

Introduction to Software Engineering

João Rafael Almeida

(joao.rafael.almeida@ua.pt)

## **Summary**

- Active backlog management (plan & track)
- Feature-branching workflow
- Containers-based deployment

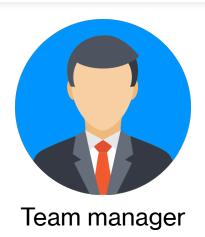


## Importance of software engineering

- Example:
  - Someone hired us to create an application to compete against Facebook
- How we do that?
- Who is responsible for
  - deployments?
  - defining the application features?
  - infrastructure?
  - ensuring scalability?
  - so many other things ...



#### Roles









#### **Team manager**



- Moderates the team discussions
  - Promote collaboration in the team
  - Take initiative to solve problems
- Manages and assign tasks
- Responsible for delivering project outcomes in time

#### **Product owner**



- Represents the interests of the stakeholders
- Knows what the application should do
  - Features
  - Requirements
- Responsible for accepting the solution increments

#### **Architect**



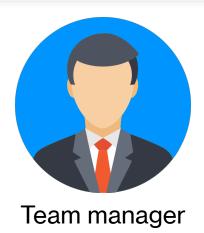
- Responsible for the software architecture
  - Modeling the applications
  - Interactions between components
- Knows the technologies used
  - Frontend
  - Backend
  - Caching
  - Message queues and others

#### **DevOps master**



- Responsible for the infrastructure
- Ensures system portability
- Prepares
  - Deployment machine
  - Git repository
  - Cloud infrastructure
  - Databases operations
  - Other aspects

#### Roles











## **Software Planning**

- Specification
  - Defining what the system should do;
- Design and implementation
  - Defining the organization of the system and implementing the system;
- Validation
  - Checking that it does what the customer wants;
- Evolution
  - Changing the system in response to changing the customer needs;

## **Software Planning**

- Specification
  - Defining what the system should do;
- Design and implementation
  - Defining the organization of the system and implementing the system;
- Validation
  - Checking that it does what the customer wants;
- Evolution
  - Changing the system in response to changing the customer needs;

#### **Specification**

- Definition of requirements and stories
  - Already discussed in previous classes
- Use tools for managing the development
  - Prioritize, assign, and track the work

## **Specification**

- Definition of requirements and stories
  - Already discussed in previous classes
- Use tools for managing the development
  - Prioritize, assign, and track the work
- But... How to do that?
  - Using project planning tools
    - Some with code repository incorporated





