Lecture 1.2 Web Development Process Model

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Outline

- Development Process model
 - software development process activities
- Requirement for a web development process model
- Rational unified process model (RUP)
 - suitability for web application development

SDLC Vs. Software Development Process Model

- SDLC: Overall process that software development teams use to plan, design, build, test, and deploy software.
- The SDLC typically includes the following phases:
- Requirements gathering
- Design
- Implementation
- Testing
- Deployment
- Maintenance

SDLC Vs. Software Development Process Model

- Software development process model: is a specific framework or methodology that software development teams use to guide their work through the software development life cycle.
- Some examples of software development process models include:
- Waterfall model:
- Agile model:
- DevOps model:

SDLC Vs. Software Development Process Model

- Waterfall model: A linear approach to software development that emphasizes thorough planning and documentation.
- Agile model: An iterative approach to software development that emphasizes collaboration, flexibility, and rapid feedback loops.
- DevOps model: An approach that emphasizes continuous integration and continuous delivery to streamline the software development process and speed up the release cycle.

1. Process model

- A set of related activities that leads to the production of a software product
 - development of software from scratch
 - extending and modifying existing systems
- Common activities
 - Software specification
 - Designing and implementation
 - System validation
 - System evolution

1. Process model

- The well-known software development processes can be grouped into two categories:
- Lightweight processes better known as agile processes and
- Heavyweight processes.
- "Light" or "heavy" refers to the degree of process formalization, i.e., how many documents and models are created.

1.1 Process activities

- Software specification:
- The functionality of the software and constraints on its operation must be defined
 - critical stage (can lead to problems in design and implementation)
- Activities:
 - Feasibility study
 - Requirement elicitation and analysis
 - Requirement specification
 - Requirement validation

1.1 Process activities...

- Software design and implementation:
- Design is the description of
 - System structure
 - Data models
 - Interface between components
- Implementation: Converting a system specification into an executable system

1.1 Process activities...

- System validation:
- Intended to show that the system
 - confirms its specification
 - meets customer's expectations
- Development testing
 - tested by the people developed the components
- System testing
 - finding component integration errors
- Acceptance testing
 - System is tested by the customer's provided data

1.1 Process activities...

- Software evolution:
- Software is flexible as compared to hardware
 - Changes can be made to the system during development or after the development.

- Evolving from informational medium to application medium
- Existing approaches are over-pragmatic
 - lead to short development time
- Web engineering does not have its own mature development process model.
- SE development process models are adopted.

- Handling Short development cycles
 - Development time is short
 - Normally does not exceed six month
 - Immediate delivery mechanism
 - Capture share in the market
 - Leaves less freedom for systematic development process.

- Handling changing requirement
 - Requirements often emerge during development
 - as developer understand the unknown business
 - Integrate changes rapidly to remain in competition
 - User involvement is more critical
 - due to emerging and unstable requirements

- Reuse and integration
 - to meet time constraints developer try to reuse components
 - Leads to integration issues
 - Development can not be isolated from the development of other applications within the organization.

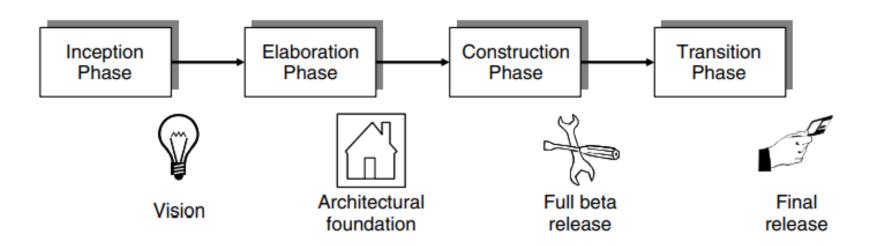
- Adapting to web application's complexity level
 - process depends upon the level of complexity
 - process is adapted dynamically
 - for low complexity, it should be like lightweight process
 - for high complexity, it should be like heavyweight process

