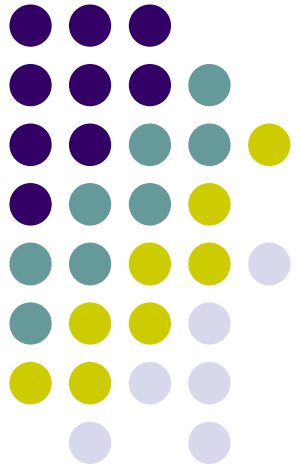
Real-World Software Development

It’s not just about the code



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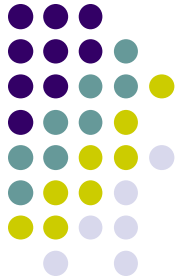
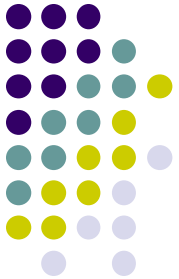
Agenda



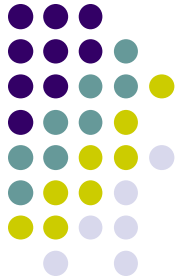
- Why developing software is so much more than just writing code
- Different types of software development lifecycles
- The role of model-driven development

What's Involved in Developing Software?



- Requirements
- Design
- Development
- Testing
- Deployment
- Maintenance

Getting Started: Requirements and Design



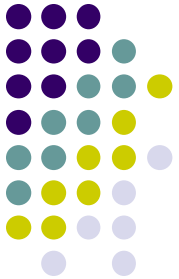
Requirements = What

- The overall business goals
- Key performance indicators and metrics
- What business tasks the user needs to accomplish

Design = How

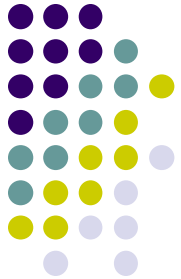
- How the software will support those goals
- How the software will measure performance
- What functions the software will provide to meet those needs
- How the software will fit the existing architecture

Requirements and Design: Separation and Collaboration



- Business people understand business goals
- Designers bring innovative ideas from other fields
- Business people are not designers
- Designers are not subject-matter experts

Making It Work: Development and Testing



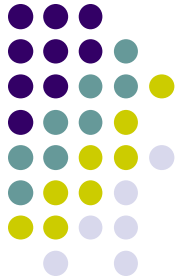
Development

- The actual coding
- Technical documentation
- User documentation

Testing

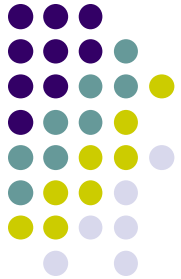
- Does the software run without errors?
- Does the code match the design?
- Does the software satisfy the business requirements?

Development and Testing: Tips from the Real World



- Just because you can code something doesn't mean that you should
- Put yourself in the intended users' shoes
- Testing/QA is a gatekeeper to production
- The best testers are devious

