

Lecture 2 Discussion

1. You have created an image processing library (using C++ for Windows and it compiles into three separate COM components and requires 5 external data files). You now want to release this library. Go through all requirements before answering them.
 - a. What is the packaging format that you would choose?
 - b. Will the external data files be distributed inside this package?
 - c. What will motivate your packing format chosen?
 - d. The COM components need to be registered with the Operating System before they will function properly. Should this information be bundled into the package?
2. You have decided to write a small web application that will transform music files from one format to another (e.g. WAV to MP3). To minimize risk for the project, you intend to use existing audio conversion libraries.
 - a. What are the licensing implications that need to be considered for the library that you intend to use?
 - b. Will you use a GPL licensed library?
 - c. Which open source license will you apply (highly-restrictive, restrictive or open)?
 - d. Will you allow the users of your library to freely re-distribute your work along with their application? Does your license permit this?
3. You have been asked to integrate and use a Crash Reporting tool as part of the application that you developed.
 - a. What information will you report back when the application you have created crashes?
 - b. Does the use of a crash reporting tool have any impact on the architecture/design of your product?
 - c. What will be your policy on anonymising user data?
 - d. For how long will you retain personally identifiable information (PII)?
4. Performance testing is typically undertaken on Staging Environment, instead of the Test environment.
 - a. Why is this the case?
 - b. Assume there are 3 different versions of your software library currently in widespread use (Version 1.0, Version 2.0 and Version 3.0). All developers have the latest version of the code on their development environment. How can issues reported in Version 1.0 and Version 2.0 be replicated and tested?
 - c. Will you run separate staging environments?
 - d. Will you give developers access to the staging environment?