



Génie Logiciel : Conception
Socle Technique & Méthodologique

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Sébastien Mosser
INF-5153, Hiver 2019, Cours #1.1

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Atelier A1

(semaines #3 & #4)

Comprendre un petit exemple

Identifier des problèmes de conception

Proposer des évolutions simples

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- 1** Pourquoi concevoir ?
- 2** Cycle(s) de développement
- 3** Gestion de versions
- 4** Construction automatique
- 5** Tests (Unitaire & Acceptation)
- 6** Intégration Continue

3

Pourquoi
concevoir ?



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«Maybe the problem is not
that it's so **hard** to write
good software, ...



... but that it's so
easy to write crap.»



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@calvinb

6

Une
balançoire ?



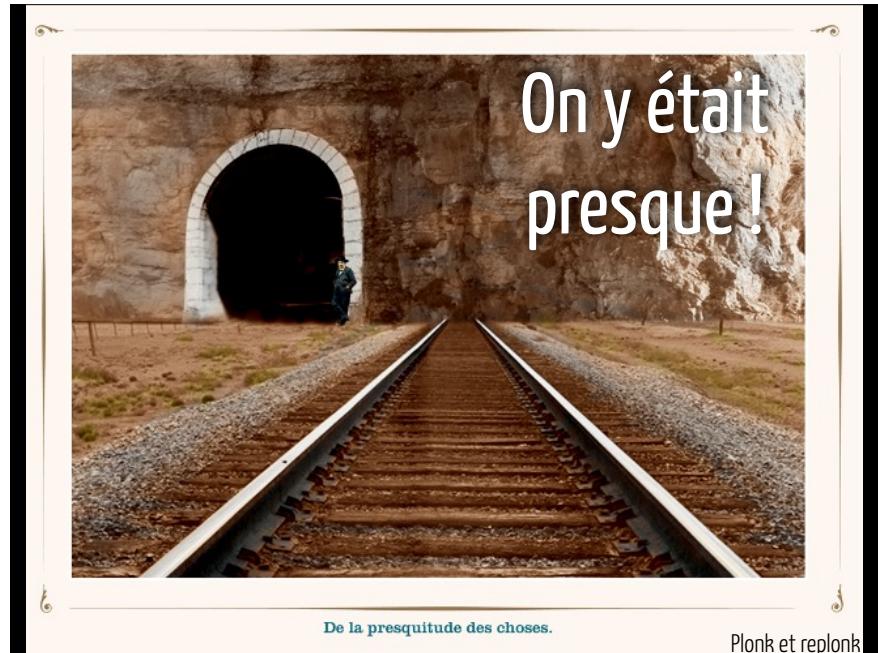
7

8



Euh ...

9



On y était
presque !

De la presquitude des choses.

Plonk et replonk

10



Vision Chef de Projet

“Ce que j’ai compris du client”

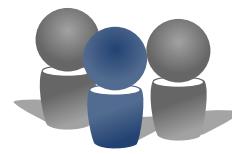


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Vision Développeurs

“Ce que l’on a livré”



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Version Utilisateur

“Ce que je dois utiliser au quotidien”



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Vision Client

“Ce dont j'avais vraiment besoin”



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La conception permet d'aligner tous les intervenants sur un projet

**Modèles d'exigences, modèles de structure,
modèles d'intégration, ...**

La conception permet d'aligner tous les intervenants sur un projet

**Modèles d'exigences, modèles de structure,
modèles d'intégration, ...**

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Cycle(s) de développement

2

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Processus de Développement ?

Organisation de ces **activités**

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Activités de création de logiciel

Exigences

Production

Conception

Développement

Spécification

Validation

Maintenance

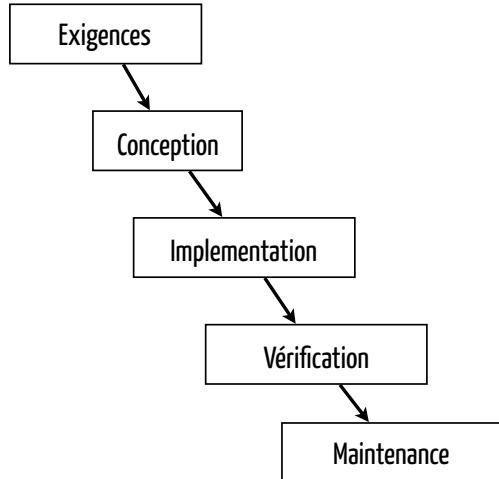
Tests

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Linéaire
ou
Non-linéaire

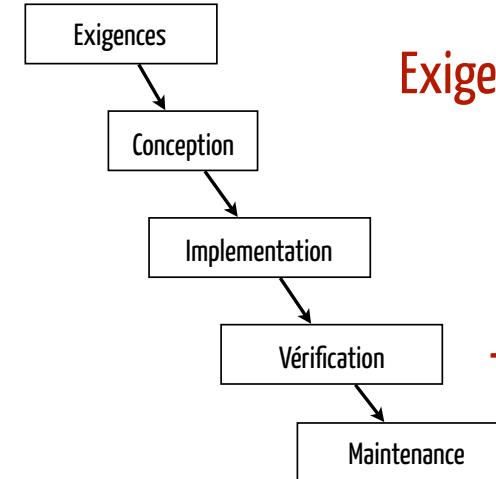
20

Modèle en Cascade (Linéaire, ca. 1970)