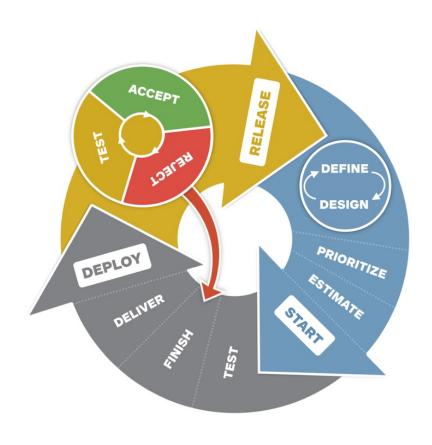




#### **Pivotal Tracker**

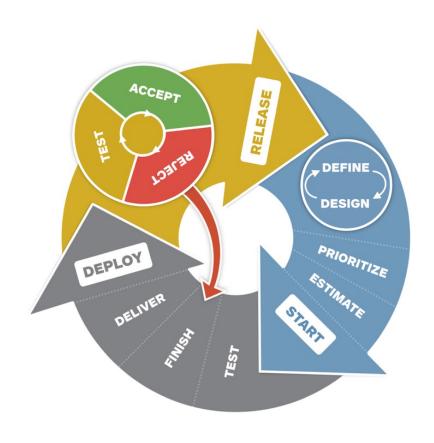


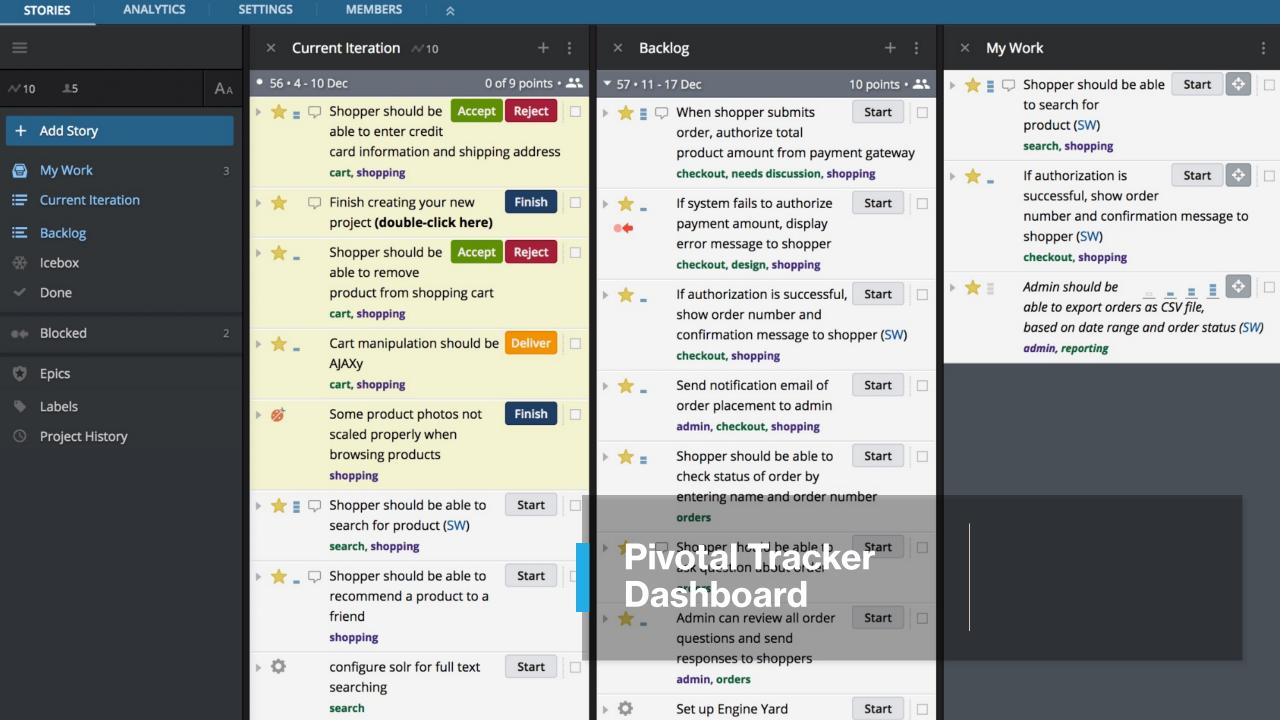
- Agile project manager tool
- Allows the easy management of stories
  - Features, bugs, chores and releases
- Estimation of effort
  - Divide into 4 levels
- Backlog divide into iterations
- Provides good documentation



#### **Workflow Overview**

- 1. Write stories
- 2. Prioritize stories
- 3. Estimate stories
- 4. Start stories
- 5. Finish and deliver stories
- 6. Test stories
- 7. Accept or reject stories
- 8. Stories move to the Done panel







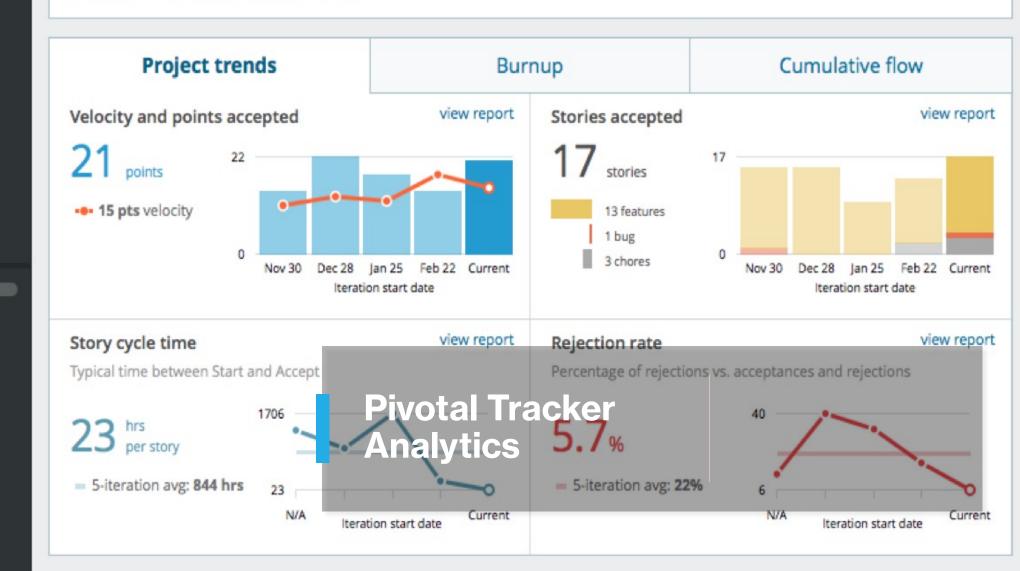
Send us feedback!

