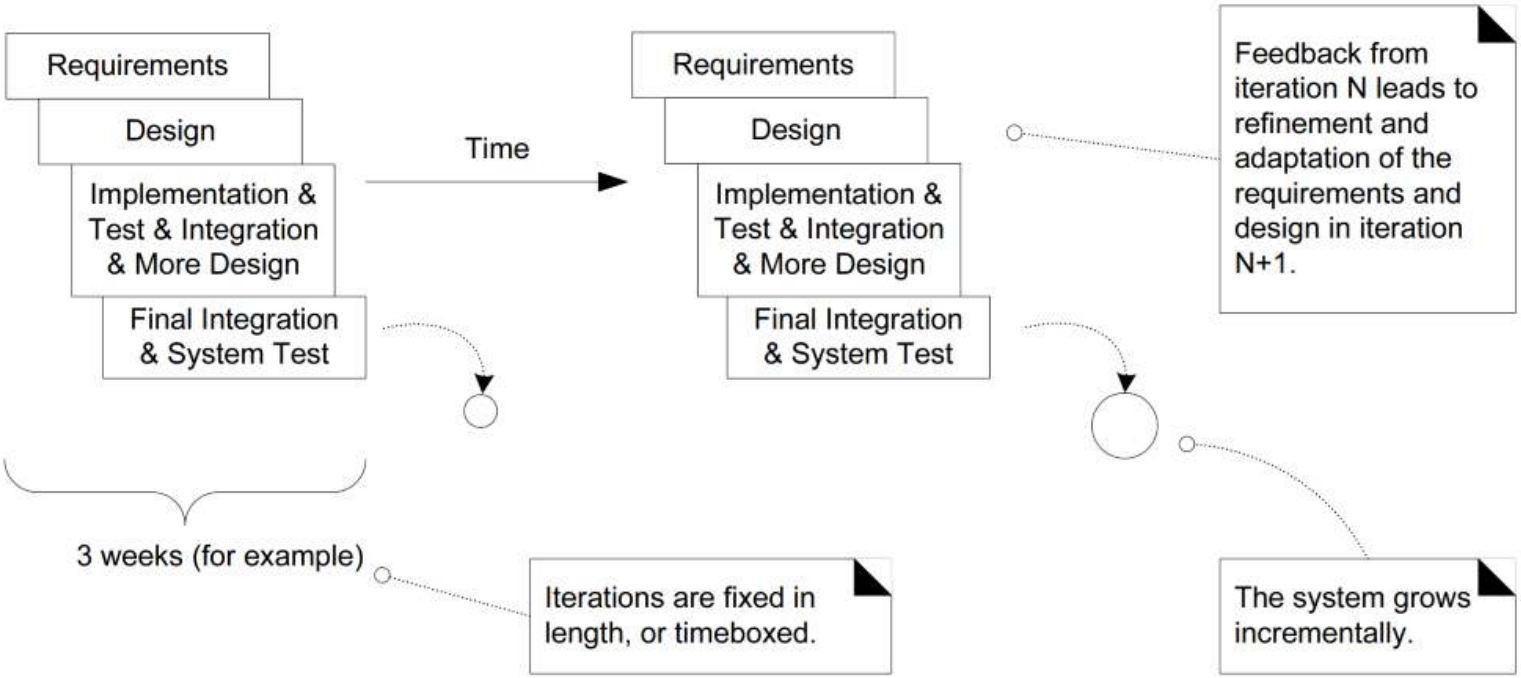
- An **iterative** software development process for building **object oriented** systems
- Uses OOA/D concepts
- Promotes the use of **UML** (Unified Modeling Language)
- **Very flexible** and **open**
- Uses practices from other agile methods:
  - From XP: test-driven development, refactoring, continuous integration, …
  - From Scrum: daily meetings, …

Unified Process (UP)



- Craig Larman says:
  - The **UP** combines commonly **accepted best practices**, such as an **iterative lifecycle** and **risk-driven development**, into a **cohesive** and **well-documented process** description.