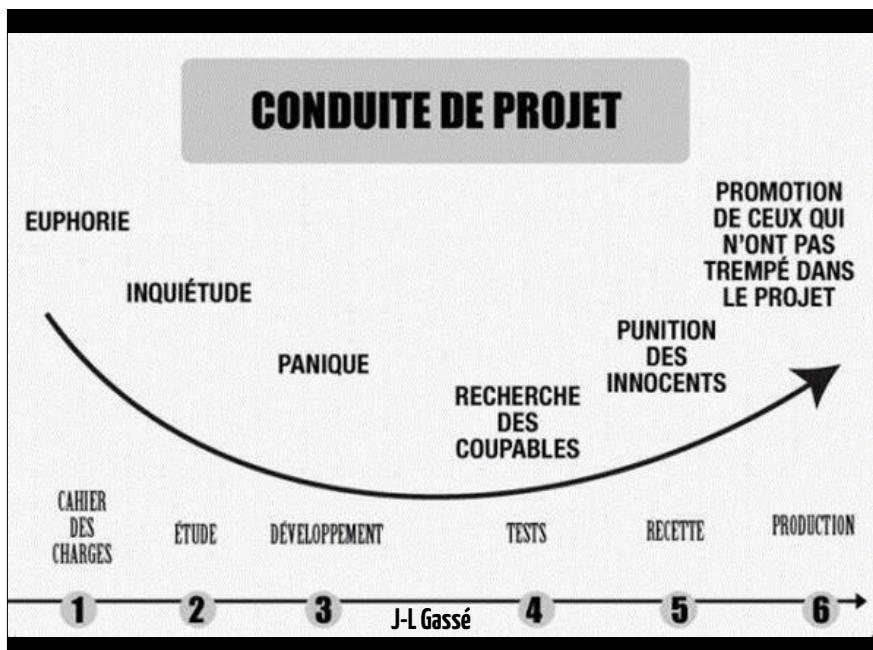


21-1

Modèle en Cascade (Linéaire, ca. 1970)

