

CECS 343-03/4 — S/W Engr'g — Lecture 3/2/20 Pictures

GRADES

7	-	A
83	A	7
78	B	12
62	C	7
57	D	8
-	E	2

DENOM 87
82

#2 5 ML PHASES

7 COMM → REQ SPEC

17 PLAN → GANTT

4/16 MODEL/ARCH

5 BUILD

10 DEPLOY

#3 WBS

WORK
BREAKDOWN
STRUCTURE

#4 V!V (TEST)

V₁ = VERIFICATION
↳ WORKS PER SPEC

V₂ = VALIDATION
↳ USERS USE IT

#5 COTS

COMM → DEP - LINE - WAF

COMMERCIAL

#6 SPL

S/W PRODUCT LINE

↳ CORE BASE (90%)

+ ONE-OFF FEATURE
ADD-ONS

#7 RFP (RFQ)

REQUEST FOR
PROPOSAL
(QUOTE, ETC)

#8 UML

UNIFIED MODELING

(TRIPLETS LANG.
MERGED) QAD

#9 AGILE PREFERRED

- 10 > 13

- 18 > 1

- 3 > 2

- 6 > 8

#10 YAGNI

YOU AIN'T
GONNA NEED IT.

#9 UNIFIED MODELING
(TRIPLETS LANG.
MERGED) Q1A1

#9 ABILE PREFERRED

- 10 > 13
- 18 > 1
- 3 > 2
- 6 > 8

#10 YAGNI
YOU AIN'T
GONNA NEED IT.

#11 CRC (CARDS) 345
CLASS,
RESPONSIBS
METHODS
COLLABS.
- HELPER
- CLASSES

RLU
WRIGHT-BROCK
JACOBSEN
& CUNNINGHAM

#12 UNIFIED
PROCESS DIAGS
- UML

#13 AGILE STANDUP
Q2: ^{named} SUB-TAPES

- COMPLETED ^{Q1} YESTERDAY?
- NOT "LIVE"
- NOT "LIVE"
- PLAN TO COMPLETE TODAY? 2
- OBSTACLES, STILL?

#14 ATIMOR (HR)

- ATTRACT
- TRAIN
- ACTIVATE
- ORGANIZE
- RETAIN

★

#13 AGILE STANDUP
Q2: ^{MAILED} SUB-TAPES

- COMPLETED ^{Q1} YESTERDAY?
- NOT "LIVE"
- NOT "KITE"
- PLAN TO COMPLETE TODAY?
- OBSTACLES, STILL?

#14 ATMOR (HR)

- ATTRACT
- TRAIN
- MOTIVATE
- ORGANIZE
- RETAIN

#15 CRC CLASS
KINDS

- ENTITY
↳ UNLIVE LIVED.
- BOUNDARY

Diagram: A stick figure on the left points to a box labeled "US". An arrow points from "US" to a box labeled "TEAM". Another arrow points from "TEAM" to a box labeled "THEM".

- CONTROLLED COORDINATE MULTI-PART TASKS

#16 COCKBURN'S HIGHSMITH

- PEOPLE > PROCESS (A.D.)
- POLITICS > PEOPLE

(2 AGILE)

#17 JACKMAN'S (TEAM TOXICS)

- TEAM TOXICS (TEAMWORK)
- HIGH FRUSTRATION
- POOR COORDINATION
- UNCLEAR ROLES
- [MICRO-] FAILURES

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#16 COCKBURN & HIGASHIWA

- PEOPLE > PROCESS (MO)
- POLITICS > PEOPLE

(2 AGILE)

#17 JACKMAN & (TEAM TOXICS)

- FRENZY (DEATHMARCH)
- HIGH FRUSTRATION
- POOR COORDINATION
- UNCLEAR ROLES
- [INCRD.] FAILURES

#18 USSER KEYS

- 2+ RAMBLING

PARAMETERS
(FROM GRC)

- ONE USER ROLE (ONE PA)
- IN USER DOMAIN (PIL-...)

LANG

#19 UAC MAIN SCEN

KEY CONTENTS

- 2 to 2 STEPS

#20

H2 FEED H5/H8

BS3

RLB/RL2

RFB/RK2

POP 15

GLU 1

OOD PRINCIPLES (P)

- SOLID/D₂

- S: SINGLE RESPONSIB P

- DO ONE THING.

- O: OPEN/CLOSED P

- OPEN FOR EXTENSION
(SUB-CLASSING)

½ CLOSED FOR MODIFICATIONS.

BARBARA

- L: LISKOV SUBSTITUTION P

- WHEN KID WEARS A "MOM HAT", IT MUST BEHAVE LIKE MOM.
TO AVOID UGLY OLD-CODE BUGS.

- I: INTERFACE SEGREGATION P

IF YOU USE TINY SUBSET OF A CLASS'S SET OF METHODS, BUILD A MIDDLEMAN CLASS TO GIVE YOU JUST THAT SUBSET & IT CALLS THE BIG CLASS.
ONLY THE MIDDLEMAN NEEDS RECOMPILED WHEN BIG CLASS CHANGES.

