# Software Product Design and Development I

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## My Journey to UNLV



#### Administration

Background Information survey.

• Go to - <a href="https://johnxu21.github.io/teaching/CS472/">https://johnxu21.github.io/teaching/CS472/</a>

# CSC 472/672 AND OTHER COURSES

- Prerequisites:
  - CS 326 Programming Languages, Concepts and Implementation
  - CS 370 Operating Systems
- Follow-up Class CSC 473/673 Optional class



# Software Product Design and Development I

High Quality Software

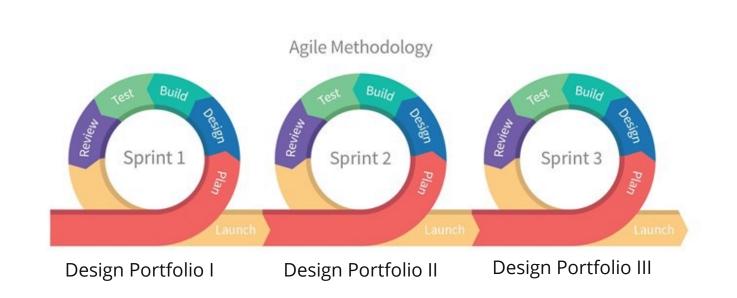
Flexible

Reusable

Maintainable



Collaboratively



# Minimum Viable product (MVP)

- During the DP we will focus on developing a MVP
- An MVP is the minimal thing that you can do to test a value hypothesis and gain learning and understanding
- MVP is focust on learning, not delivery
- At the end of each MVP, you decide whether to pivot or persevere
- Let us explain this with an example

# Minimum Viable product (MVP)

#### Custome wants a red car

Iteration 1

Iteration 2

Iteration 3

Iteration 4



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- Customer got exactly what they asked for
  - the dev team was just following a plan.
- Team does not understand the value of MVP

No feedback













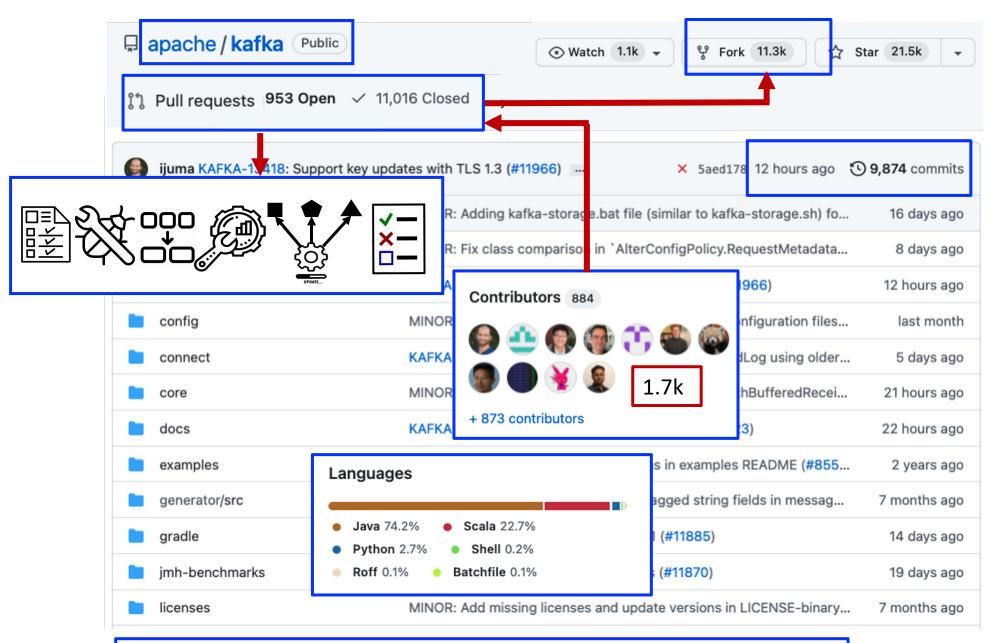






Valuable feedback on every iteration

- Customer got what they desired
  - Worked iteratively with the dev team.
- developed something a little bit different but it's closer to what the customer really wanted.
- Giving the customer what they really want is the main purpose of delivering an MVP.
- A minimal viable product is a tool for learning.