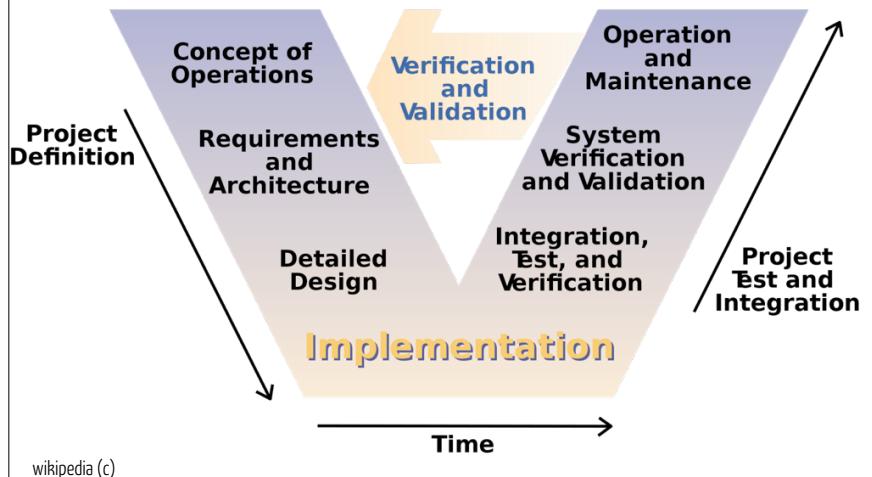


21-2



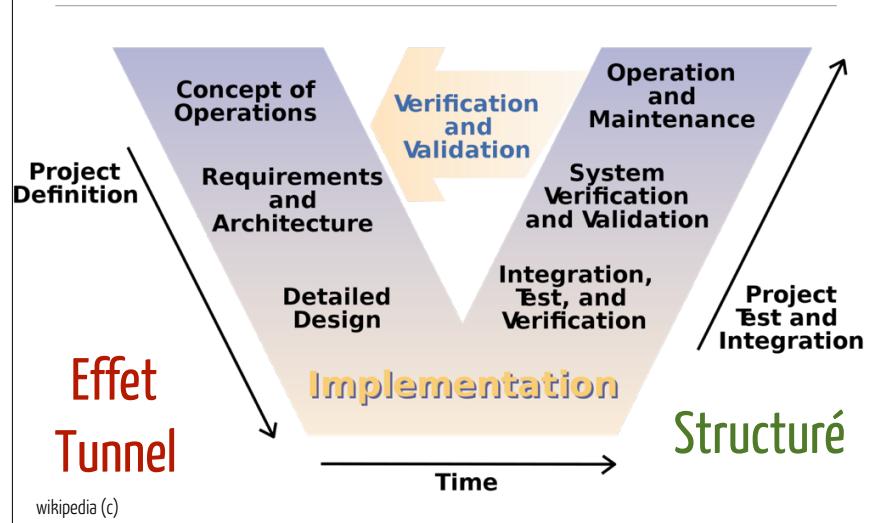
22

Modèle en V



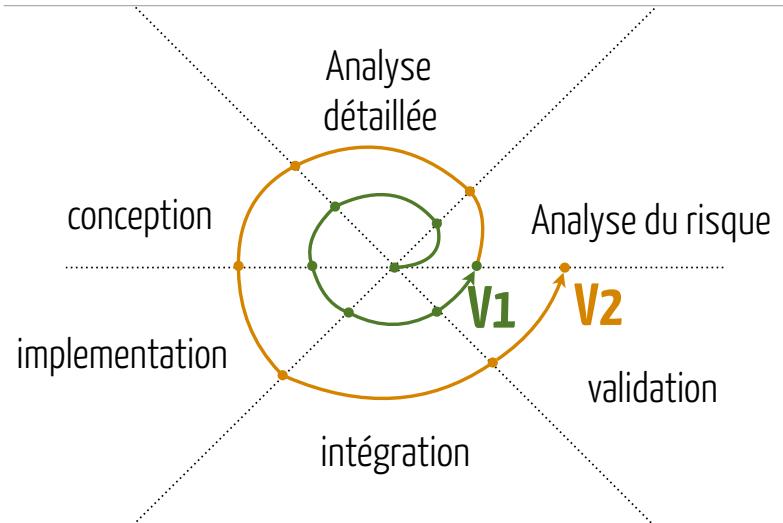
23-1

Modèle en V



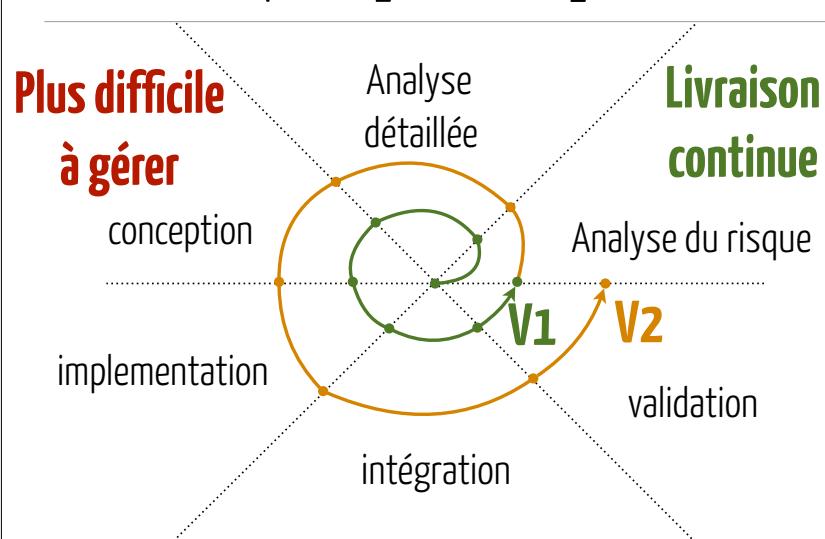
23-2

Modèle en spirale [Boehm86]



24-1

Modèle en spirale [Boehm86]



24-2

Gestion de versions

3

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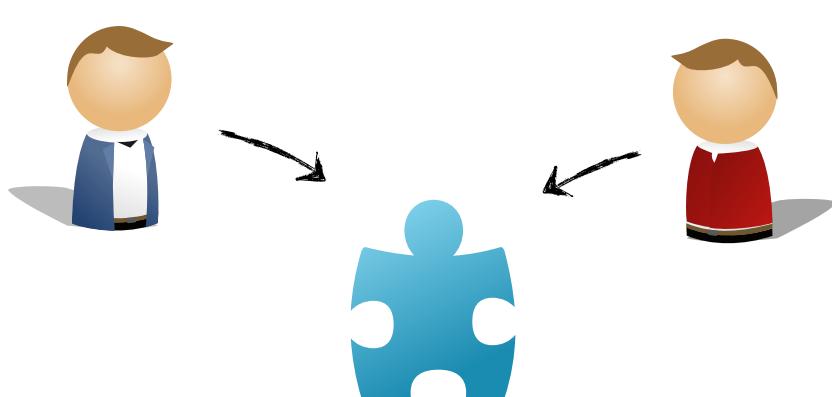
développeur

