Software Product Design and Development I

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My Journey to UNLV



Administration

Go to - https://johnxu21.github.io/teaching/CS472/

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

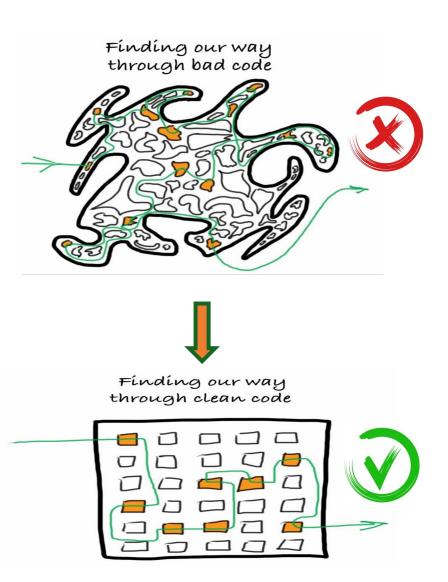
Flexible

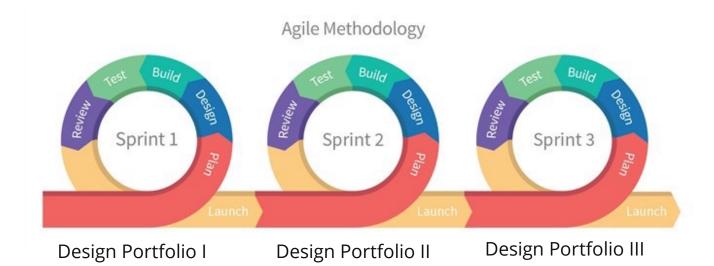
Reusable

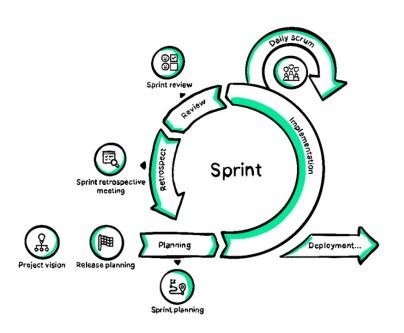
Maintainable



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

















- 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













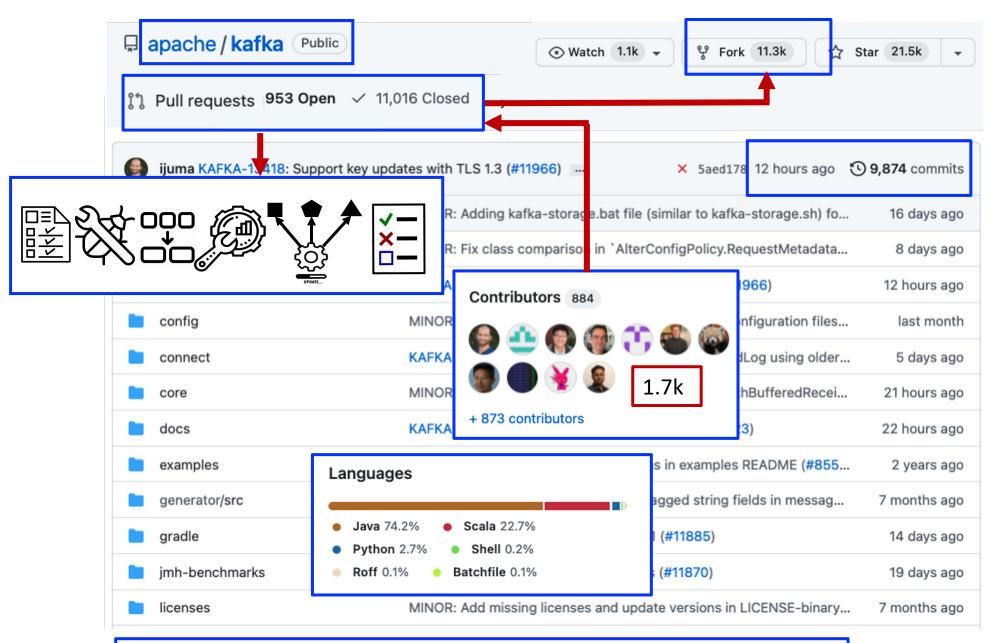






Valuable feedback on every iteration

- 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

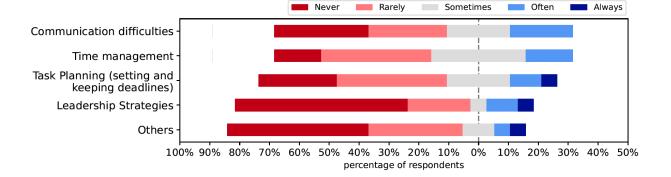
"People-related factors tend to be the greatest challenges—not technology."

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 participating had not authority to make the students participate and continue to remain difficult to work with for the even when they were mentioned by the professor in our group chat.



Weekly tasks questions, answered with checkboxes in response to This week I have: Q1: □ Designed a usecase (or a portion of one) □ Fixed a bug in the system □ Implemented a usecase (or a portion of one) □ Written black-box tests □ Written automated tests □ Other: □ Completed some of my assigned tasks □ Asked a teammate for help completing my tasks □ Helped a teammate complete a portion of their tasks Q3: □ Met live with my team □ Participated in checkins with my team □ Opened a pull request and asked my team for feedback on my code □ Asked my team for feedback on my non-code work □ Reviewed technical artifacts for my teammates
Planning questions, answered with a five-point Likert scale: ○ Much less ○ Less ○ About as much as ○ More ○ Much more Q4: This week, I have gotten done than I think I should have Q5: This week, my team overall has gotten done than I think we should have Q6: Next week, I intend to get done than I did this week
