

CZ3002 - Advanced Software Engineering

Release Management

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Learning Objectives

At the end of the lesson, you should be able to:

- Explain activities of software release management
- Describe how the version control system works and use it
- Describe important practices of release management





Where Is Release Management Positioned

Examples of Sub-Disciplines of Software Engineering:

- Software Quality Management
- Software Engineering Management
- Software Configuration Management



Where Is Release Management Positioned

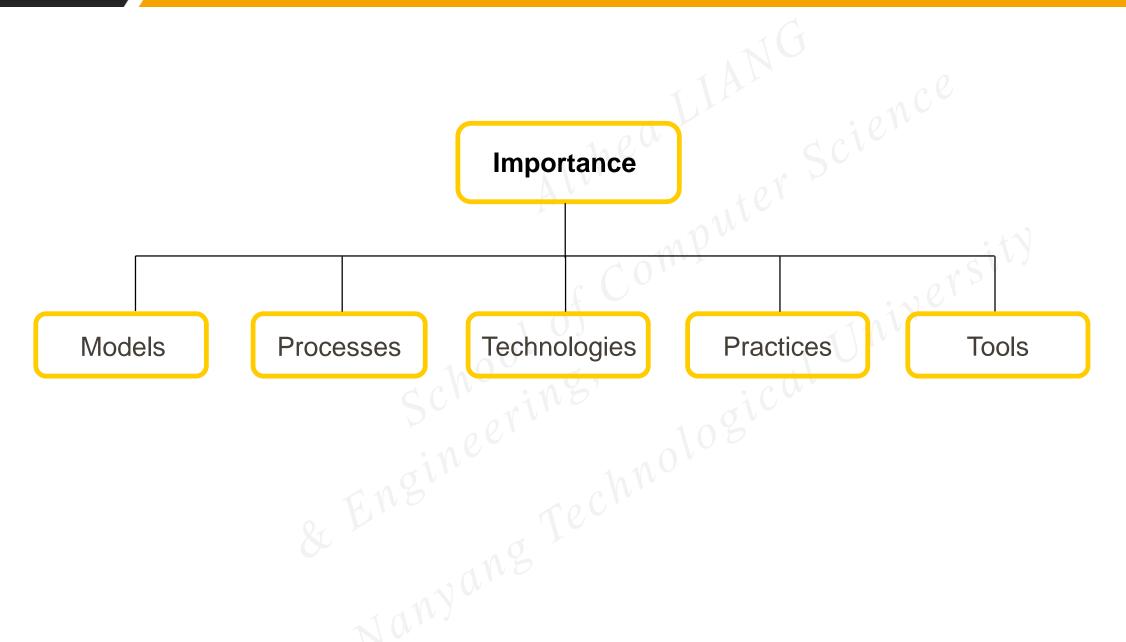
Examples of Sub-Disciplines of Software Engineering:

- Software Maintenance
- Software Testing
- ► Requirement Engineering ¦
- ► Software Design
- Software Construction

Pre-requisite and will not be covered in this course



What Are Important in Release Management





Release Management

Release management, a functional area of software configuration management.

THE NEWS

To address the security issue in iPhone, Apple Inc is going to release iOS 10.3.2 on 15 May 2017, the enhanced version.

What is a release?

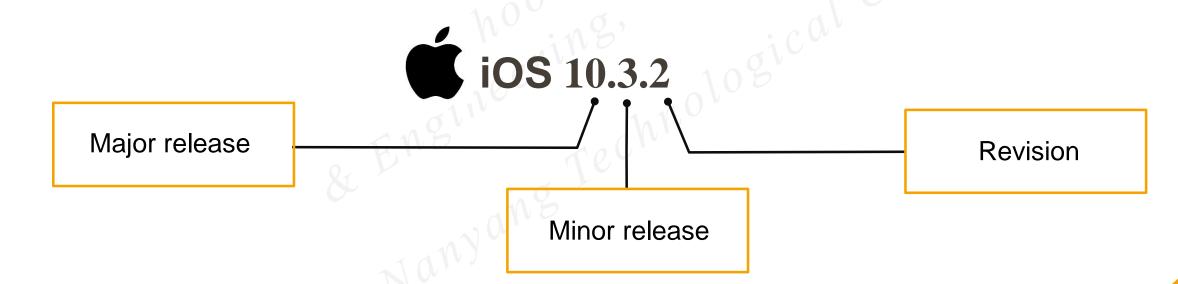
What do these numbers represent?