- ★ Project
- . Iteration
- Epics
- Releases & Burndowns
- Story Activity
- Cycle Time
- Auto-Refresh

#### Tracker KB Content Overview

MEMBERS

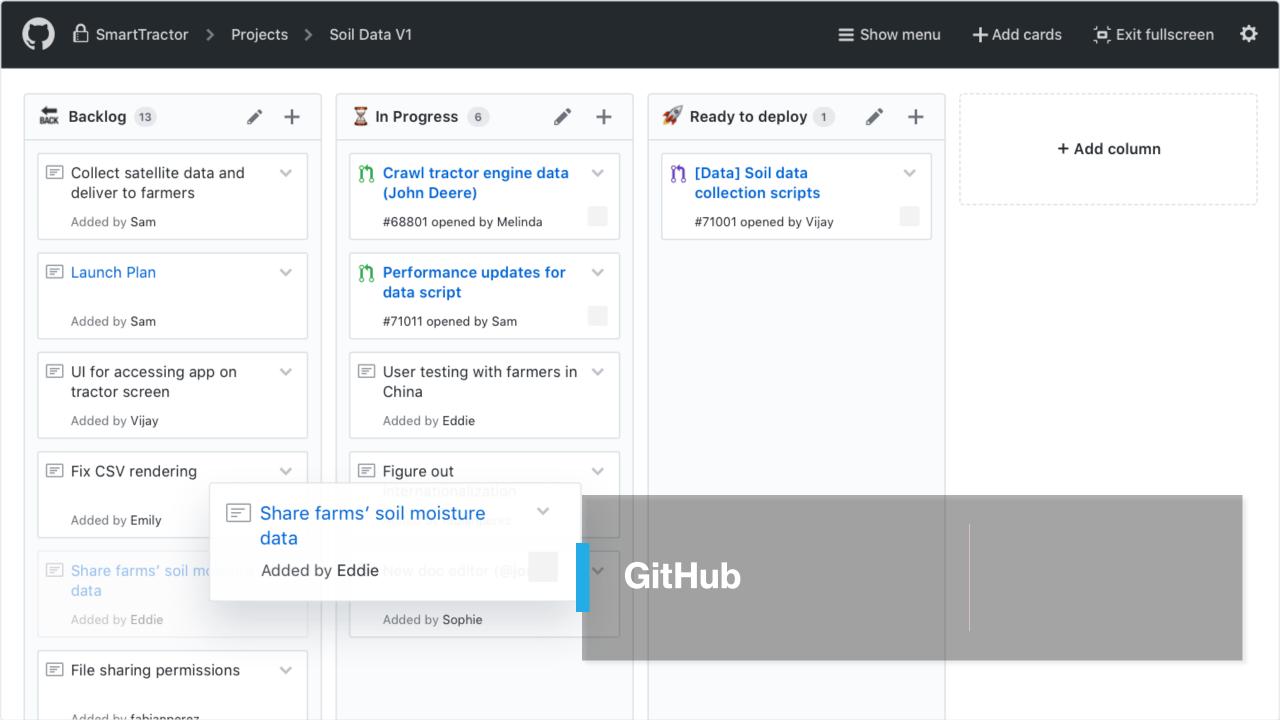
SETTINGS



#### **GitHub**

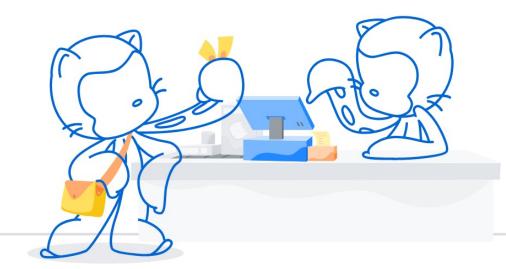


- GitHub is more than a code repository
- Project management features
  - Team management
  - Issue tracking
    - Could follow similar principles as stories
- Community continuously creating new apps
  - For personalized management
- Can GitHub replace the Pivotal Tracker?