Collaboration satisfaction questions, answered with a five-point Likert scale: Strongly disagree Disagree Neither agree nor disagree Agree Strongly agree Q7: This week, I knew what I needed to get done Q8: Overall, I think that everyone has been contributing adequately to the success of the project Q9: In our team we relied on each other to get the job done Q10: Team members kept information to themselves that should be shared with others Q11: I am satisfied with the performance of my team Q12: We have completed the tasks this week in a way we all agreed upon
Miscellaneous questions: Q13: My progress this week has been impeded by: □ Difficulties with technologies or course materials □ Demands of other classes □ Other personal responsibilities or distractions □ Teammates who didn't complete their responsibilities □ Communication difficulties with my teammates □ Difficulty scheduling tasks so that I wasn't waiting for my team to complete their work □ Other: □ None
O14: How do you feel about your team's collaboration process in this project?

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

What problem is social coding solving?

- A component has 80% code of what you need, but 20% is missing features.
- How do you add the 20% missing features?
- You have a decision to make:
 - Do you make a feature request and depend on another team?
 - Do you rebuild 100% of what you need (no dependencies) Many teams select
- This is a huge waste of resources for any company, but it happens all the time.
- How does adopting social coding principles solve this?

Social coding solution

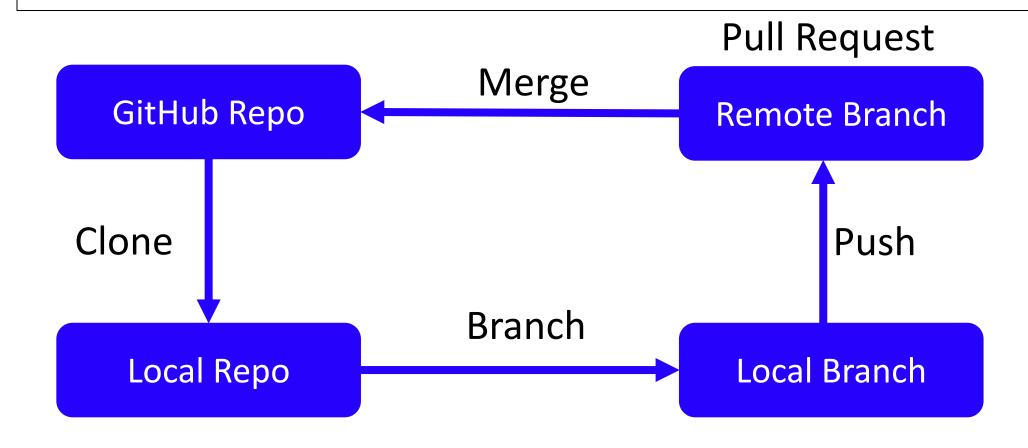
- Discuss with the repo owner
- Agree to develop it
- Open an issue and assign it to yourself
- Fork the code and make your changes
- Issue a Pull Request to review and merge back
- This is how open source works and how we shall approach this team project