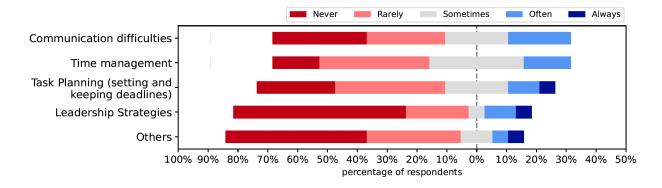
Apache Kafka is a distributed event store and stream-processing platform

"People-related factors tend to be the greatest challenges—not technology."

George Spafford, Senior Director Analyst at Gartner

# Survey Results – Team Challenges

- Qn.6: Please rank the following challenges that could have impeded effective teamwork.
- Qn.7: If your ranking for "Others" in Qn.7 above was 4 or 5, kindly provide us what it represents.



[R2]. Others -- People simply not doing work. We only had about half of our group contribute anything meaningful to the project. The half of the group that were not participating made it hard for the group to progress collaboratively.



# What is social coding?

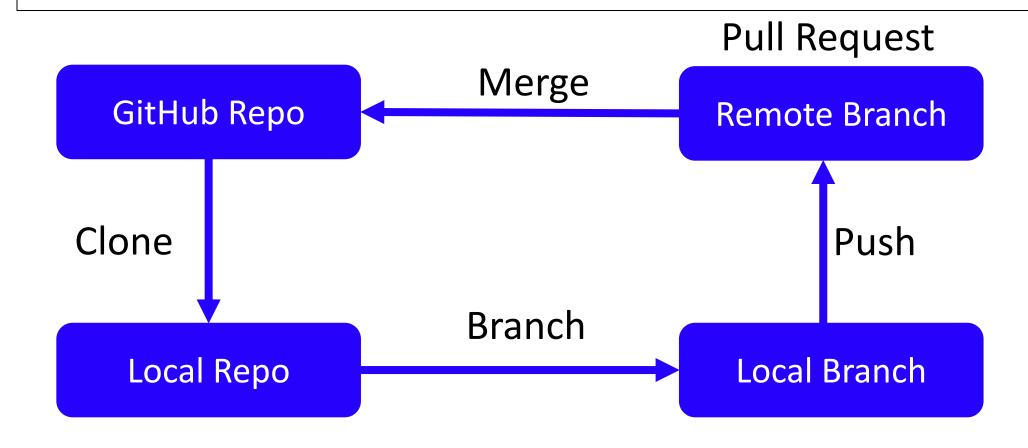
- Open source practice Open Source for Inner Source
- All repositories are public
- Everyone is encouraged to contribute
- Contribute back via Pull Requests

# Git repository guidelines

- Create a repository for a project
- Create a new branch for every issue
- Use a Pull Requests to merge to main
- Every Pull Request is an opportunity for code review