Iterative, Incremental, Evolutionary Development



Iterations and Their Results

- The result of each iteration is an **executable but incomplete system**
- The result is **not ready to deliver into production**
- The system may not be eligible for production deployment until after many iterations e.g., 10 or 15 iterations or more …
- The result of an iteration is **not an experimental or throw-away prototype**
- Iterative development is **not prototyping**
- The result is a production grade subset of the final system

Unified Process (UP) & Changes

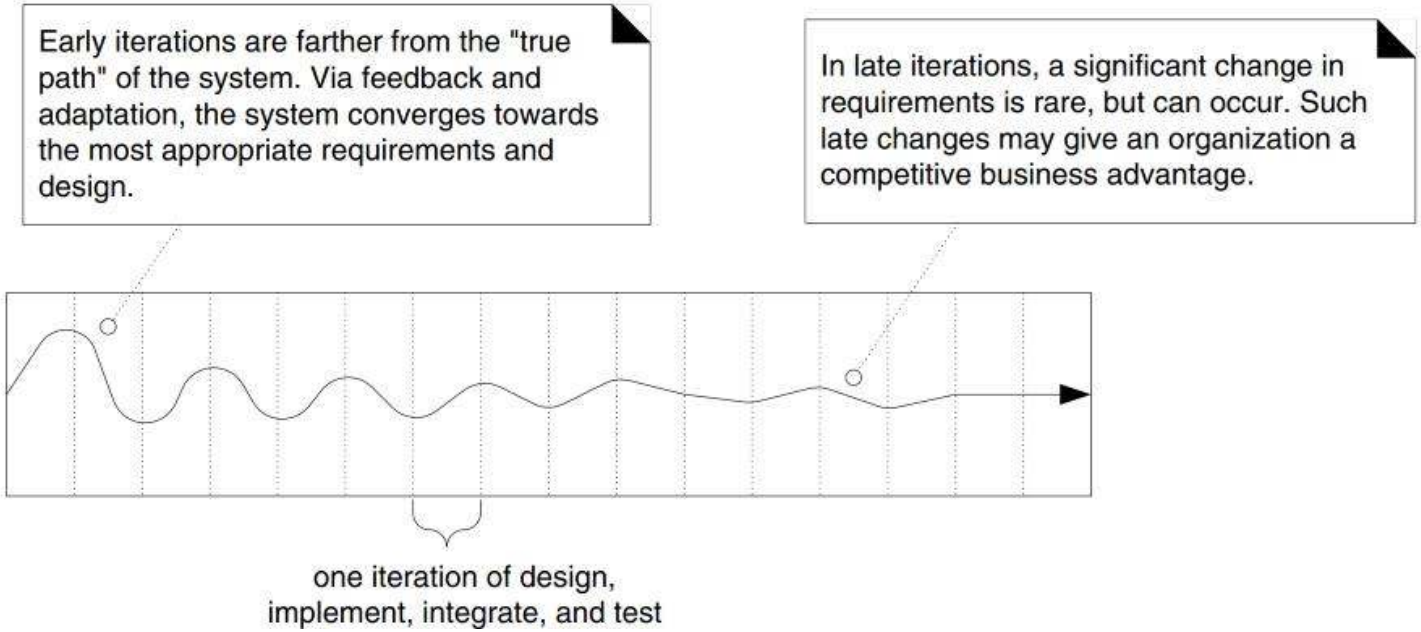
- Each iteration focusses on a **small subset of the requirements**, and **quickly designing, implementing, and testing**
- In early iterations the choice of requirements and design may not be exactly what is ultimately desired
- But taking a small step, before all requirements are finalized, or the entire design is speculatively defined, leads to rapid feedback from the users, developers, and tests

Unified Process (UP)