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

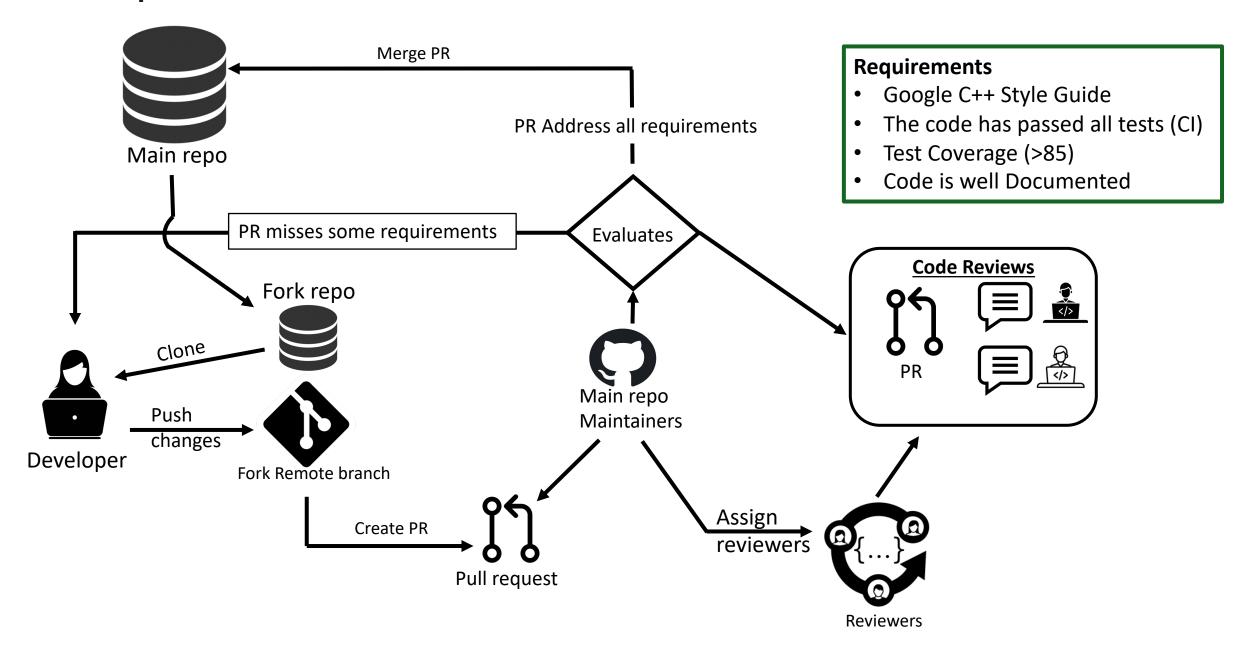
Git Feature branch workflow

Git feature branch workflow

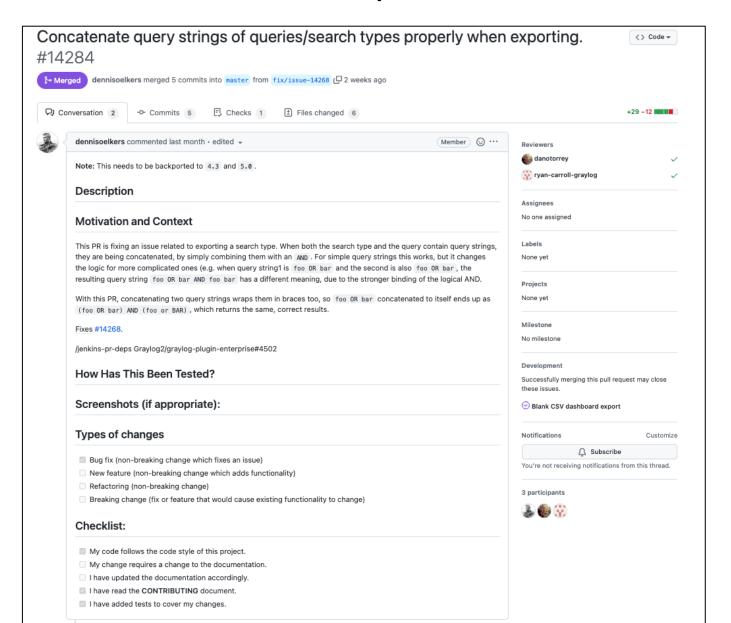


We will employ the git feature branch workflow in our team project

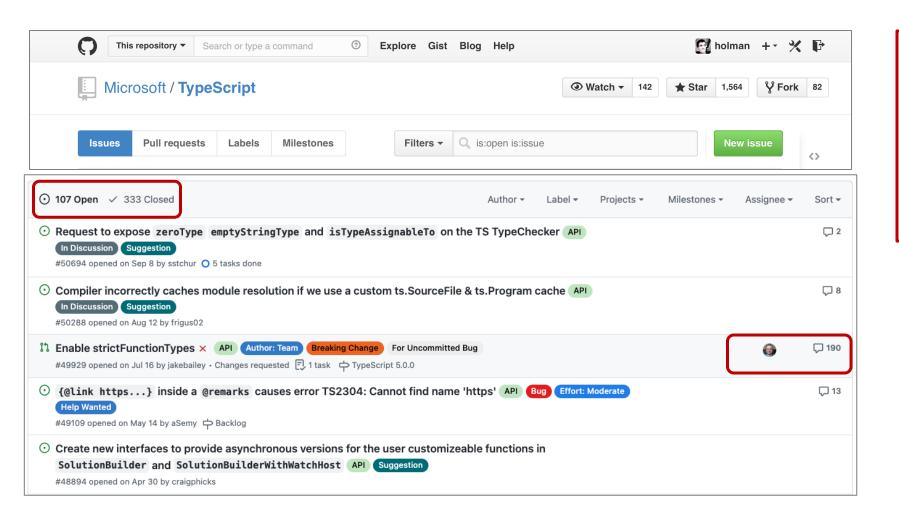