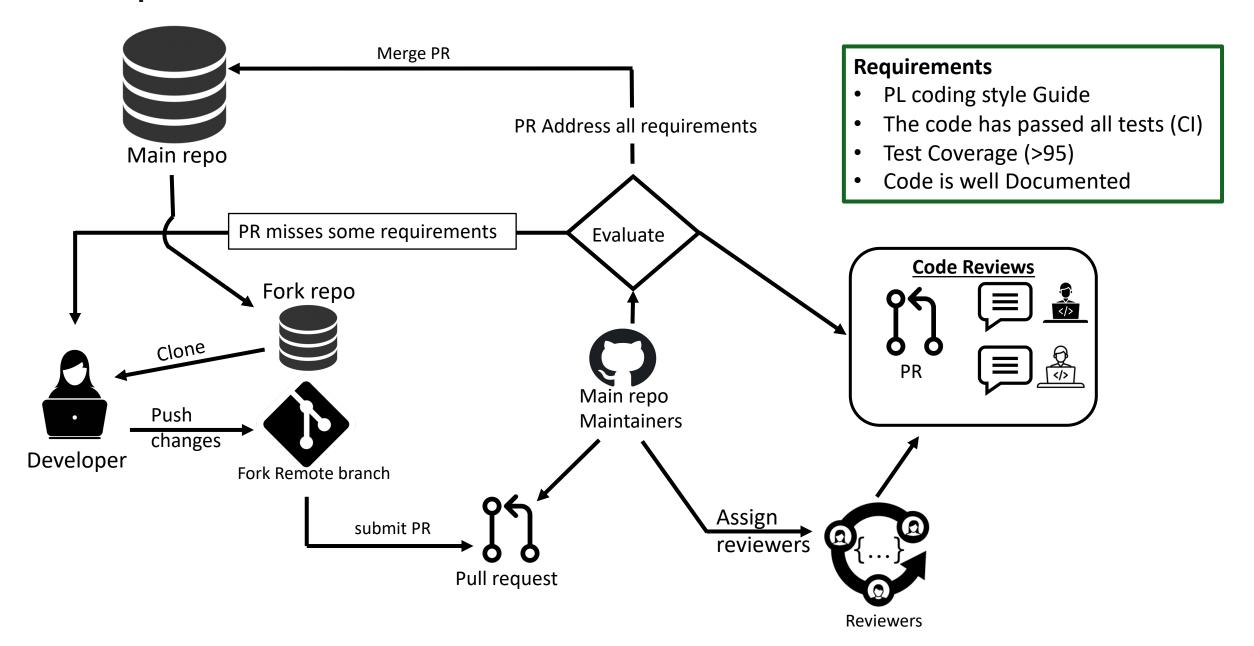
Git Feature branch workflow

#### Git feature branch workflow

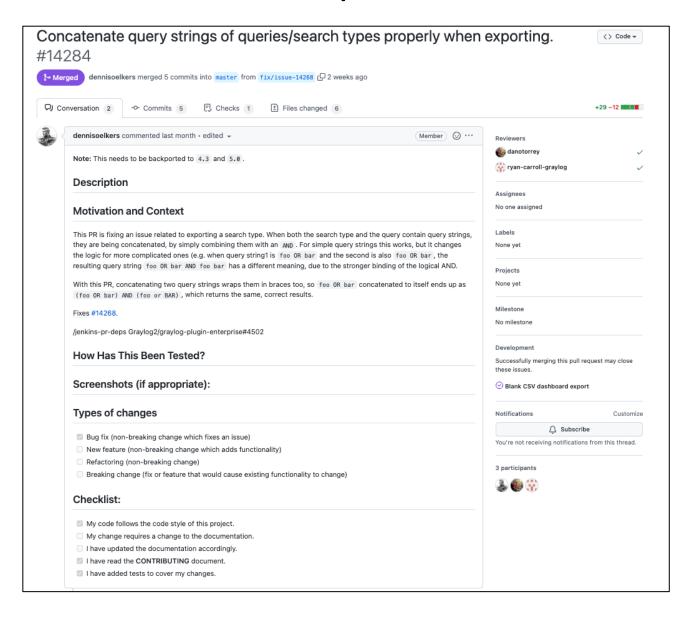


We will employ the git feature branch workflow in our team project

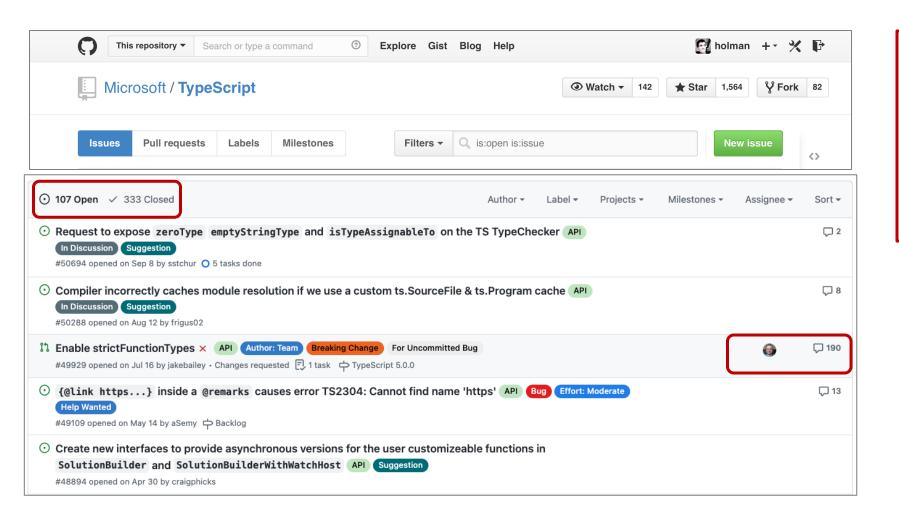
## A simple Code Review Workflow



#### Best Practices Pull Requests Documentation

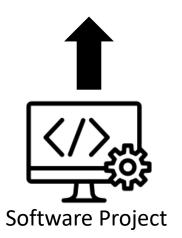