Making It Real: Deployment and Maintenance



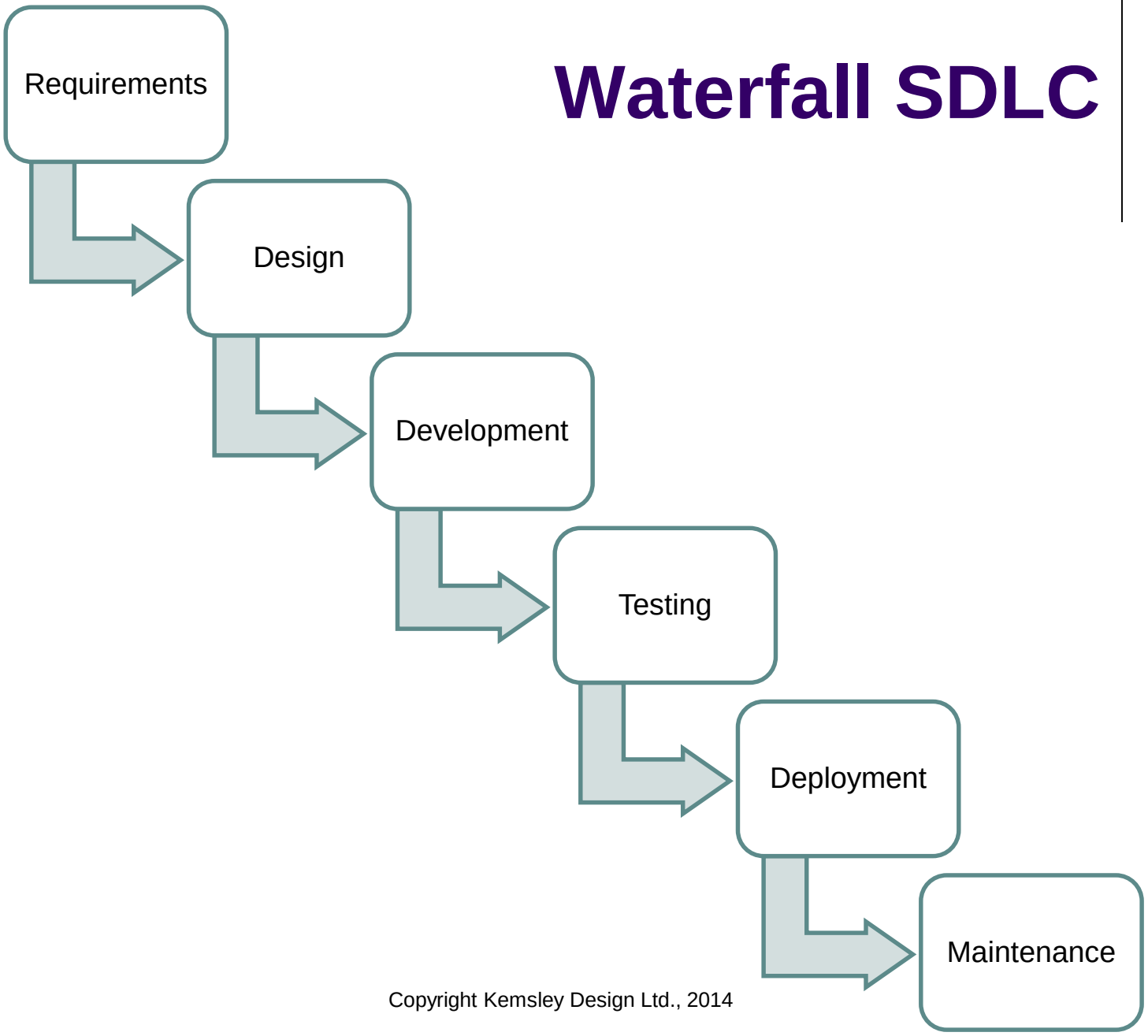
Deployment

- Moving from dev/test to production environment
  - Servers
  - Databases
  - Authentication
  - A million other things
- Performance tuning

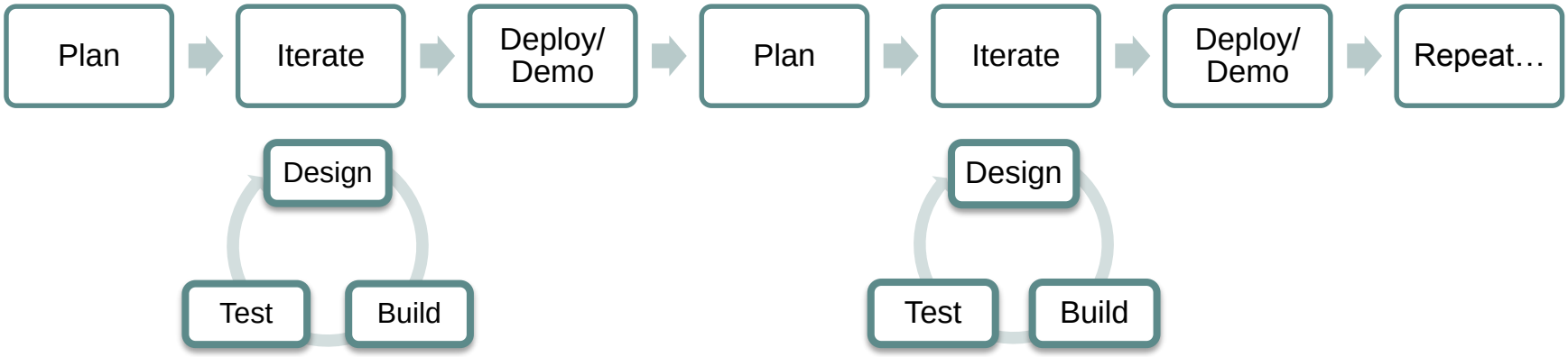
Maintenance

- Supporting users
- Handling system failures
- Identifying bugs and enhancements
  - “Bug” = code does not match design and/or requirements
  - “Enhancement” = requirements do not meet current business need