A simple Code Review Workflow



Best Practices Pull Requests Documentation

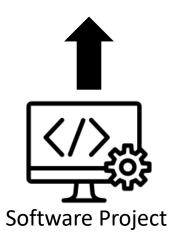


Issue Tracker - GitHub



Issues

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



Testing

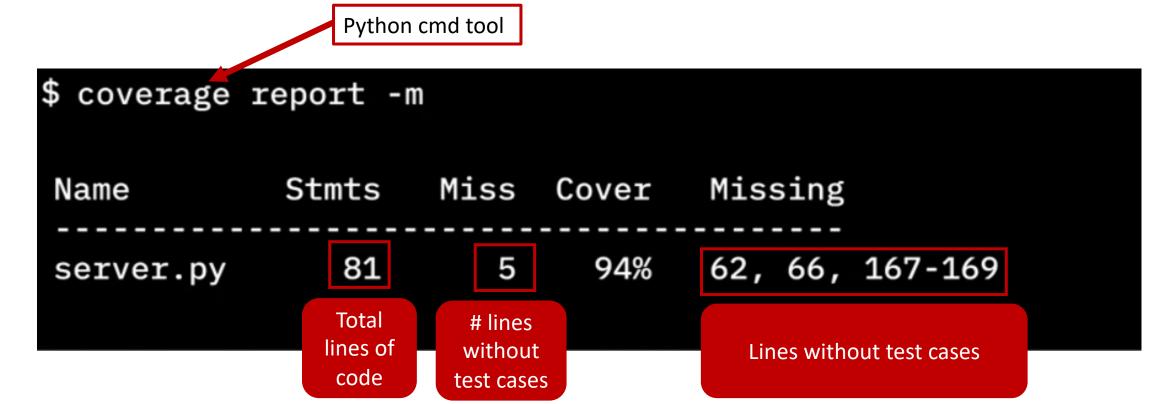
"If it is worth building, it is worth testing.