Logiciel

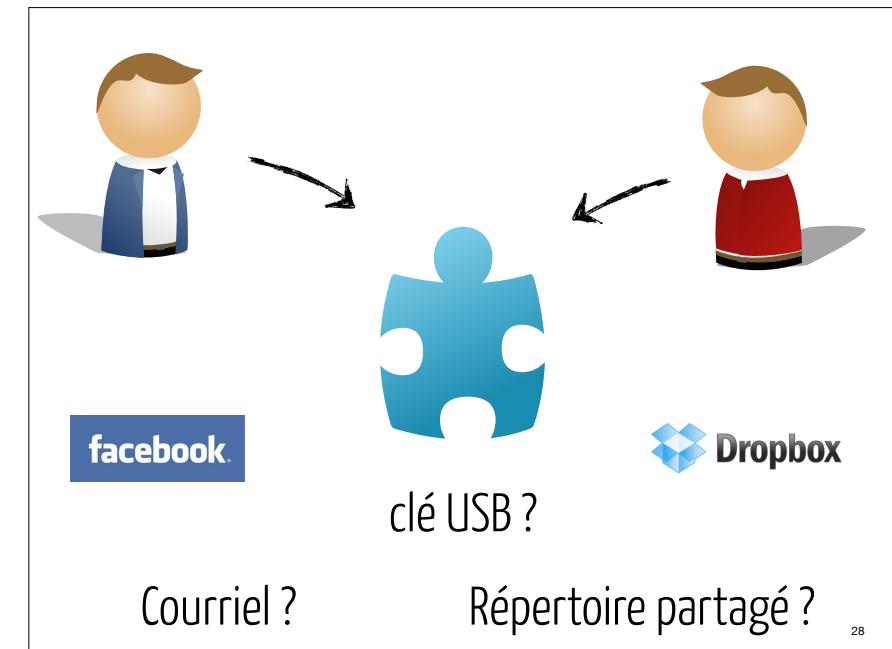
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Développement Collaboratif

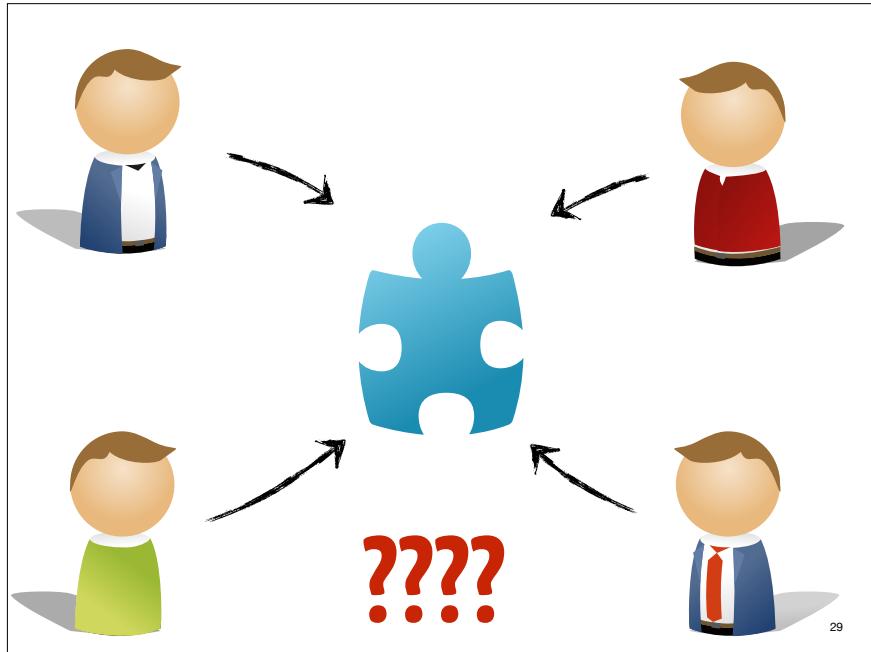
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Pourquoi Versionner ?

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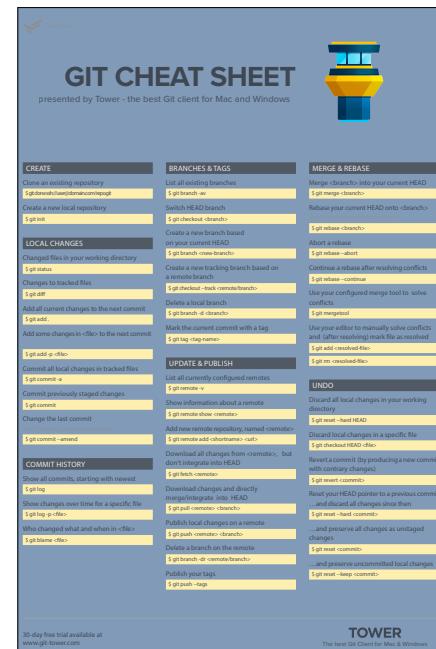
Pourquoi utiliser la gestion de version

Pour tracer les changements !

Pour oublier les changements !

Pour partager les changements !

