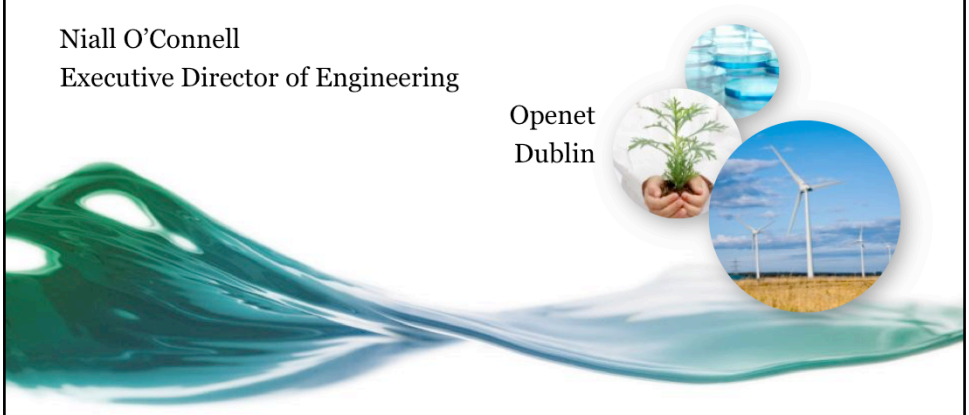
What We Do at Work

Niall O'Connell
Executive Director of Engineering

Openet
Dublin

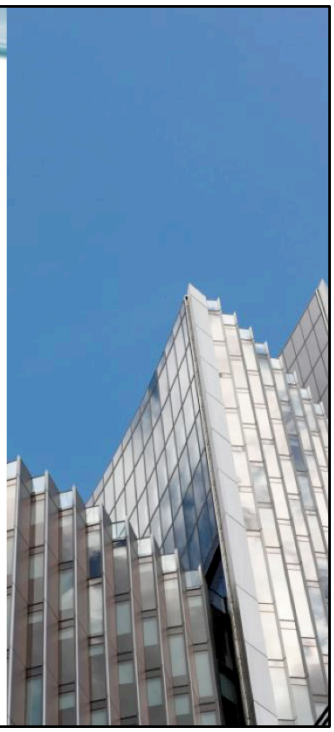


March 3rd 2015

UCD Computer Science Presentation

AGENDA

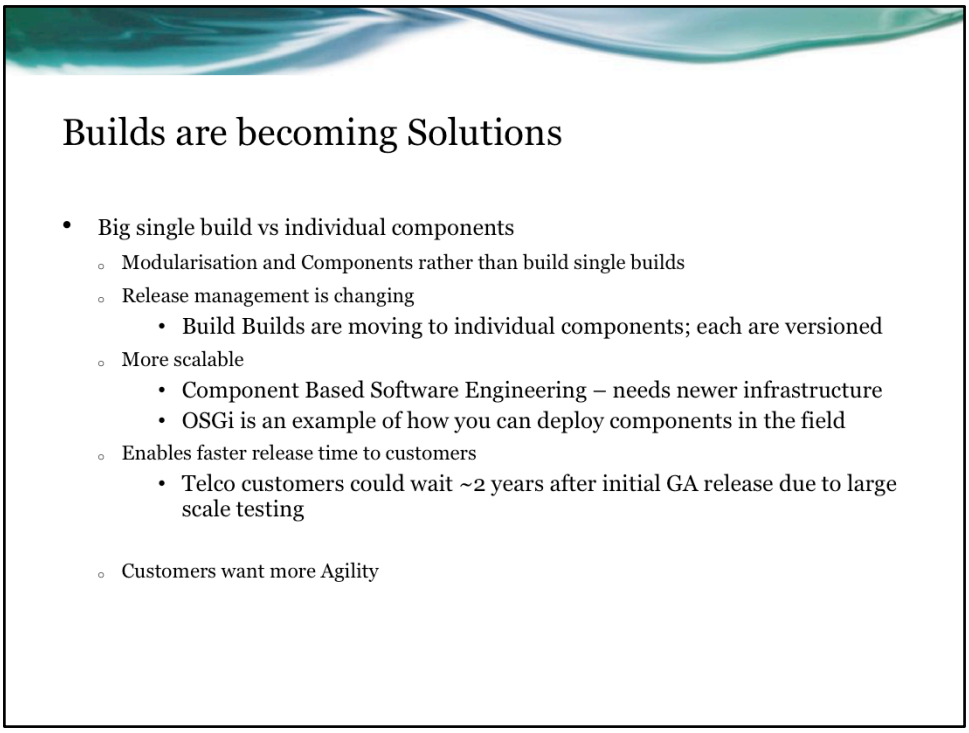
- Who we are, what we do..
- How we build, from code to shipment
- Builds, FOSS and Export Controls
- Q/A