## Issue Tracker - GitHub



#### **Issues**

- Use cases
- Problems to solve
- Features to add
- Documentation to add



# Testing

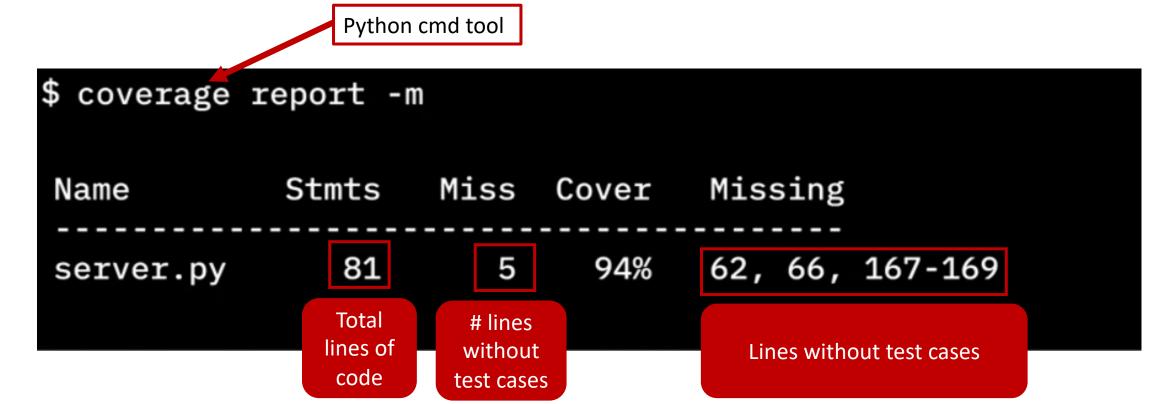
"If it is worth building, it is worth testing.

If it is not worth testing, why are you wasting your time working on it?"