Release

► A Release

- a tested and approved baseline that is usually installed at a client site or packaged for purchase
- has a unique ID
- e.g. iOS 10.3.2, Android 6.0.1, Windows 10, version 1607





Release

A Patch

- is a "minor release" not a whole build but some subset of a build
- generally done to fix one or more significant bugs
- has a unique ID (e.g. "Release 2.1-1" or "Patch 2.1-1")



Software Release Management – Roadmap

Suggested Roadmap of Systematic Software Release Management

Development

Testing

Maintenance

Release Management Tools

Release Management Activities

Software Release Management

Release Management Practices



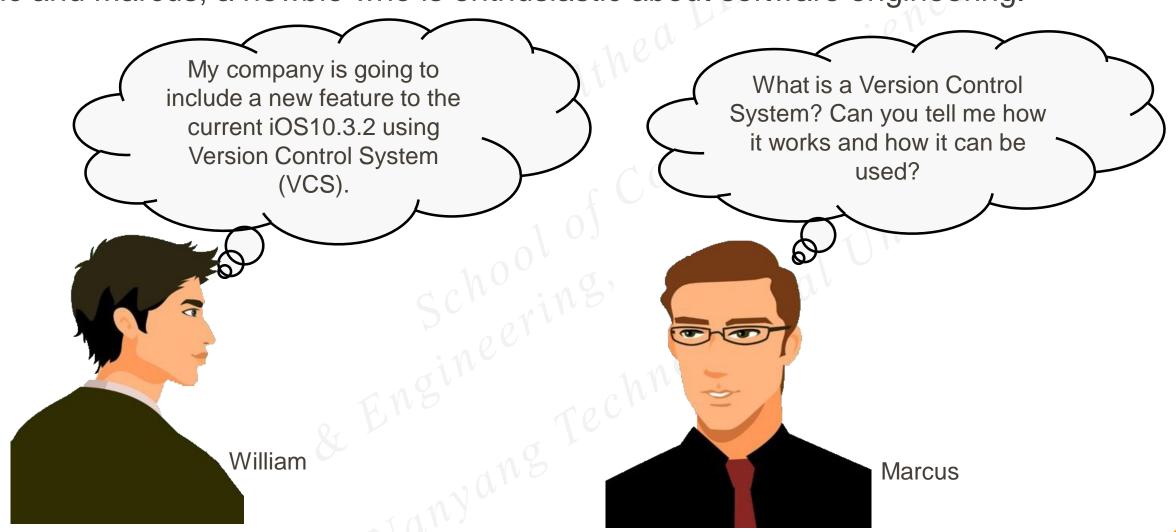
Tools Used for Release Management

- Version Control Software (or Version Control Systems) can be used to manage releases
- A good way to produce releases is through using various branches meant for release in VCS (version management tools)
- More or less in the context of VCS
- Examples of VCS: Mercurial, Git, Subversion



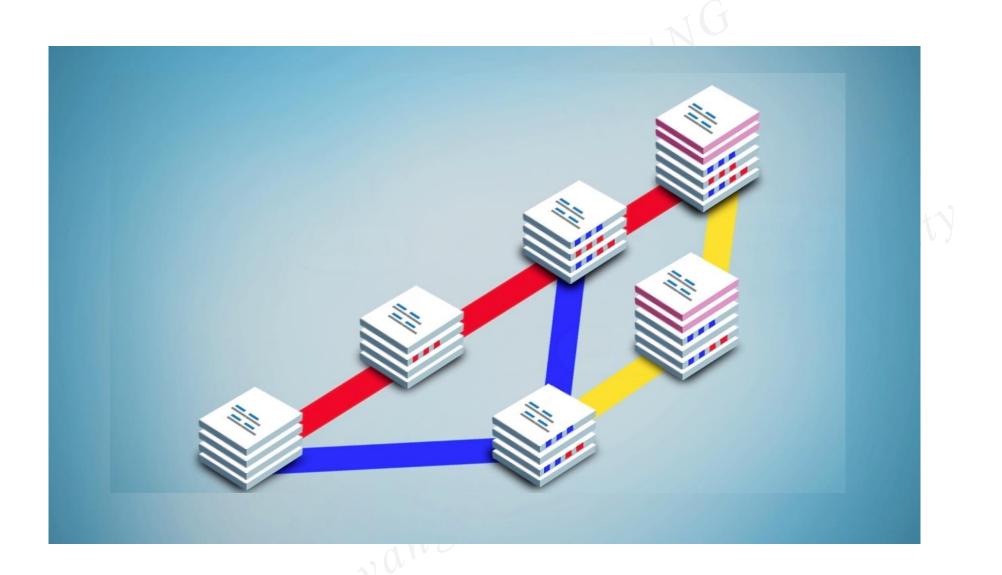
VCS Graph

Below is the conversation between William, a senior software engineer from Apple Inc and Marcus, a newbie who is enthusiastic about software engineering.