#### **GitHub Marketplace**

- Apps to integrate in GitHub projects
- Different categories
  - Code review
  - Continuous integration
  - Security
  - Testing
  - Monitoring
  - Among others



## **Software Planning**

- Specification
  - Defining what the system should do;
- Design and implementation
  - Defining the organization of the system and implementing the system;
- Validation
  - Checking that it does what the customer wants;
- Evolution
  - Changing the system in response to changing the customer needs;

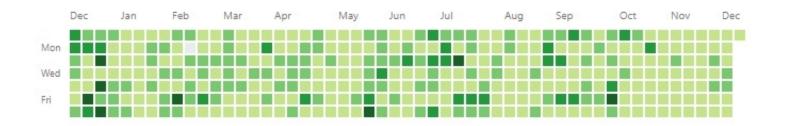
## Feature-branching workflow

- Code repositories
  - Version control system
    - Git
- Not new for you, but...
- Let's see about good practices

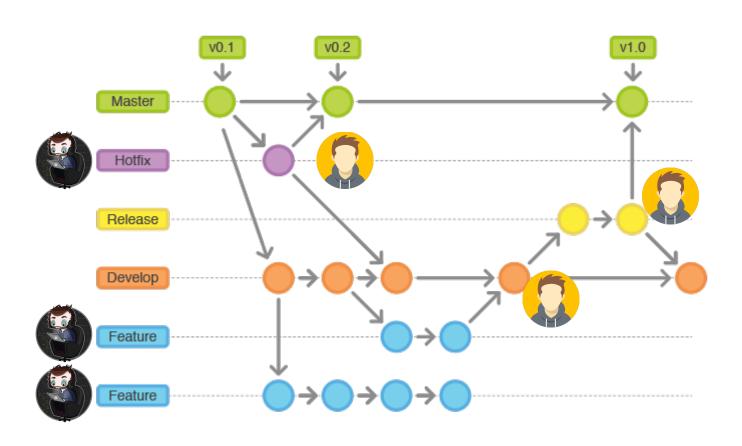


#### **Daily commits**

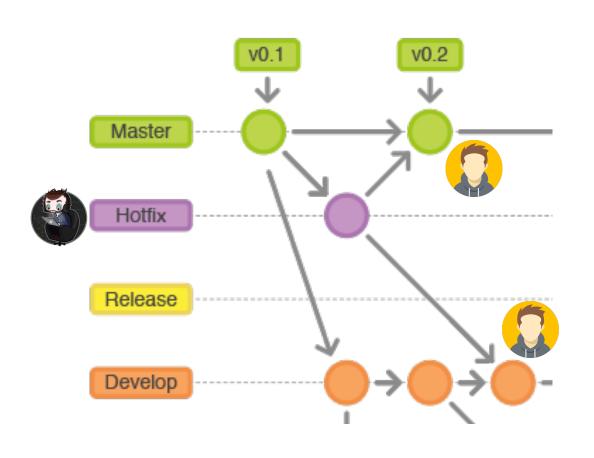
- Scenario
  - Working on a project for two weeks without doing a single commit. The disk decides to die. What should we do now?
- Never wait to finish a task to create a commit
- Every day, commit the work and push the code to the repository



#### **Git workflow**

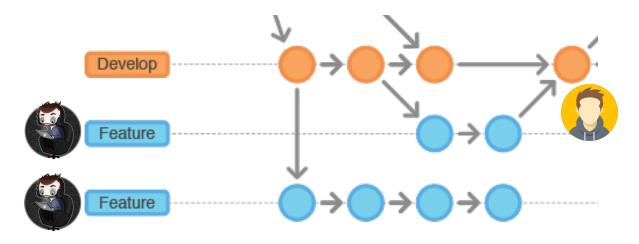


#### **Hotfix**



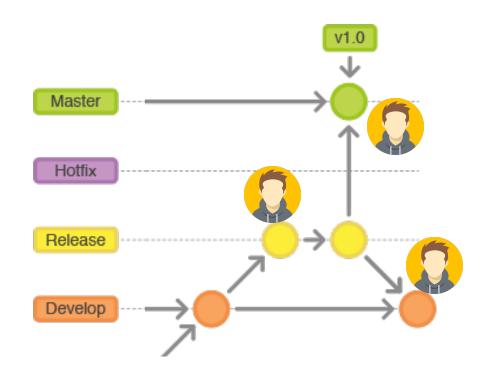
- Catastrophic bug was found
- Procedure
  - 1. Checkout master
  - 2. Fix bug
  - 3. Merge into master and dev
- Does not require a new branch for a release

#### **New Feature**



- New branch for each feature
- Checkout from dev
- When feature is complete
  - Merge dev into feature branch
  - Merge branch into dev
- Why these two merges?

