# Software Product Design and Development I

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## My Journey to UNLV

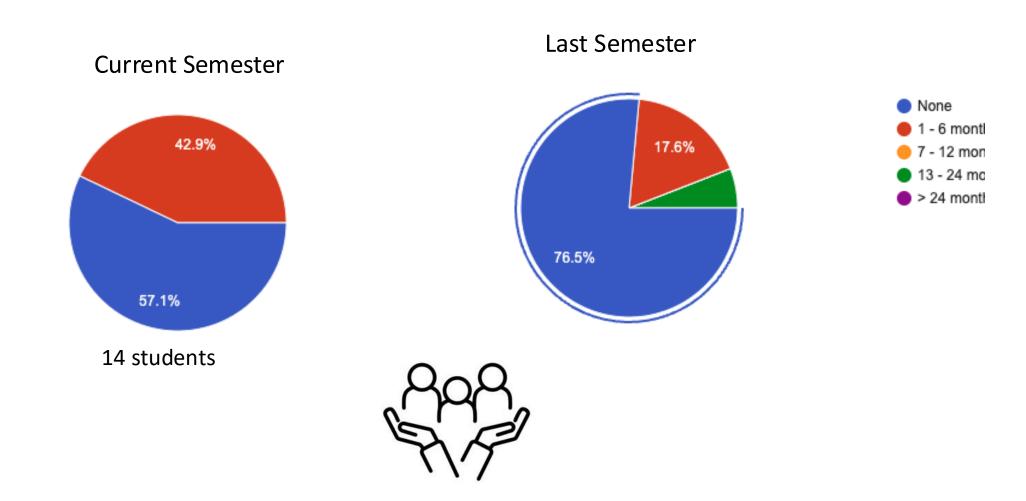


## Administration

Background Information survey.

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

How many months of industry software development experience did you have before the beginning of class 472/672?



## Inclusivity and Gradual Learning

- We want to build confidence for all students through gradual, structured learning
- Familiar material for experienced developers serves as refinement and perspective-sharing
- Help in reflecting real-world collaboration where diverse teams work together
- Encourages mutual support between experienced and novice peers

# Software Product Design and Development I

**High Quality Software** 

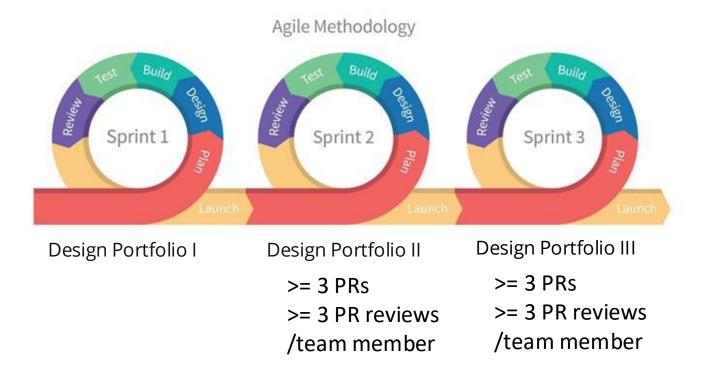
Flexible

Reusable

Maintainable



#### 10 – 11 developers / team project



**Agile methodology:** Development delivers frequent, small software updates, enabling teams to quickly adapt to changes and continuously improving the product based on feedback.