VCS Graph



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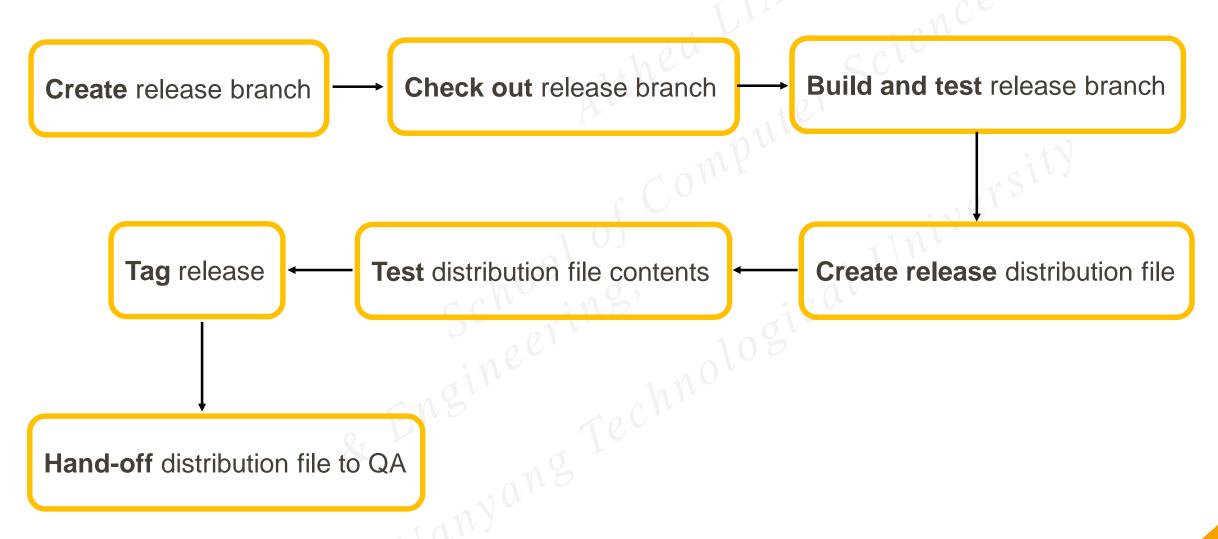
Branch Dynamics in VCS

- There is a main branch or trunk.
- Developers commit all new work to the trunk.
- Developers create a release branch.
- The trunk is copied to a "release" branch and teams continue to work in parallel.
- The branch is tagged and released.
- The branch is maintained over time.



Release Preparation in VCS

Through Branches:



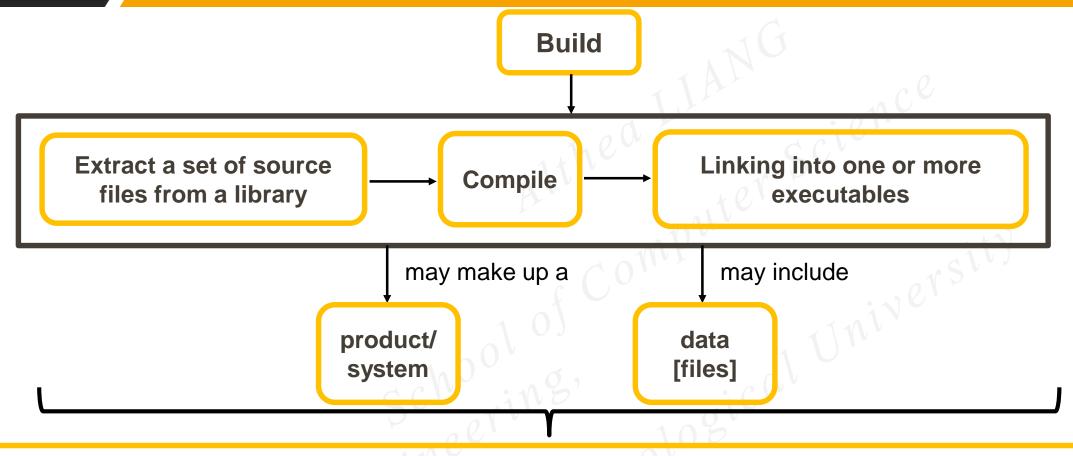


Software Release Management Activities

- Distribution of software configuration item outside development activity.
- Encompasses the identification, packaging and delivery of the elements of the product release, e.g. executable program, documentation, release notes, configuration data.
- Release management must consists of processes for Internal (test team) or External (customer) releases.
 - Internal releases a.k.a. promotions
- Release management process must be designed to control a release that may consist of variants for different platforms.