#### **New Release**

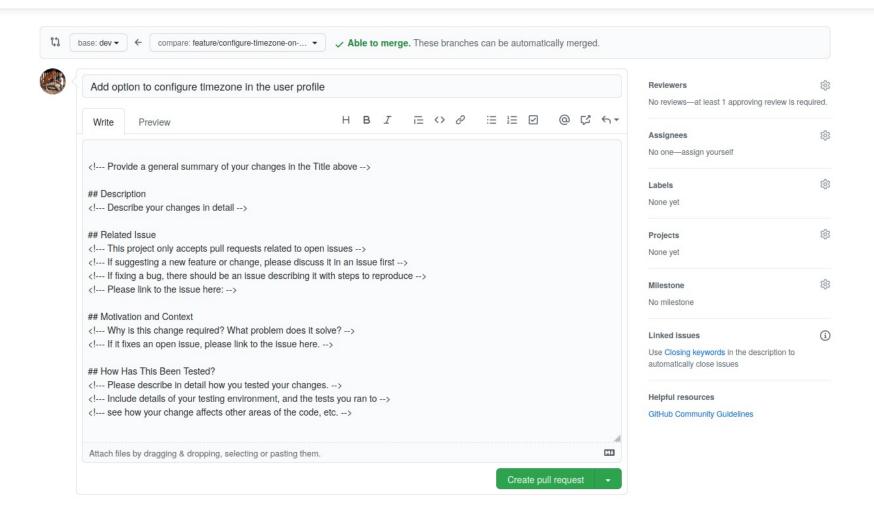


- Preparing the product to show the client
  - Closing one development cycle
- Checkout from dev
- When release is ready
  - Merge release into master
  - Merge branch into dev
- Why these two merges?

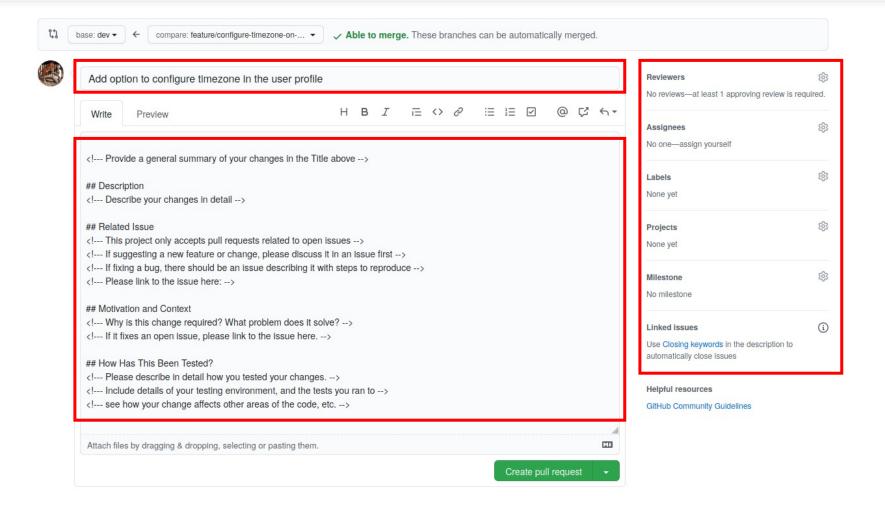
#### **Pull/Merge Requests**

- Merging branches needs a request
  - Usually to protected branches (master and dev)
- Pull request needs approval
  - From git manager (DevOps master)
- Sometimes the implementation needs improvements
  - Feature is incomplete
  - Complex conflicts during merging

## **Pull/Merge Requests**



## **Pull/Merge Requests**



#### **Branching Names**

- Each programmer likes his own convention
  - Which is bad in team projects
- These conventions are not standards
  - But choosing one helps in the repository management
- Branch names are important
  - Like good names when coding variables



# **Branching Names**

CATEGORY	DESCRIPTION
bug	Bug fixing
imp	Improvement on already existing features
new	New features being added
wip	Works in progress - Big features that take long to implement and will probably hang there
junk	Throwaway branch created to experimentation
release	New release before merging with master

#### **Examples Branching Names**

- URL redirects to the wrong page #123
  - bug/fixURLRedirect (good)
  - bug/fix\_url\_redirect (also good)
  - bug/fix\_url\_redirect\_123 (better)
- Accounts: URL redirects to the wrong page #123
  - bug/accounts/fix\_url\_redirect\_123 (much better)