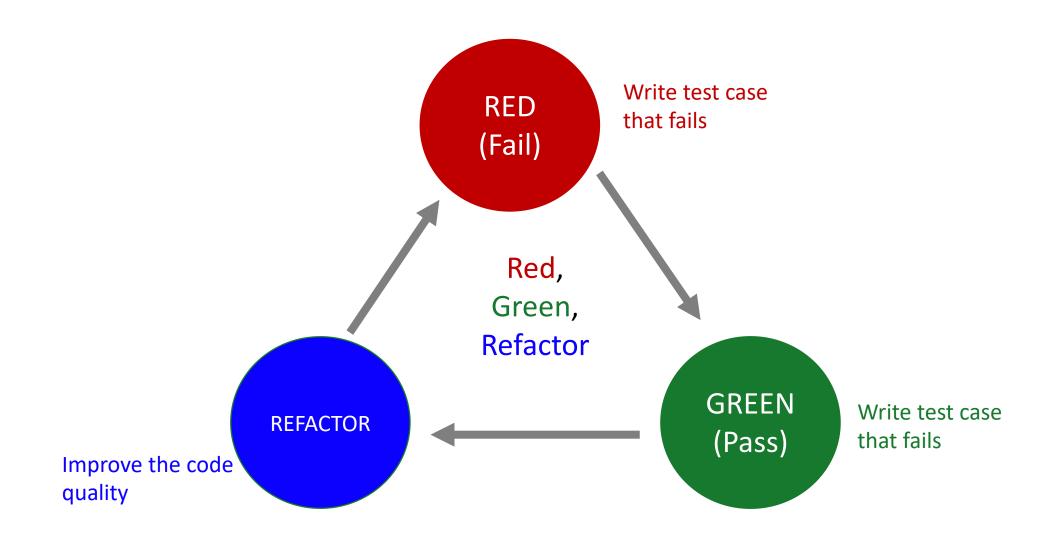
Scott Ambler, agiledata.org

# Importance of test coverage

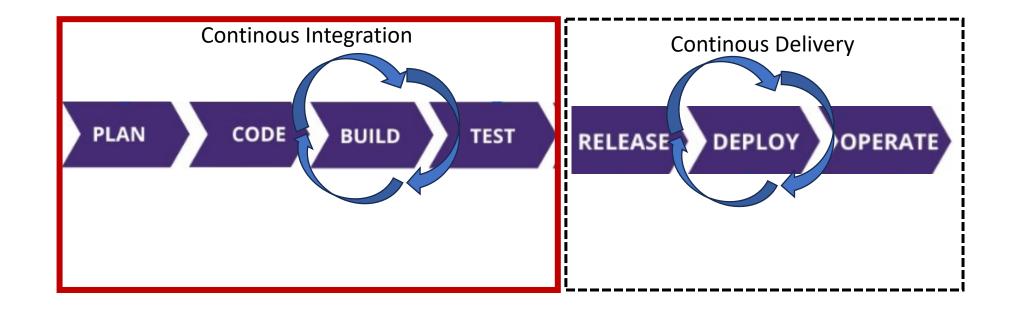
- High test coverage gives you confidence that your code works as expected
- Test coverage reports can reveal which lines of code were not tested