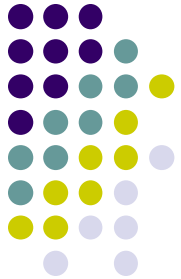
Waterfall SDLC



Iterative SDLC



Contrasting SDLCs



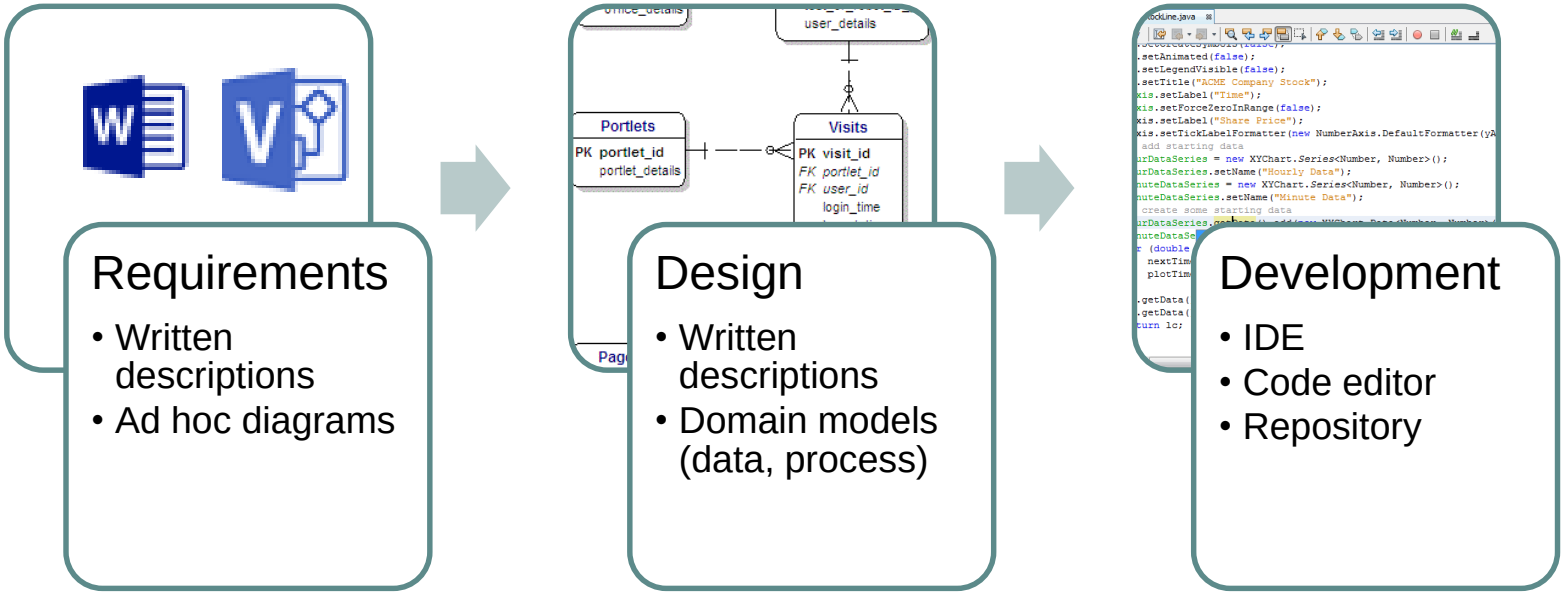
Waterfall

- Each stage finished and signed off before next stage starts
- Benefit:
  - Requirements/design form a strict contract for outsourced development
- Risk:
  - Requirements change or are incorrect

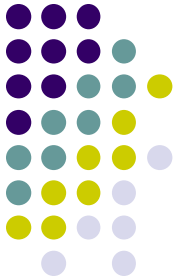
Iterative (e.g., Agile)

- Requirements and design may change at each iteration
- Benefit:
  - Accommodates changing requirements based on interim feedback
- Risk:
  - Reliant on quality of user feedback