#### **Troubleshooting**

- Merging conflicts that are too complex
  - Request the developer to update branch
  - Merging current dev into branch
- Committed sensitive data
  - It is possible to revert
  - But it could be a dangerous procedure
- Dependencies
  - "It works in my machine"

#### **Troubleshooting**

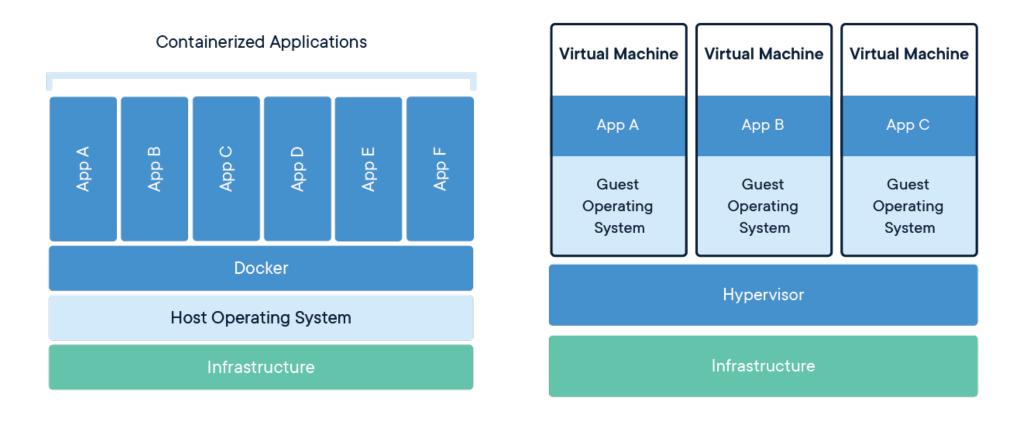
- Merging conflicts that are too complex
  - Request the developer to update branch
  - Merging current dev into branch
- Committed sensitive data
  - It is possible to revert
  - But it could be a dangerous procedure
- Dependencies
  - "It works in my machine"



## **Containers-based deployment**

- A good solution for dependency problems
- Everyone is using the same environment
- Production and development environments are very similar
- Simplifies the integration of different services
- Easy to deploy

#### Virtualization & Containerization



#### **Virtualization & Containerization**

Virtualization	Containerization
More secure and fully isolated	Less secure and isolated at the process level
Heavyweight, high resource usage	Lightweight, less resource usage
Hardware-level virtualization	Operating system virtualization
Each virtual machine runs in its own operating system	All containers share the host operating system
Startup time in minutes and slow provisioning	Startup time in milliseconds and quicker provisioning

#### **Virtualization & Containerization**

- Both have positive aspects
- Containerization is better
  - For the class project
- Real world uses hybrid approaches

#### Docker

- Already studied in practical classes
  - But let's review a few concepts
- Production and development images are the same
  - But with different configurations
- In production
  - Always use volumes for the sensitive data
  - Containers die, volumes not (usually)

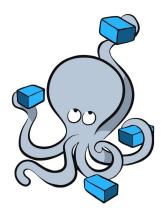


#### **Images**

- Images are the bases of containers
- One Image can serve multiple containers
  - But one container can only have one image
- Allows inheritance
  - FROM ubuntu:20.04
  - FROM mylmage:base
- Should I use an official image or create mine?

#### **Docker Compose**

- Simplifies the integration between containers
- Allows container orchestration
  - Based on a certain order
- Do not change docker-compose.yml file
  - Instead, define variables (.env)
  - Create a .env-example file with the default variables
- After configured, the startup is trivial
  - docker-compose up -d



# **Putting all together**

## Example – client's needs

- Client wants a web application to generate random number
- Procedures:
  - User sets a seed
  - Clicks generate a random number
  - Random number is generated
- Let's plan this project



