

# FreeRTOS Architecture Part 1

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## Why good practices?

# Why good practices?

- **1. Maintainability**

- This is crucial for long-term projects where multiple developers might be working on the same codebase over time.

- **2. Readability**

- Clear and consistent coding standards make it easier for developers to read and understand each other's code.

- **3. Reusability**

- This means that code can be reused in different parts of a project or even in different projects, saving time and effort.

- **4. Bug Reduction**

- Identifying and fixing bugs early in the development process.

- **5. Performance**

- This is particularly important in applications where performance is critical, such as real-time systems or high-traffic web services.

# Why Good Practices?

- **6. Scalability**

- Be easily extended with new features wiYout significant rework.

- **7. Security**

- Secure data handling are crucial in preventing security breaches.

- **8. Documentation**

- For future maintenance, debugging, and onboarding new developers.

- **9. Consistency**

- It allows developers to switch between different parts of the codebase wiYout needing to adjust to different coding styles.

- **10. Professionalism**

- It can enhance the reputation of a development team or company and build trust with clients and stakeholders.

# 10 commandments

- ① **You shall prioritize Maintainability**
- ② **You shall value Readability**
- ③ **You shall strive for Reusability**
- ④ **You shall reduce Bugs early**
- ⑤ **You shall optimize Performance**
- ⑥ **You shall ensure Scalability**
- ⑦ **You shall secure thy code**
- ⑧ **You shall document thoroughly**
- ⑨ **You shall maintain Consistency**
- ⑩ **You shall uphold Professionalism**

Use other programming languages

# You shouldn't be opposed to learning programming languages.

- Latex : Documentation
- Java: PlantUML
- JSON: For automatization stuff
- Python: Unit Testing
- C: Pretty basic programming
- Cpp: Robust programming
- C#: Windows App



# GOOD SOFTWARE PRODUCT CYCLE



## Requirements

Define functionality, scope, goals. Try to cover any hole, basically is a contract to met.

<https://doorstop.readthedocs.io/en/latest/>

## UML

Visual aid and first code planning for your product. First design then code.



Open-source tool that uses simple textual descriptions to draw beautiful UML...  
Easily create beautiful UML Diagrams from simple textual description. There are also numerous kind o...  
PlantUML.com

## Planning

Split your work into task and estimate the amount of work. Divide and conquer.



## Software detailed document

Be specific, give more details about how met your requirements, which tools, libraries you will use.



## Develop

The funniest part, just please don't start here. You must follow good software practices

<https://code.visualstudio.com>



## Testing

Learn to think as an user, create corner cases, at least accomplish the minimum valuable product functionality.

## Git tracking



## Code review

Your code must follow coding standards, good practices. Also we may have some mistakes ever.



## Fix Bugs

Sometimes after release a bug can come and attack you. Just squash it and solve it.

# Requirements

# Requirements

DOORS is a requirements management tool used by organizations to manage project requirements throughout the development lifecycle. It helps in capturing, analyzing, tracing, and maintaining changes to information to ensure a project's compliance with its initial requirements. This tool is particularly useful for managing complex projects, providing traceability, and improving collaboration and verification efforts. **Requirements**

SDD

# Software Detailed Document (SDD)

The SDD serves as a guide for developers during the build phase and aids in maintaining consistency and understanding of the system's design principles and functionalities. **SDD**

# UML

# Unified Modeling Language with PlantUML (UML)

UML diagrams serve as excellent documentation tools that are useful throughout the system's lifecycle. They help new team members understand the system quickly and can also be valuable for maintenance and future upgrades. **PlantUML**

# Testing



# Black box vs Whitebox testing

- Black Box Testing: Tests the functionality of software without knowledge of its internal workings, focusing on input and output.
- White Box Testing: Examines the internal structure and workings of software, requiring knowledge of the code to ensure through testing of internal operations.

TPD

# Test plan document (TPD)

A Test Plan Document (TPD) outlines the strategy, resources, scope, and timeline for testing activities within a software project. It serves as a blueprint that guides the testing process, detailing what needs to be tested, how the testing will be conducted, who will perform the tests, and the expected outcomes TPD