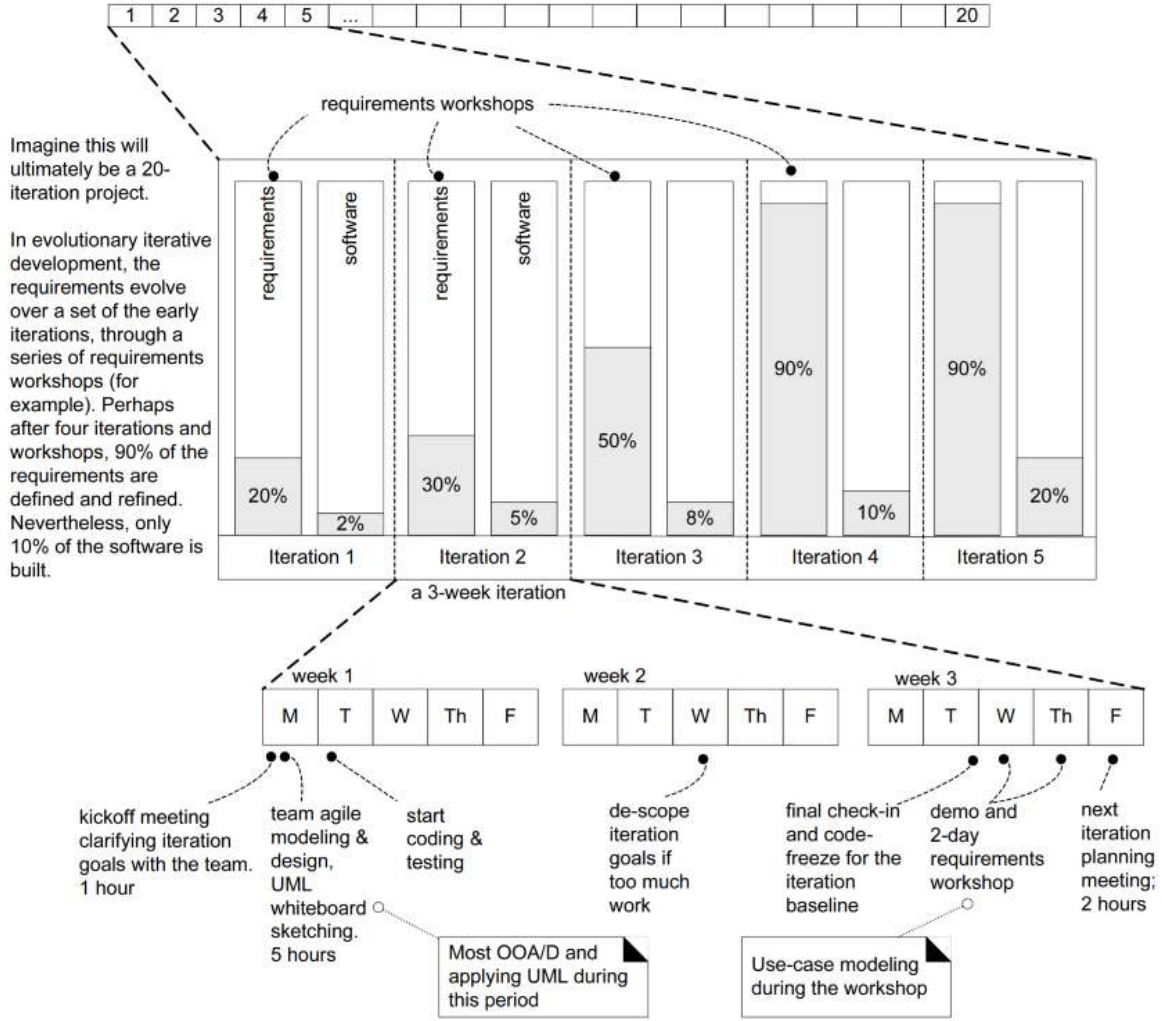
- Iterations may be considered a series of structured **build-feedback-adapt** cycles
- Main objectives:
  - Address changes
  - Minimize risks

Unified Process (UP)

- The design and requirements instability lowers over time



Iterative and Evolutionary Analysis and Design



Benefits of Unified Process (UP)

- Less project failure
- Better productivity
- Lower defect rates
- Early rather than late mitigation of high risks (technical, requirements, objectives, usability, …)
- Early visible progress