# Minimum Viable product (MVP)

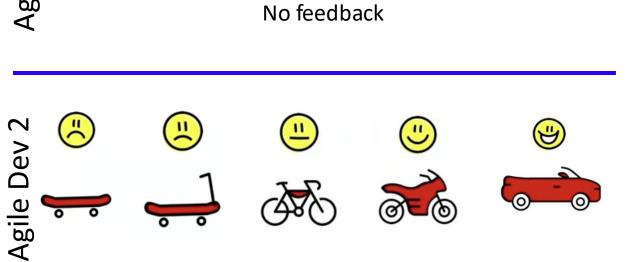
- During the DP we will focus on developing an MVP
- An MVP is the minimal thing that you can do to test a value hypothesis and gain learning and understanding
- MVP is focus on learning, not delivery
- Let us explain an MVP with an example using Agile developmemnt

# Minimum Viable product (MVP)

#### Customer wants a red car

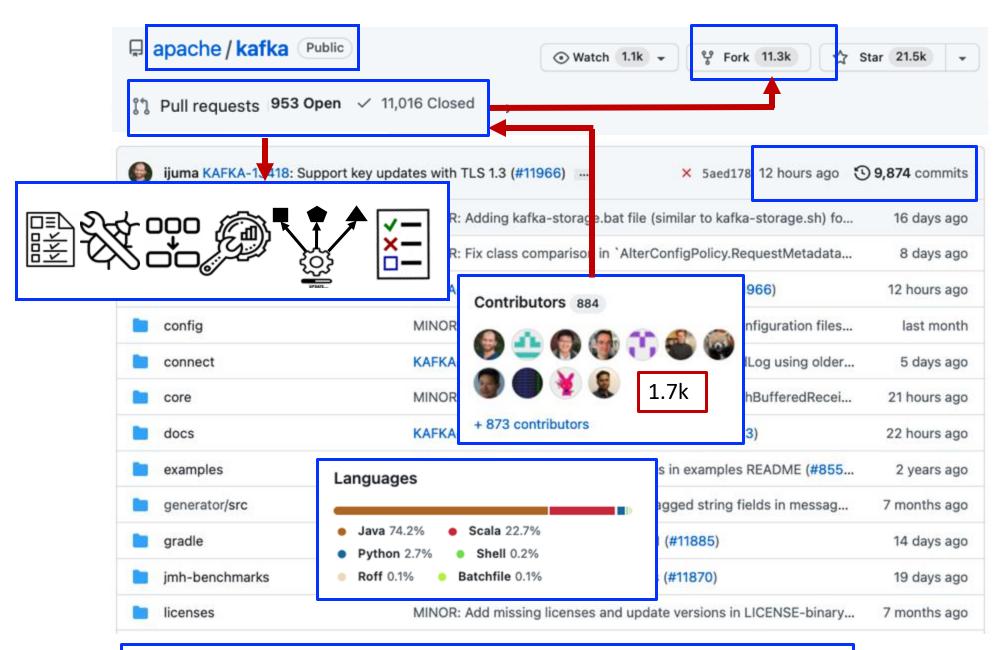
Iteration 1 Iteration 2 Iteration 3 Iteration 4

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



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.



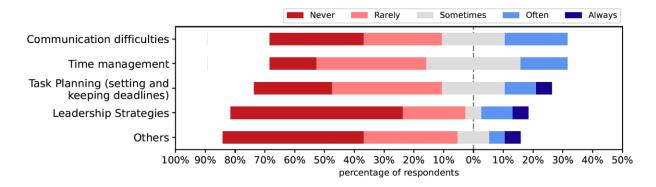
Apache Kafka is a distributed event store and stream-processing platform

"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.6 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
  - Inner source adoption of open-source development practices, tools, and culture within an organization
- All repositories are public
- Everyone is encouraged to contribute
- Contribut sts