#### **Story**

Title: Random number generator Priority: 1 Estimate: 1

As an anonymous user

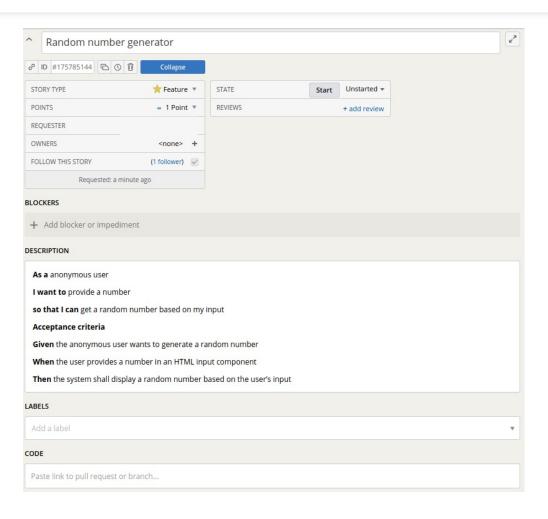
I want to provide a number

so that I can get a random number based on my input

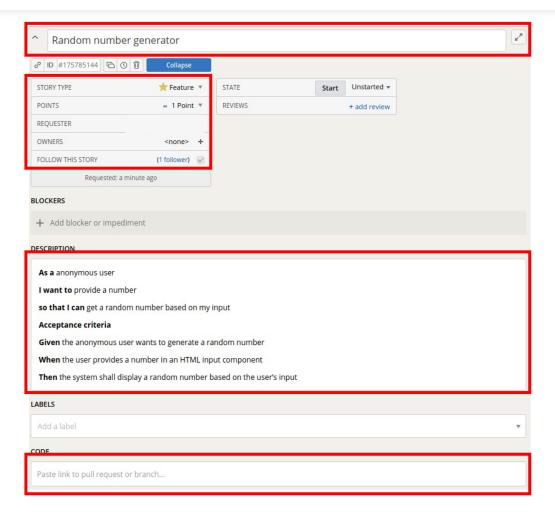
#### **Acceptance criteria**

**Given** the anonymous user wants to generate a random number **When** the user provides a number in an HTML input component **Then** the system shall display a random number based on the user's input

#### **Pivotal tracker**



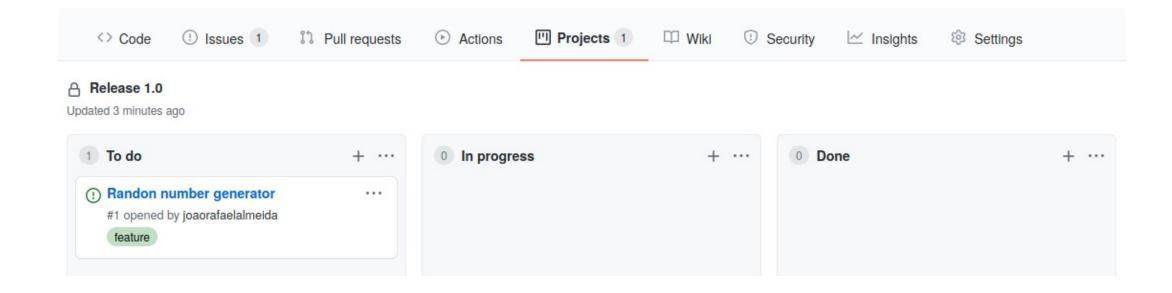
# Pivotal tracker (story)



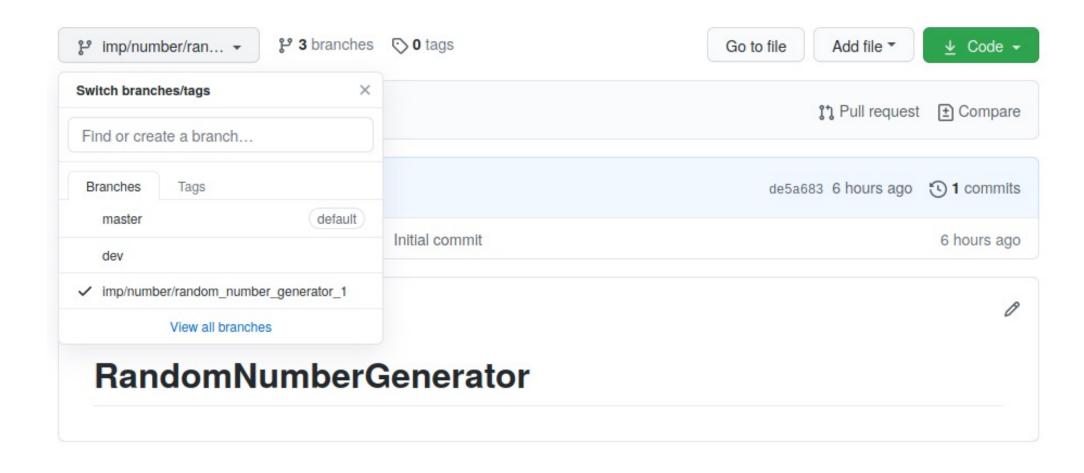
## GitHub Issues (story)