# TDD workflow



# CI/CD pipeline



Using LLMs to perform specific SDLC activities

# Large Language Models (LLMs)





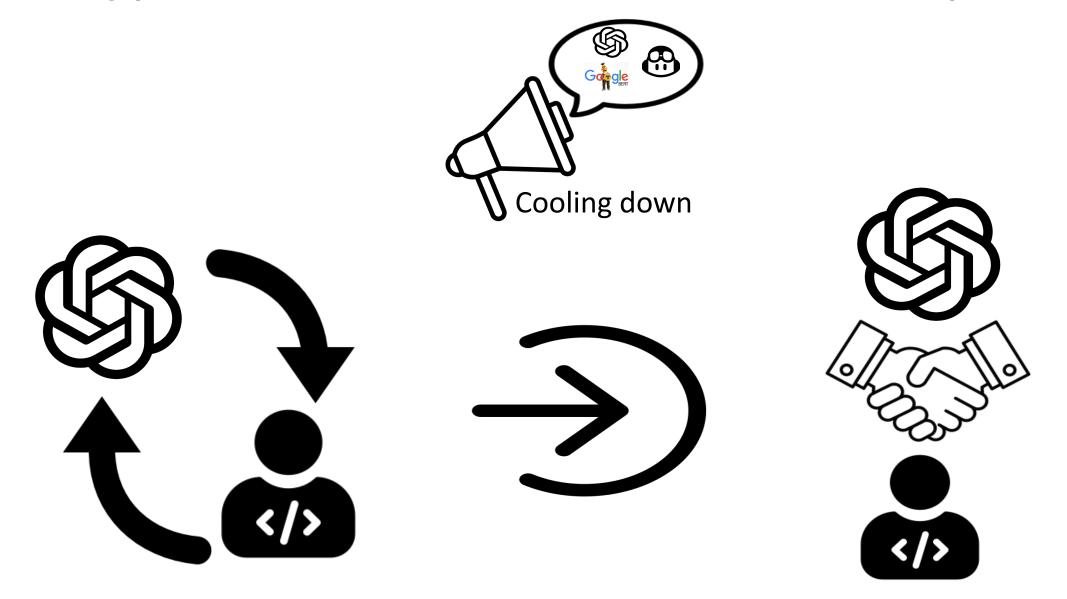




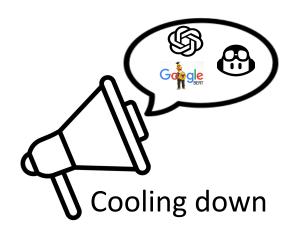
#### Will Our Students Not Need to Know How to Write Anymore?

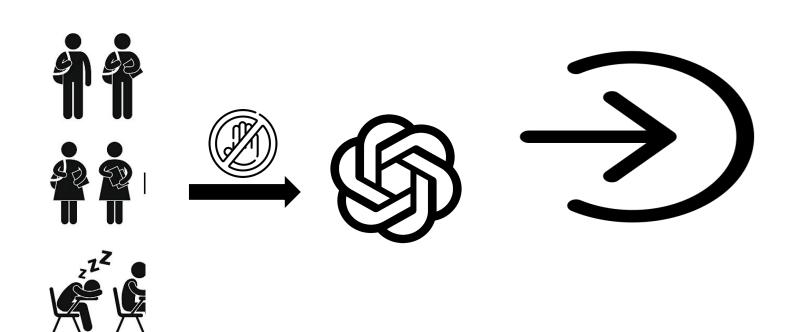
Only if our students won't know how to think, then they won't need to know how to write.

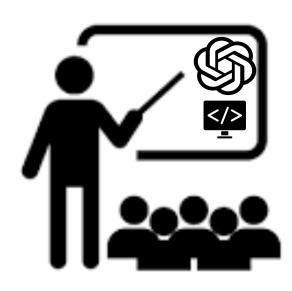
# The Hype around LLMs for Software Development



# The Hype around LLMs for Software Development







### What SE Tasks have been addressed to date using LLM4SE

SE Activity	SE Task		Total
Requirements engineering	Anaphoric ambiguity treatment (3)	Requirements term identification (1)	11
	Requirements classification (3)	Coreference detection (1)	
	Requirement analysis and evaluation (2)	Traceability automation (1)	
Software design	GUI retrieval (1)	Software specification synthesis (1)	3
	Rapid prototyping (1)		
Software development	Code generation (62)	Agile story point estimation (1)	136
	Code completion (16)	API documentation smell detection (1)	
	Code summarization (10)	API entity and relation extraction (1)	
	Code understanding (7)	Code optimization (1)	Hou
	Code search (5)	Code example recommendation (1)	•
	Program synthesis (5)	Control flow graph generation (1)	
	API recommendation (2)	Data analysis (1)	• /
	API synthesis (2)	Identifier normalization (1)	•
	Code comment generation (2)	Instruction generation (1)	
	Code representation (2)	Type inference (1)	<u> </u>
	Method name generation (2)	Others (11)	
Software quality assurance	Test generation (8)	Bug localization (1)	24
	Vulnerability detection (7)	Failure-inducing test identification (1)	
	Test automation (4)	Flaky test prediction (1)	
	Verification (2)		
	Program repair (23)	Duplicate bug report detection (1)	58
	Code review (6)	Decompilation (1)	
	Debugging (4)	Program merge conflicts repair (1)	
	Bug report analysis (3)	Sentiment analysis (1)	
Software maintenance	Code clone detection (3)	Tag recommendation (1)	
	Logging (2)	Vulnerability repair (1)	
	Bug prediction (1)	Commit classification (1)	
	Bug triage (1)	Traceability recovery (1)	
	Bug report replay (1)	Others (6)	
Software management	Effort estimation (1)		1

Hou et al. LLMs for SE: A Systematic Literature Review

- https://arxiv.org/pdf/2308.10620.pdf
- Analyzed 229 research papers on the subject
- Read Section 6 of the paper to find which papers have addressed the SE tasks.

#### Assessment