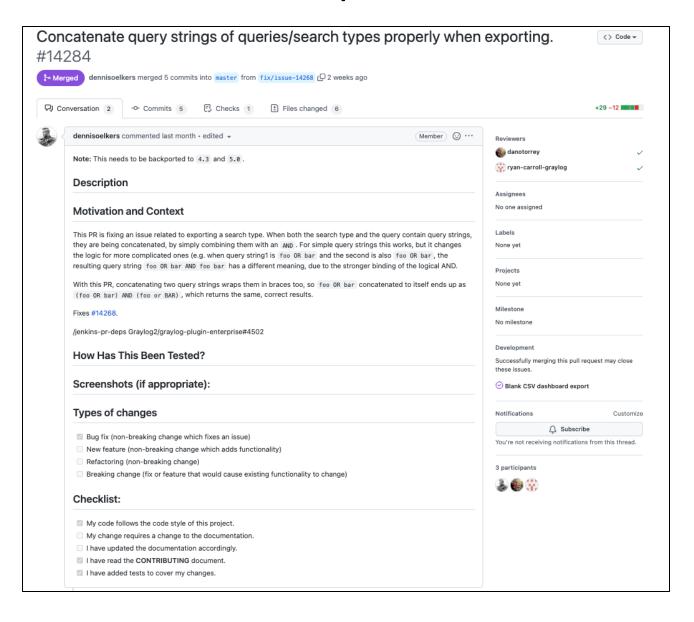


## Git-Github repository guidelines

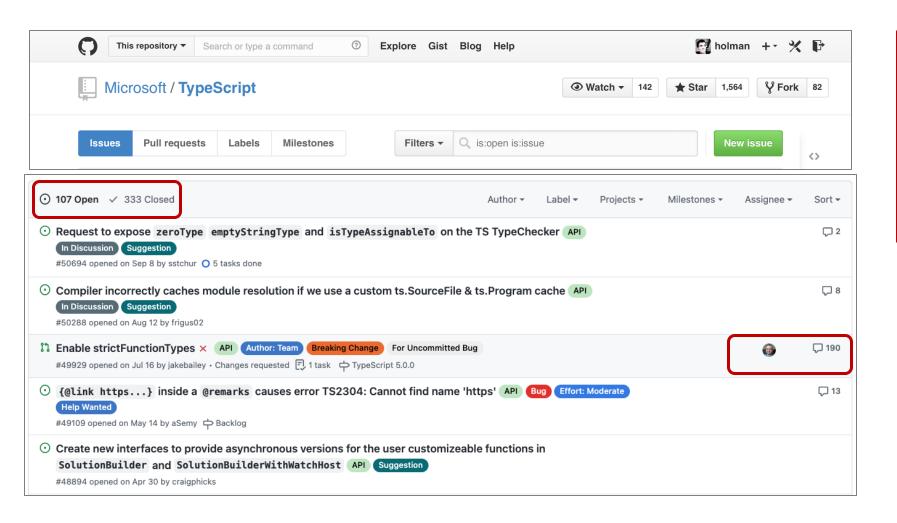
- Create a repository for a project
- Create a new branch for every issue
- Use a Pull Requests to merge to mainline
- Every Pull Request is an opportunity for code review

Git Feature branch workflow

### Best Practices Pull Requests Documentation

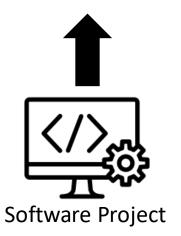


## Issue Tracker - GitHub



#### Issues

- Use cases
- Bugs to fix
- Features to add
- Documentation



# Testing

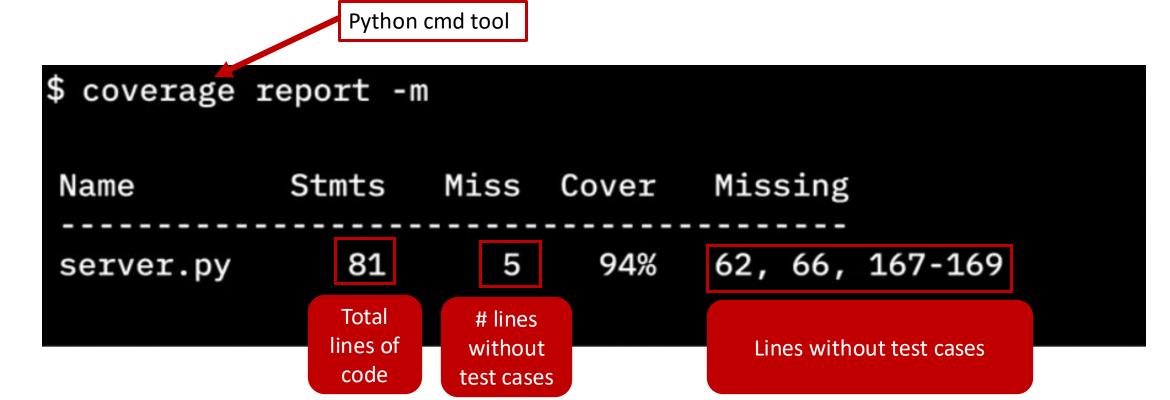
"If it is worth building, it is worth testing.