Tools Used in the SDLC: Lost In Translation

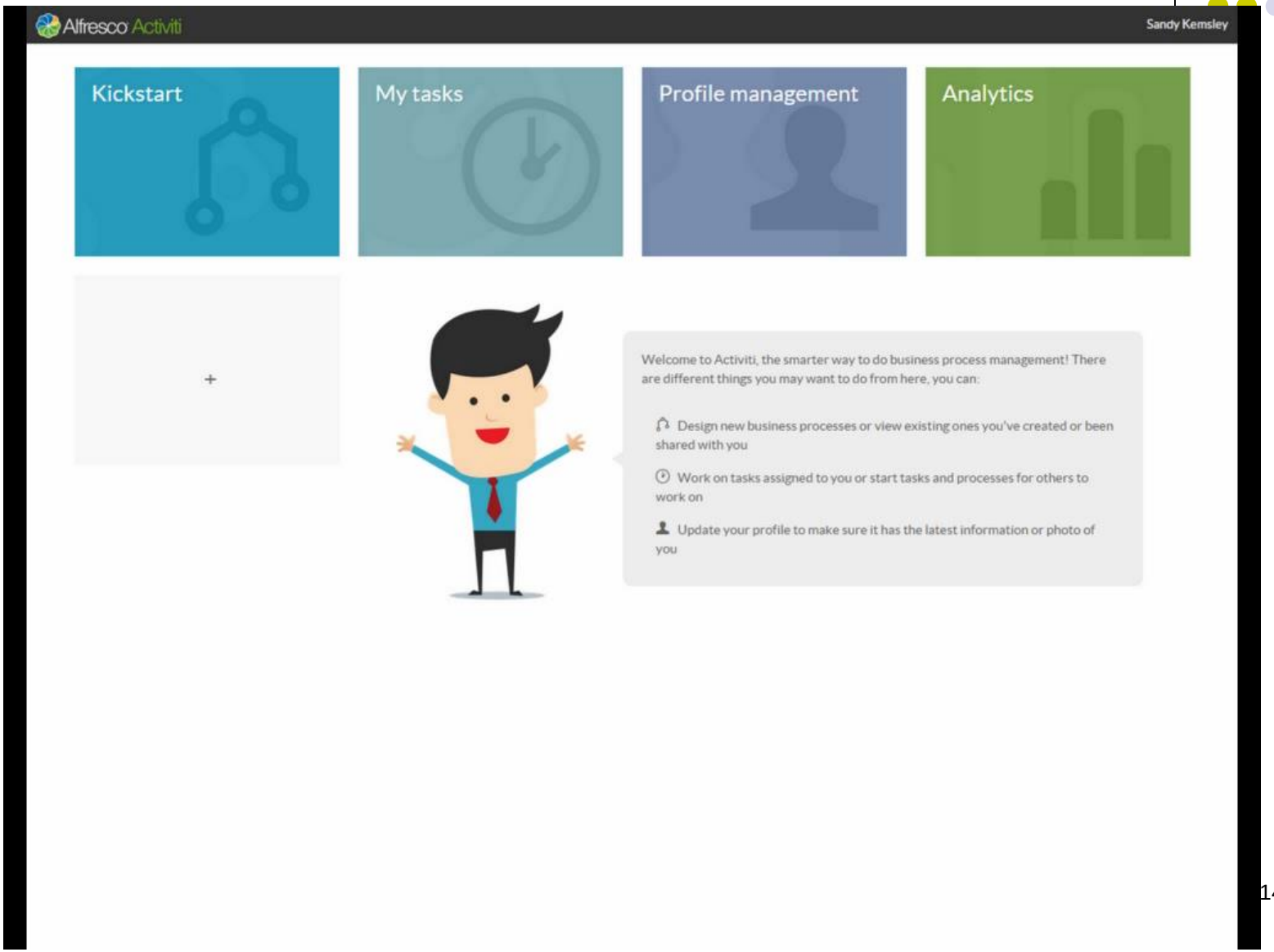


Model-Driven Development

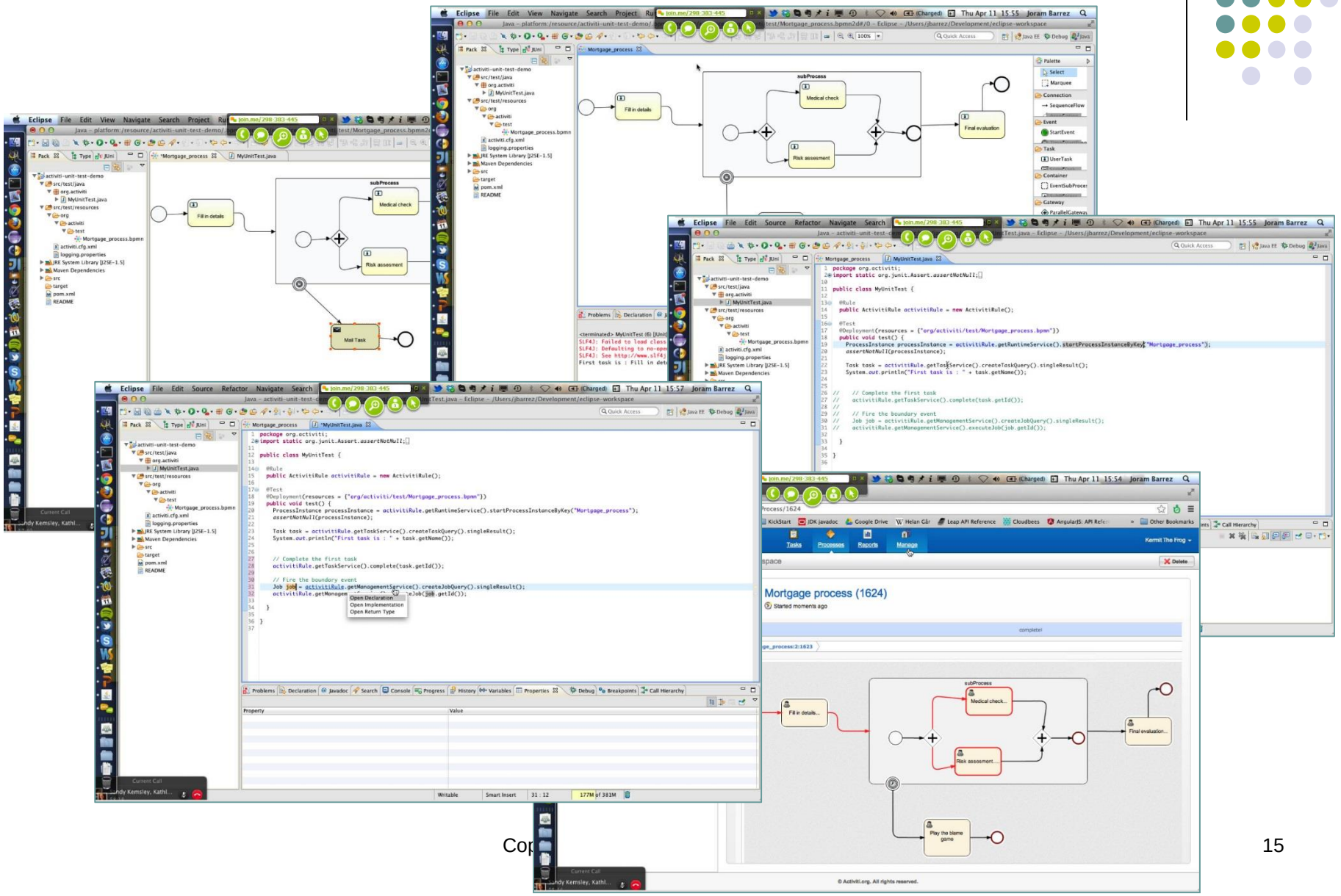


- Business people and designers use same tool to draw models
- Developers add technical functions to model
- Model is directly executable

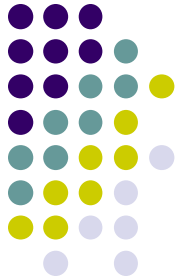
Draw and Execute Directly



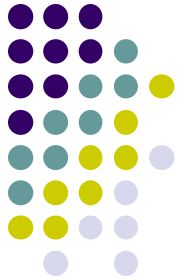
Combine IDE and Models



Summary



- Think about the entire SDLC, not just coding
- Your code is not useful if:
  - It doesn't meet the business requirements
  - It doesn't adhere to design principles
  - It doesn't work
  - It can't be supported
  - It can't be updated
- Model-driven development merges steps within a traditional SDLC



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