(among others)

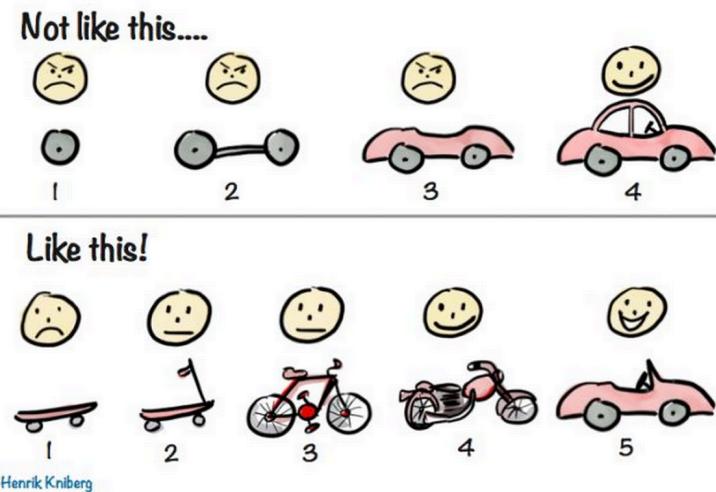


git add
git commit
git push
git pull

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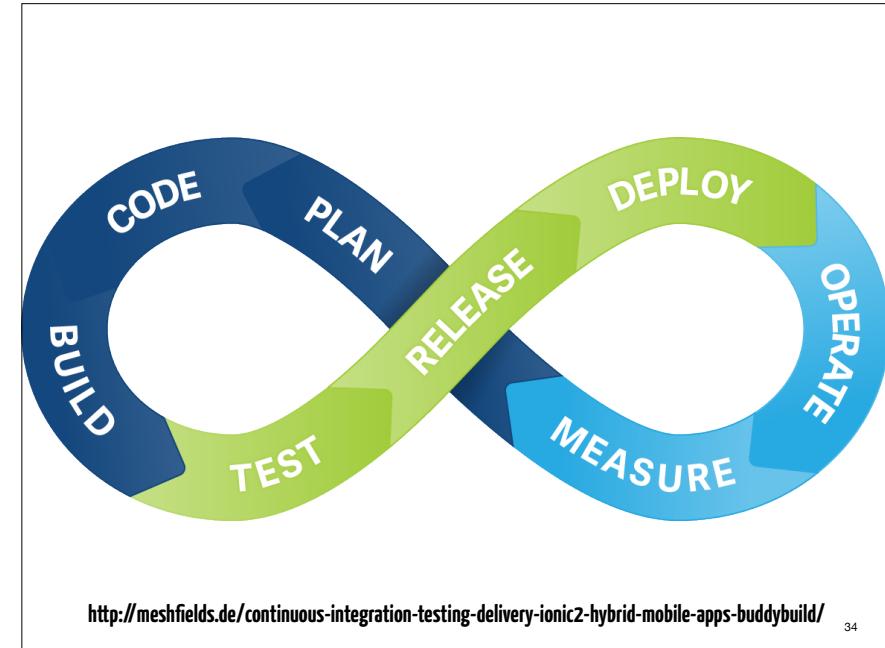
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Versions & Conception ?



Henrik Kniberg

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Construction
automatique

4

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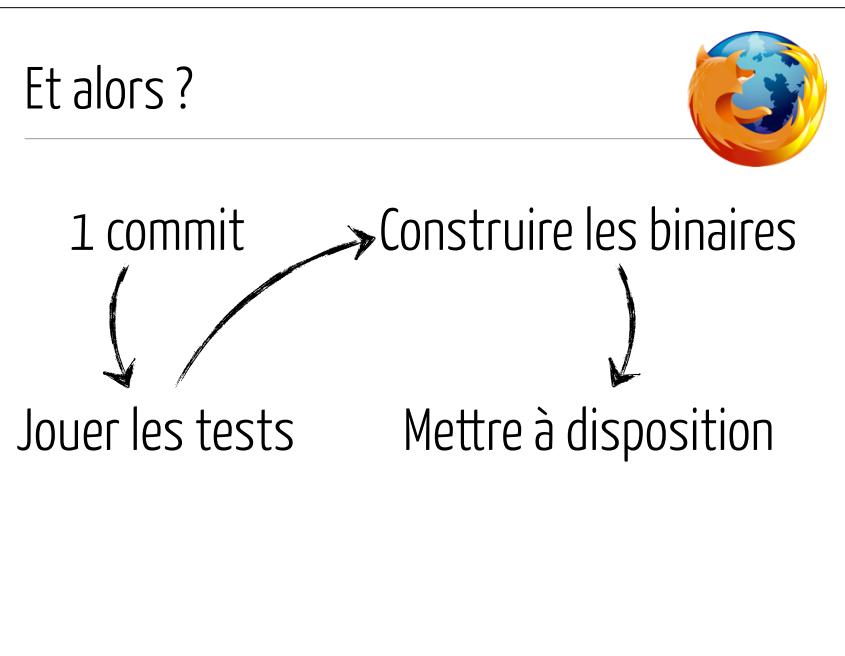
Quelle est la taille de Firefox ?