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

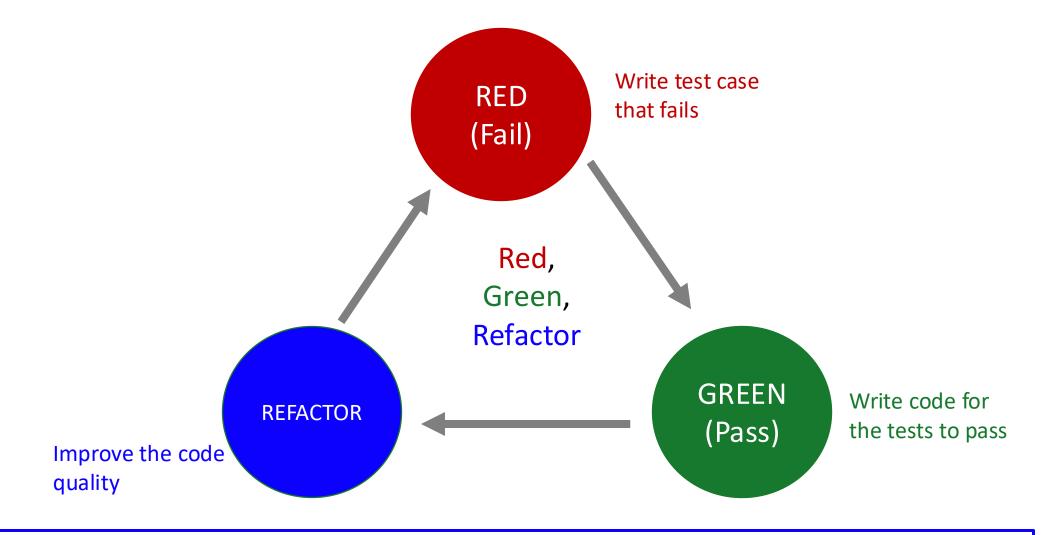
Scott Ambler, agiledata.org

## 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

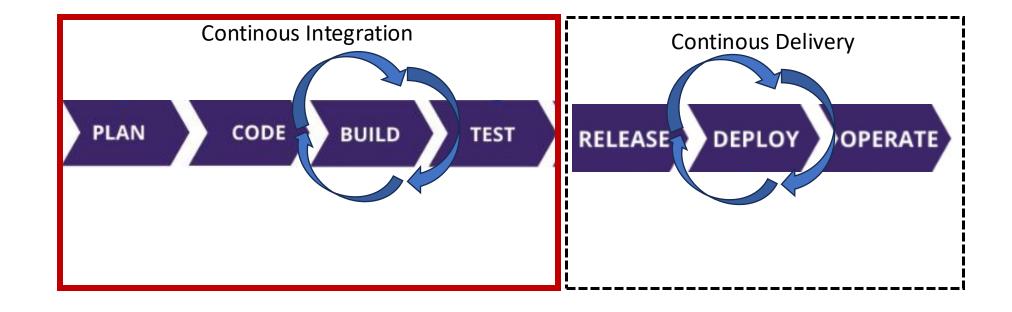


## Basic TDD workflow



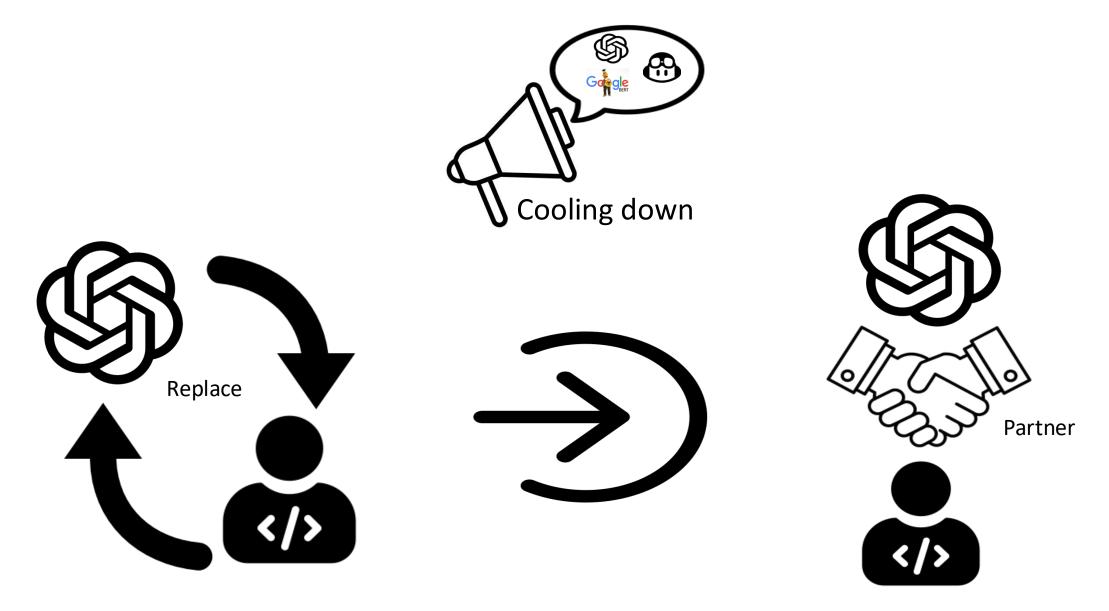
I have prepared the lab which will guide you in practicing with TDD