Openet – Telecoms ISV since 1999

- Openet builds Network Grade Software for Telecoms Operators worldwide
- Openet is based in Dublin, with offices in USA and Malaysia
- We hire graduates every year ☺ Openet.com/careers

Openet builds different products with lots of parallel activity.
Agile development methodology enables us to prioritise customer needs in a more efficient way
Automation is ta must-have, for a successful Agile development culture/approach
Solutions are where you modularise your software offering leading to agility, where you can build new or modify existing components with little overhead of testing/ building a large build. Linux Kernel and Packages/RPMs are a good example of this.
Tools used in a typical modern agile software development environment



Big Monolithic builds are hard to test in a continuous build, unless you have a fully automated test suite

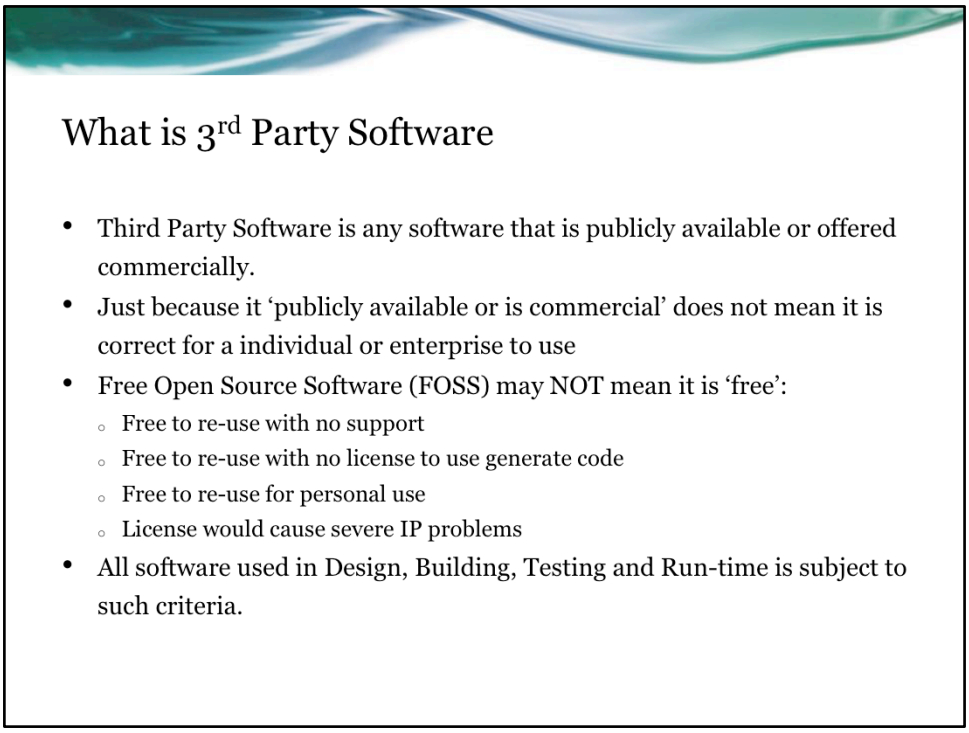
Modularisation enables you to break up big builds into set of independent components; all which can change independently and maintaining the APIs they expose. Linux Kernel and RPM Packages are good example.

To be able to offer customers modular builds, ISVs will have support an infrastructure to manage builds made up of components rather than large builds. YUM Repository is a good example of this in the Linux distribution.

OSGi in an example of a Java Framework which enables modules to be deployed in such a manner using individual components with different life cyles

Operators in the Telecoms worlds sometimes have a lot of testing to do before they bring a product to market, as lots of vendors, inter-operability testing needs to take place

Software Customers want to be be able to request just the changes they require, rather than having to test everything regardless of whether they have changed it or need features updated in that area.



When building software, you need to be aware of 3rd Party software and it's copyright.

If you build software for export, you need to be aware of the export laws…

Thank You