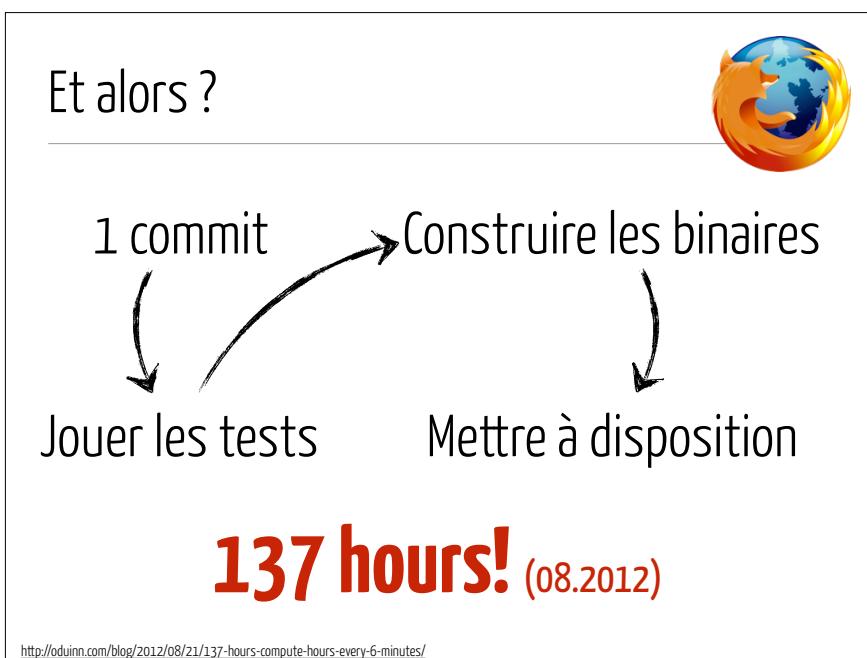
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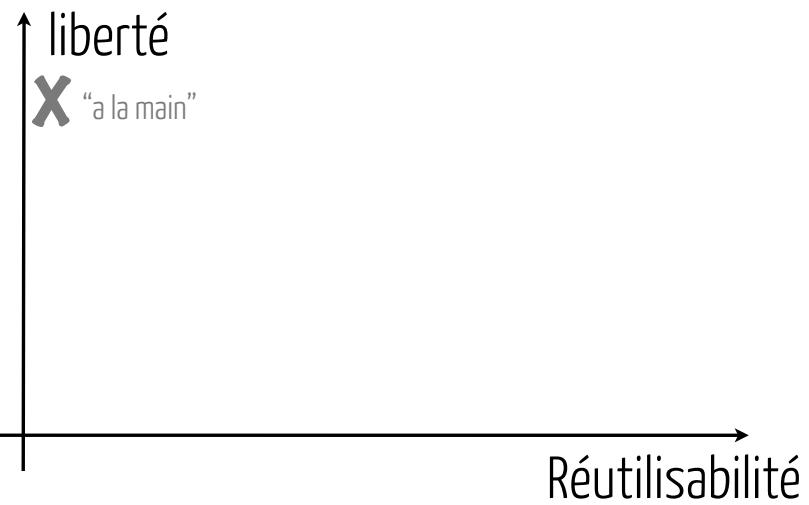


38-2



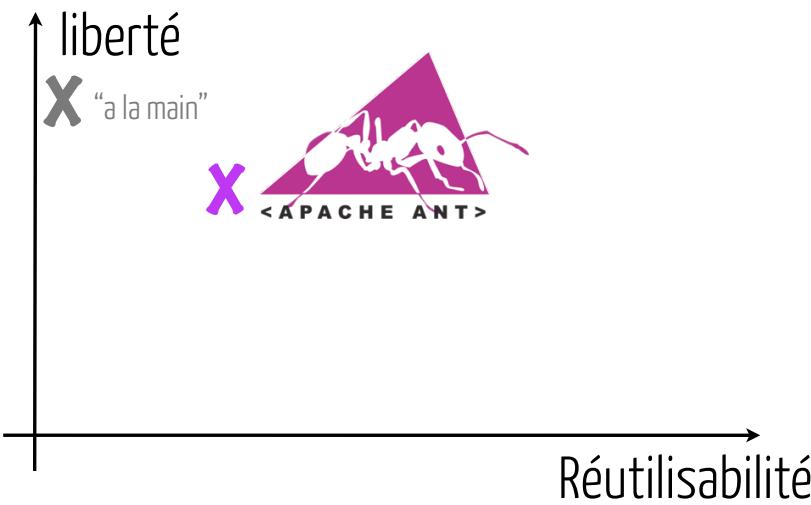
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Systèmes de constructions



40-1

Systèmes de constructions



40-2

Systèmes de constructions



40-3

**Convention
over
Configuration**

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Exploiter de conventions

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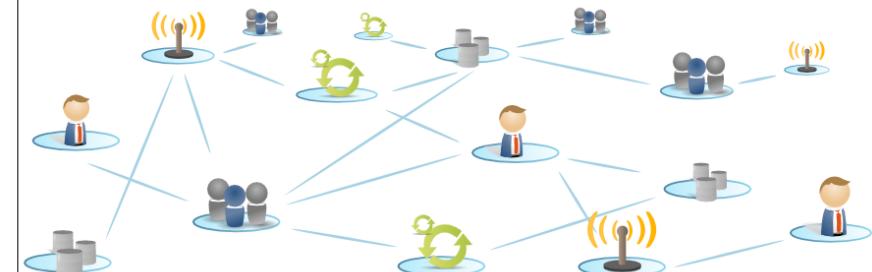
Ecosystème Technologique



Comment l'installer ?