Benefits of Unified Process (UP)

- Early feedback, user engagement, and adaptation, leads to a refined system that meets the real needs of the stakeholders
- Managed complexity – development team is not overwhelmed by “analysis paralysis” or very long and complex steps
- The learning within an iteration can be methodically used to improve the development process itself, iteration by iteration

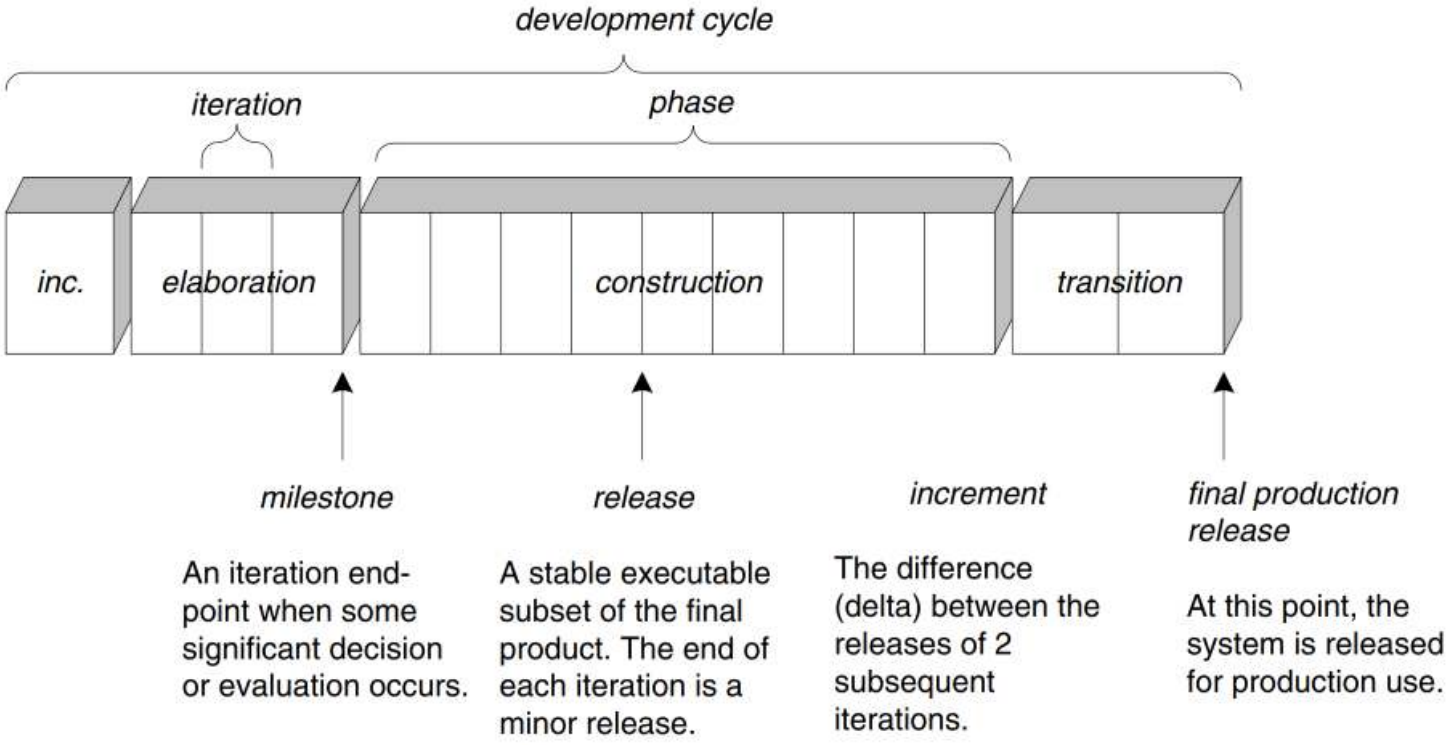
Agile UP

- Keywords: adaptability and lightness
- Examples:
  - Requirements and designs are not completed before implementation; they adaptively emerge through a series of iterations, based on feedback
  - UML applied with agile modeling practices
  - No detailed plan for the entire project
  - …