# CI/CD pipeline

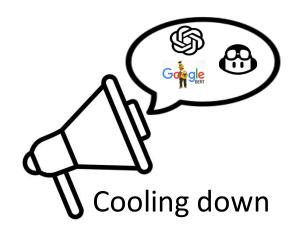


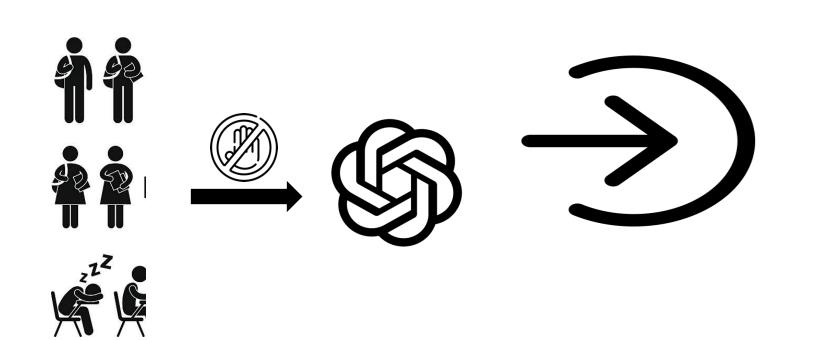


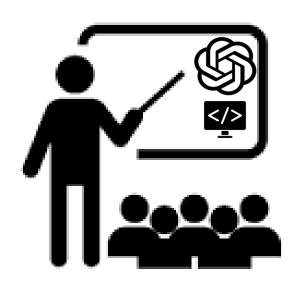
## The Hype around Generative AI for Software Development



# 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)	Ηοι
	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)	
	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