Exemple: **Internet des Objets**



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Conventions à la rescousse

```
$ git clone git://github.com/...
$ cd sensapp/
$ mvn install
```

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```

[INFO] -----
[INFO] Reactor Summary:
[INFO]
[INFO] SensApp ..... SUCCESS [1.672s]
[INFO] SensApp Archetypes ..... SUCCESS [0.320s]
[INFO] SensApp Service Archetype ..... SUCCESS [1.318s]
[INFO] SensApp System Archetype ..... SUCCESS [0.438s]
[INFO] SensApp Libraries ..... SUCCESS [0.323s]
[INFO] SensApp SemML API ..... SUCCESS [22.418s]
[INFO] SensApp Backyard ..... SUCCESS [0.304s]
[INFO] Transformation: EKlimo dataset -> SemML ..... SUCCESS [6.905s]
[INFO] Echo service ..... SUCCESS [8.436s]
[INFO] SensApp Datastore API ..... SUCCESS [23.412s]
[INFO] SensApp System Library ..... SUCCESS [8.756s]
[INFO] SensApp Services ..... SUCCESS [0.349s]
[INFO] SensApp Sample Service ..... SUCCESS [9.056s]
[INFO] SensApp RAW database Service ..... SUCCESS [16.346s]
[INFO] SensApp Sensor Registry ..... SUCCESS [15.036s]
[INFO] SensApp Dispatch ..... SUCCESS [8.597s]
[INFO] SensApp Notification Service ..... SUCCESS [10.459s]
[INFO] SensApp CSV Converter Service ..... SUCCESS [16.979s]
[INFO] SensApp HTTP API ..... SUCCESS [7.595s]
[INFO] SensApp Systems ..... SUCCESS [4.245s]
[INFO] SensApp Sample System ..... SUCCESS [21.622s]
[INFO] SensApp System #1 ..... SUCCESS [15.599s]
[INFO] -----
[INFO] BUILD SUCCESS
[INFO] -----
[INFO] Total time: 3:20.703s
[INFO] Finished at: Sun Mar 10 20:18:05 CET 2013
[INFO] Final Memory: 23M/81M
[INFO] -----
azrael:net.modelbased.sensapp mosser$ 

```

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Convention **Structurelle**

Code source

dans «**src**»

code compilé pour la cible

dans «**target**»

Fichiers ressources

dans «**resource**»

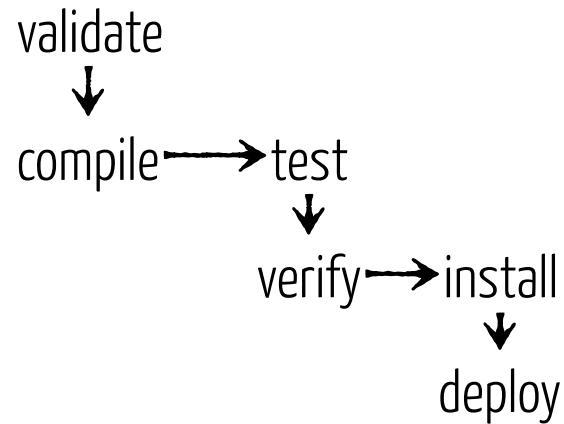
...



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Convention “Processus”: Cycle de vie



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“ New code is **guilty**
until proven
innocent.

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Test ≠ Essai

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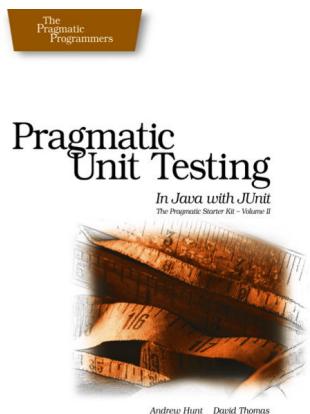
Essai



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Bibliographie supplémentaire

Lisez ce livre.
Vraiment.

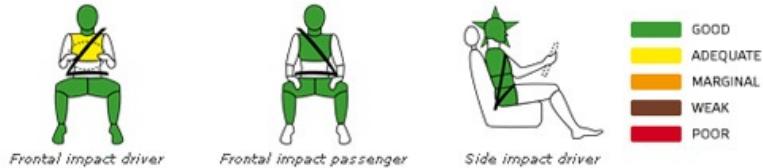


Placement produit : le cours de Tests (MGL 7230) devrait ouvrir à l'hiver 2020

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Test

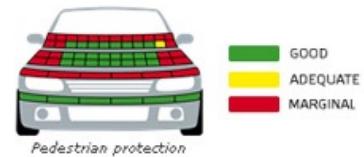
Adult occupant protection



RATING SCORE

RATING	SCORE
ADULT OCCUPANT	37
CHILD OCCUPANT	40
PEDESTRIAN	18

Pedestrian protection



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Les BONS tests sont "A TRIP"

JUNIT



Automatic

Thorough

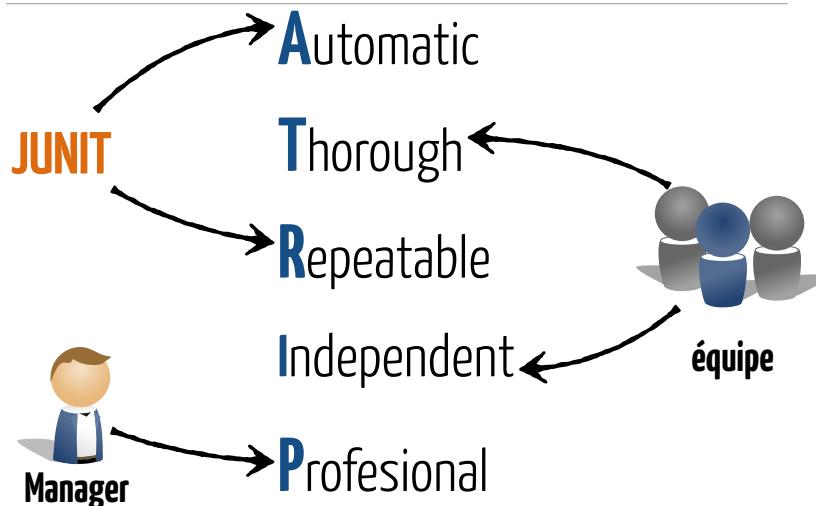
Repeatable

Independent

Professional

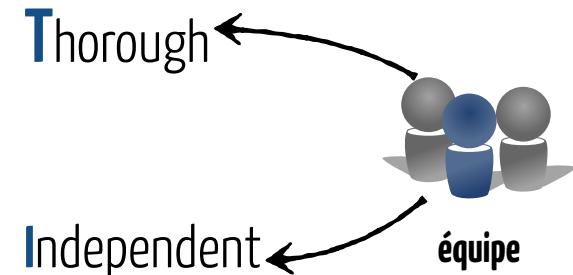
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Les BONS tests sont "A TRIP"



58-1

Les BONS tests sont "A TRIP"



58-2

Test unitaire : Contexte + Assertion