UP 4 Phases

- **Inception**: approximate vision, business case, scope, vague estimates
- **Elaboration**: refined vision, iterative implementation of the core architecture, resolution of high risks, identification of most requirements and scope, more realistic estimates
- **Construction**: iterative implementation of the remaining lower risk and easier elements, and preparation for deployment
- **Transition**: tests, deployment

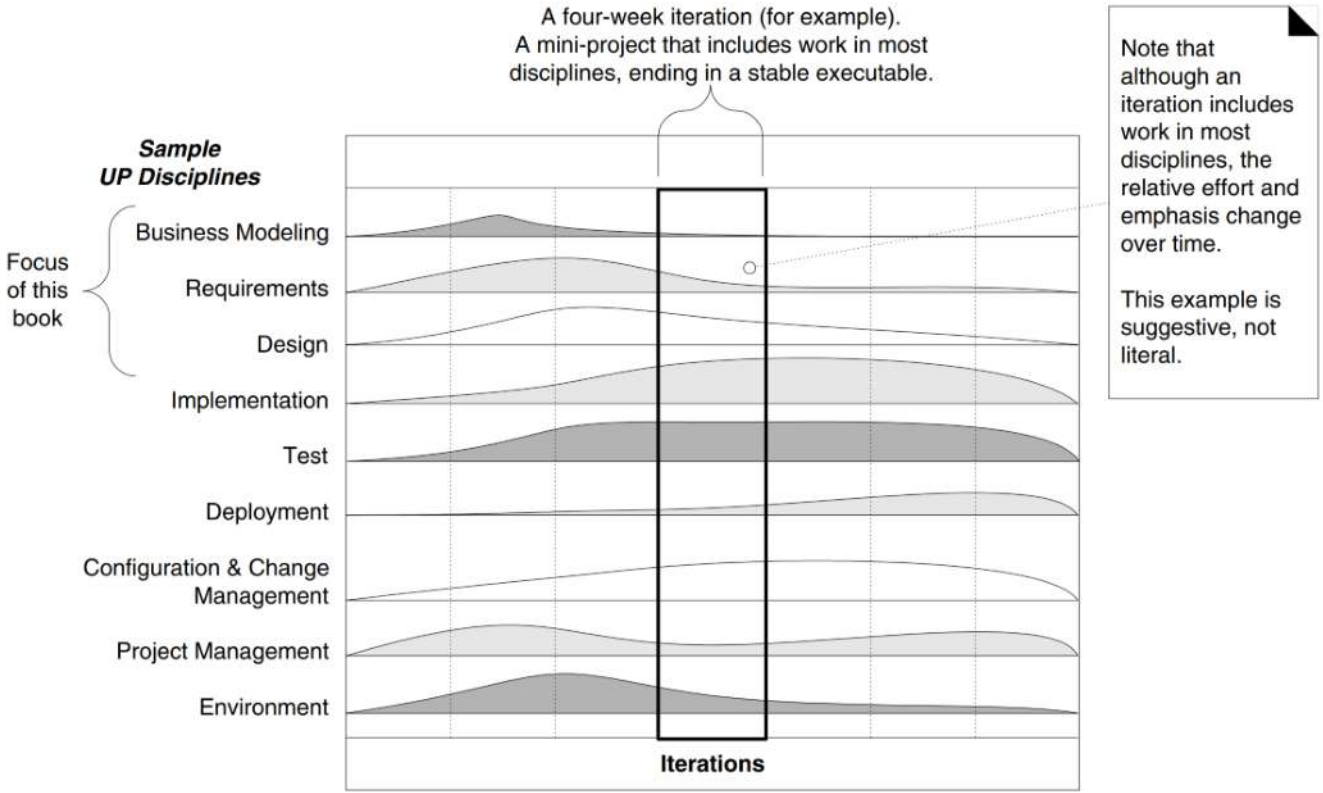
UP Iterations and Phases



UP Disciplines

- **Disciplines**: **a set of activities** (and related artifacts) in one subject **area** (e.g., activities within requirements analysis)
- In UP, an **artifact** is the general term for any **work product**: code, Web graphics, database schema, text documents, diagrams, models, …