#### **GitHub Dashboard**



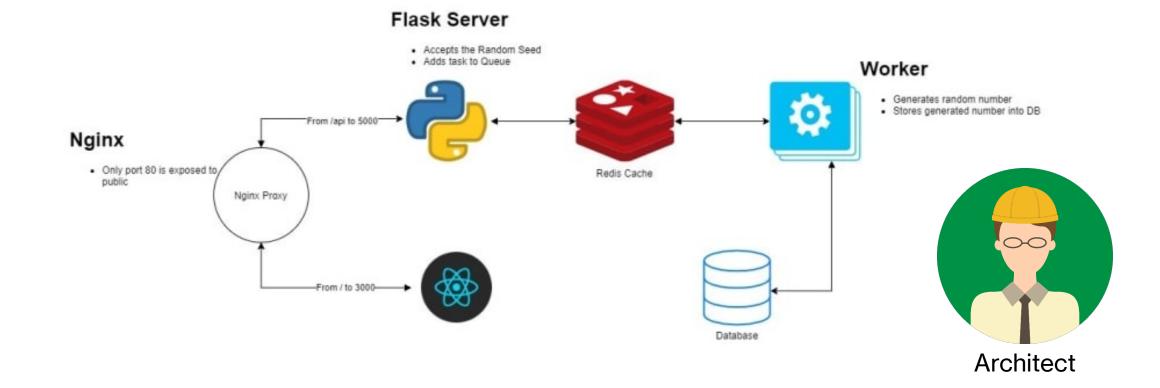
## **GitHub Code Repository**



#### **Architecture**

# From / to 3000 Prom / to 3000 Database

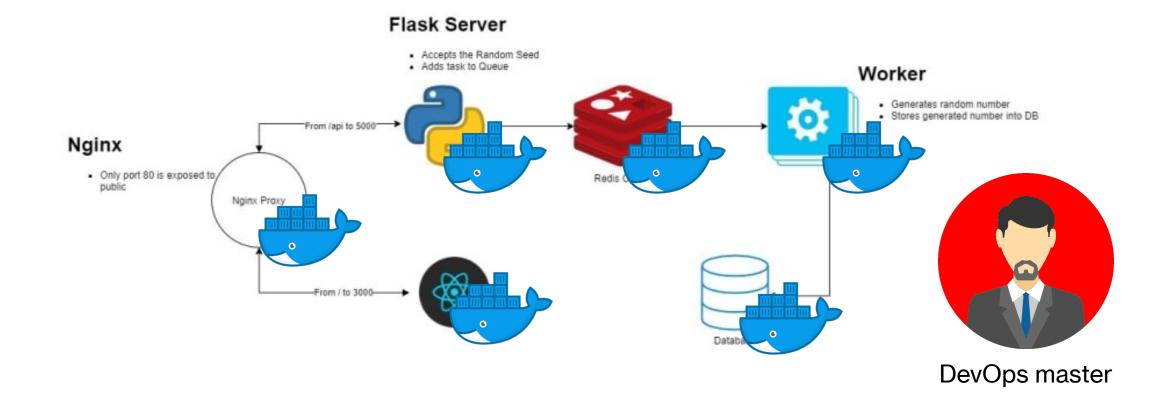
#### **Architecture**



#### **Architecture**

# Nginx Only port 80 is exposed to public From / to 3000 From / to 3000 From / to 3000 From / to 3000 Prom / to 3000

#### **Architecture**



#### **Docker Compose**

```
services:
 proxy:
   container_name: proxy
   build:
    ports:
     - 80:80
 database:
   container_name: database
   build: database/.
   volumes:
      - ./database/db_data:/var/lib/postgresql
 client:
   container_name: client
   build:
    environment:
```

```
api:
  container_name: api
  build:
  volumes:
    - ./api:/app
worker:
  container_name: worker
  build:
redis:
  container_name: redis
  build:
```

#### **Docker Compose Best Practices**

- Use a file for variables (.env)
  - Exposed port numbers
  - Volumes' paths
- Use docker health checks
  - To coordinate the right timings to run each container automatically
- Create a custom network
  - Avoid problems when deployed in different hosts
- Do not expose unnecessary ports

# Who to blame if the project fails?

## Who to blame if the project fails?