```
@Test  
public void addDrinks() {  
    assertTrue(theOrder.getContents().isEmpty());  
    theOrder.add("a drink");  
    theOrder.add("another drink");  
    assertFalse(theOrder.getContents().isEmpty());  
}
```

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Conception ? Tests d'acceptation

Feature: Ordering Drinks

Background:

Given a brand new micro-brewery named "MaxiBrew"

Scenario: Creating an Order

Given the empty order for table 1

When someone orders a drink

Then the order is not empty

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Tests : Unitaire ↔ Acceptation

```
@Given("^the empty order for table (\\d+)$")
public void initializeOrder(int table) {
    theOrder = new Order(table);
}

@When("^someone orders (.*)")
public void addToTheOrder(String drink) {
    theOrder.add(drink);
}

@Then("^the order is not empty$")
public void orderContentsStatus() {
    assertFalse(theOrder.getContents().isEmpty());
}
```

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Continuous Integration

Continuous Integration is a software development practice where members of a team integrate their work frequently, usually each person integrates at least daily - leading to multiple integrations per day. Each integration is verified by an automated build (including test) to detect integration errors as quickly as possible. Many teams find that this approach leads to significantly reduced integration problems and allows a team to develop cohesive software more rapidly. This article is a quick overview of Continuous Integration summarizing the technique and its current usage.

01 May 2006



Martin Fowler

Translations: Portuguese Chinese
Korean French Chinese Czech

Tags: popular · agile · delivery ·
extreme programming · continuous
integration

01.05.2006!

<http://martinfowler.com/articles/continuousIntegration.html>

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Boucle d'intégration



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The screenshot shows the Travis CI build history for the repository 'ace-design / DEPOSIT'. The 'Build History' tab is selected. The table lists the following builds:

Branch	Description	Status	Commit	Duration	Last Run
master	Sub graph methods and tests	passed	02280f2	3 min 59 sec	15 days ago
subGraph	Sub graph methods and tests	passed	02280f2	1 min 41 sec	15 days ago
code_general	Use smartcampus_xbeennetwork top	passed	e3b29f5	3 min 50 sec	15 days ago
code_general	Code generator test	failed	e61ded9	3 min 45 sec	23 days ago
code_general	Fix/ Start I2C communication	passed	262a813	1 min 50 sec	2 months ago
code_general	Processing generator handles now	passed	ab0223e	2 min 18 sec	2 months ago

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66



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