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

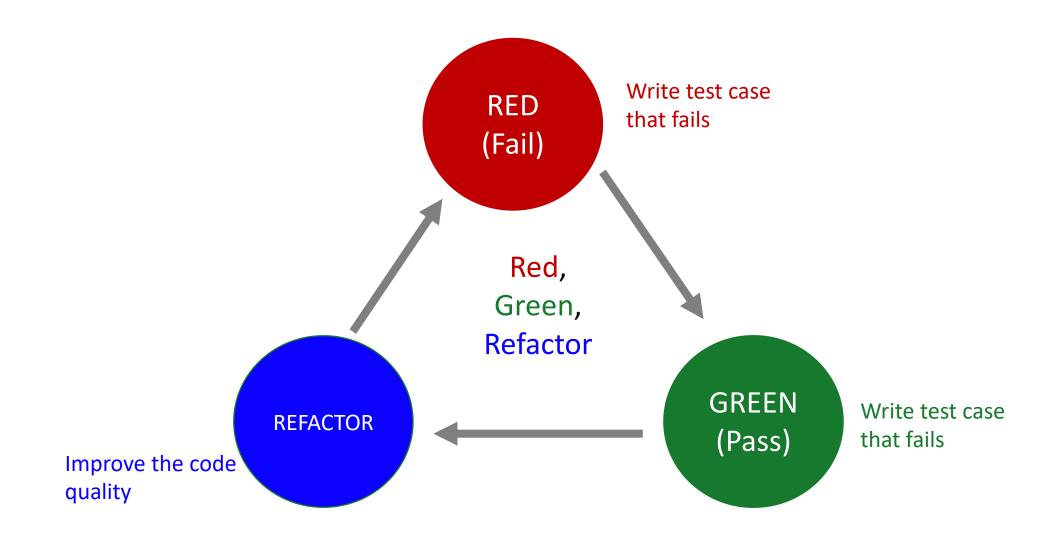
Scott Ambler, agiledata.org

Importance of test coverage

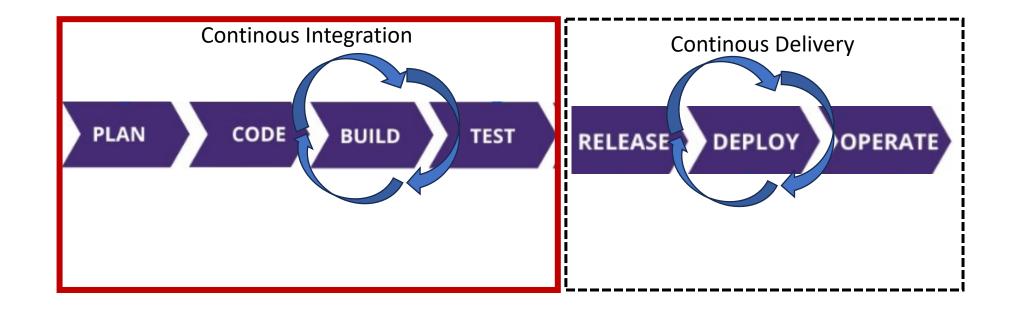
- High test coverage gives you confidence that your code works as expected
- Test coverage reports can reveal which lines of code were not tested



TDD workflow



CI/CD pipeline



Assessment