- RUP is a heavyweight, phase oriented, incremental and iterative process.
- Described in three perspectives
 - Dynamic perspective: phases
 - Static perspective: activities in phases
 - Practice perspective: good engineering practices

RUP phases:

- Inception
- Elaboration
- Construction
- Transition

RUP phases:



- RUP phases:
- Inception: Define the business case for the project
- Goals:
 - Business case
 - Identify and interact with external entities
 - Asses the business contribution
- Artifacts:
 - business case

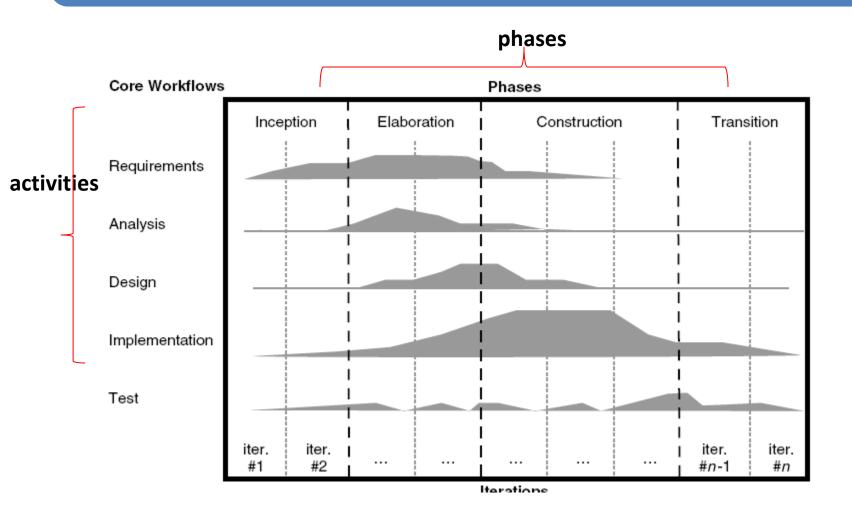
- **Elaboration:** establish understanding with the problem
- Goals:
 - Establish software scope
 - Discriminating critical use-cases
 - Estimating cost, schedules and risks
- Artifacts:
 - development plan, use-case model, architectural description

- Construction: involves system design, programming and testing
- Goals:
 - Develop the design
 - Implement the design
 - Validate the system
- Artifacts:
 - System, training material

- **Transition:** Installing the system in real environment
- Goals:
 - Testing in real environment
 - training
 - Bug fixing, performance enhancements
- Artifacts:
 - A documented system working correctly

- RUP activities (workflows):
 - Requirements
 - analysis
 - design
 - implementation
 - test

- RUP good practices:
 - Develop software iteratively
 - Manage requirements
 - Use component-based architectures
 - Visually model software-using UML
 - Verify software quality
 - Control changes to software



- Inception phase:
- Definition is problematic for web application
 - no concrete view of the system at beginning
 - has target group but needs are unknown
- Elaboration phase:
 - due to short development time, first version has priority over clearly defined end-product

- Construction phase:
 - exists in web development process
- Transition phase:
 - is meaningful for web application development

- Handling short development cycles:
 - Conflicting
 - short cycle means concession in modeling and documentation while RUP is heavyweight.
- Handling changing requirements:
 - Conflicting with time constraints
 - require concrete vision at the end of inception phase which require more time in web application due to evolving requirements

- Parallel development of different releases:
 - can be met with RUP
 - RUP only allow parallel development in construction phase
- Reuse and integration:
 - Conflicting
 - It requires coordination with development processes of other applications RUP does not describe this

- Adapting to a Web application's complexity level:
 - RUP can be adopted for later stages when complexity of web application is understood

Extreme Programming (XP)

- Extreme Programming (XP) Extreme Programming is an example of an agile process model.
- XP is a light weight process model.
- Does XP meet the Requirements of Web Application Development?
- Are there any other process models that are suitable for web application development?

References

 Web Engineering, The Discipline of Systematic Development of Web Applications, Chapter 10, G. Kappel, B. Proll, S. Reich. & W. Retschitzegger.