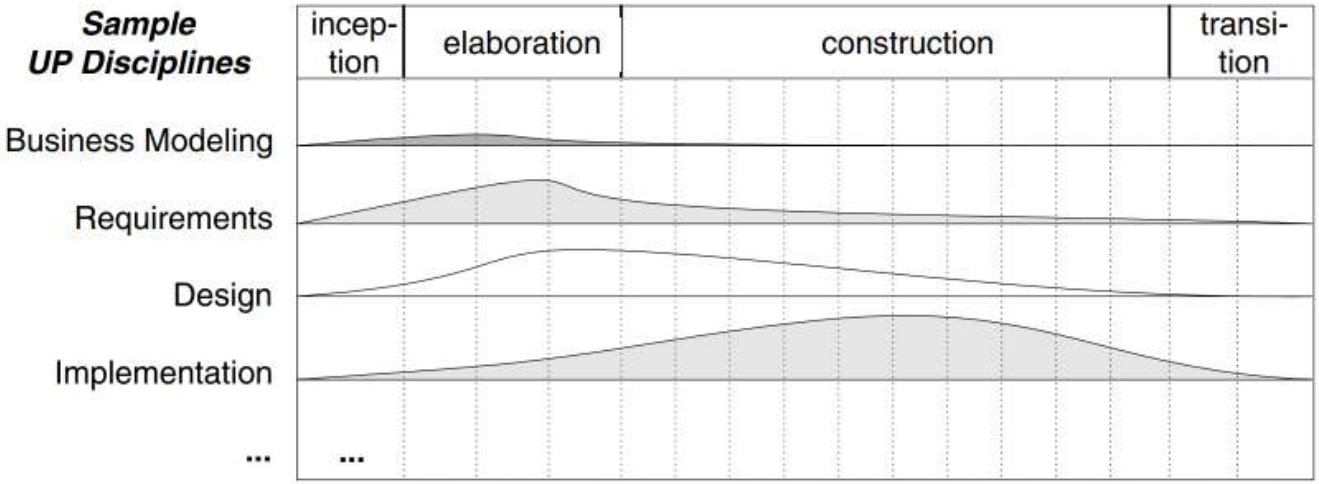
UP Disciplines



UP Disciplines and Phases

- During one iteration work goes on in most or all disciplines
- The relative effort across these disciplines changes over time
- Early iterations focus on requirements and design
- Later iterations, as the requirements and core design stabilize through a process of feedback and adaptation, focus on implementation and testing

UP Disciplines and Phases



The relative effort in disciplines shifts across the phases.

This example is suggestive, not literal.

Part 2: Rational Unified Process

Rational Unified Process (RUP)

- A detailed refinement of UP
- The result of each iteration is an executable but incomplete system; it is not ready to deliver into production.
- The system may not be eligible for production deployment until after many iterations; for example, 10 or 15 iterations
- UML based analysis and modeling

Part 3: Exercises

Incremental vs Iterative

- Similarities/Differences?
- Advantages/Limitations?

- A possible answer at:
  - https://www.plutora.com/blog/iterative-incremental-development-comparison

Examples of Software Systems – What SEP to Use?

- Example 1: **Software Design Project**
  - Teams of 3/4 students
  - Time: 2 months
- Example 2: **Air Traffic Management**
  - Teams of 100 software engineers distributed all over the world
  - Time: 2 years
- Example 3: **Web Application for a New University**
  - Teams of 20 software engineers
  - Time: 6 months
- Example 4: **Lego Store**
  - Teams of 50 software engineers distributed all over the world
  - Time: 1 year

To Do

Your TO DO List for the 2nd Lecture:

- Read the study material

Reading – For the 2nd Lecture

- Exam material:
  - Ian Sommerville, Software Engineering, 9th or 10th edition – Chapter 2.4
  - RUP: RationalUnifiedProcess.pdf

Takeaways?