Builds and Software Building



- Given a unique, often sequential ID (e.g. Build 123,124,125,...)
- Done on some regular basis (overnight, once a week)
- Comprises of a build list which identifies all files and which revision of each to include in a build
- Correspond to a node in VCS graph

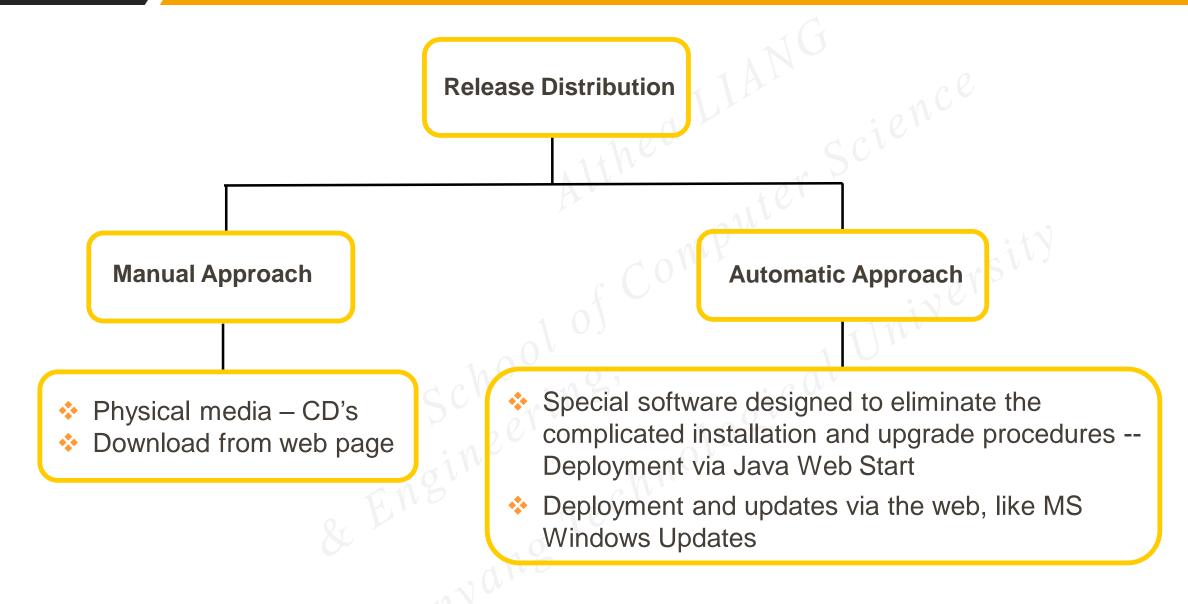


Builds and Software Building

- Activity of combining correct versions of software configuration items, using the appropriate data, into an executable programme for delivery usually to customer or test team
 - Complete self-sufficient
 - Repeatable automatic, consistent
 - Informative provides feedback
 - Schedulable auto-triggered
 - Portable independent (of IDE)

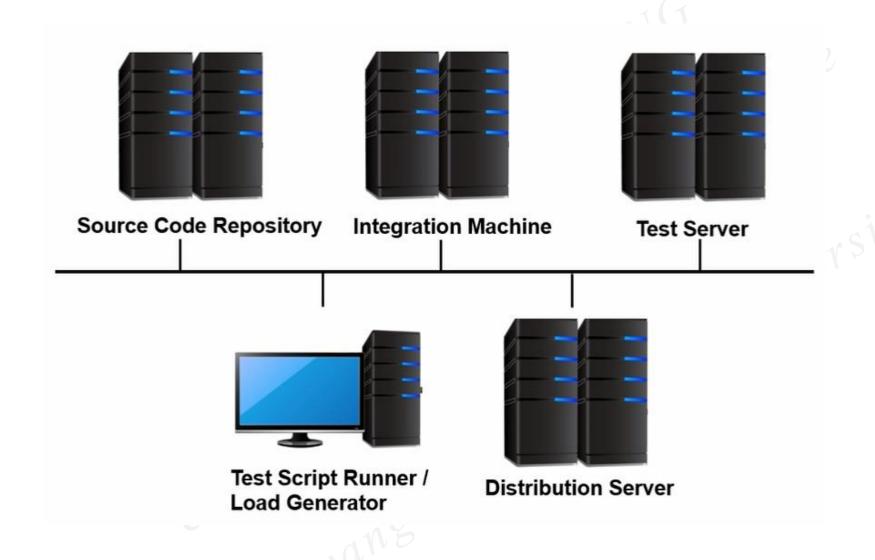


Release Distribution



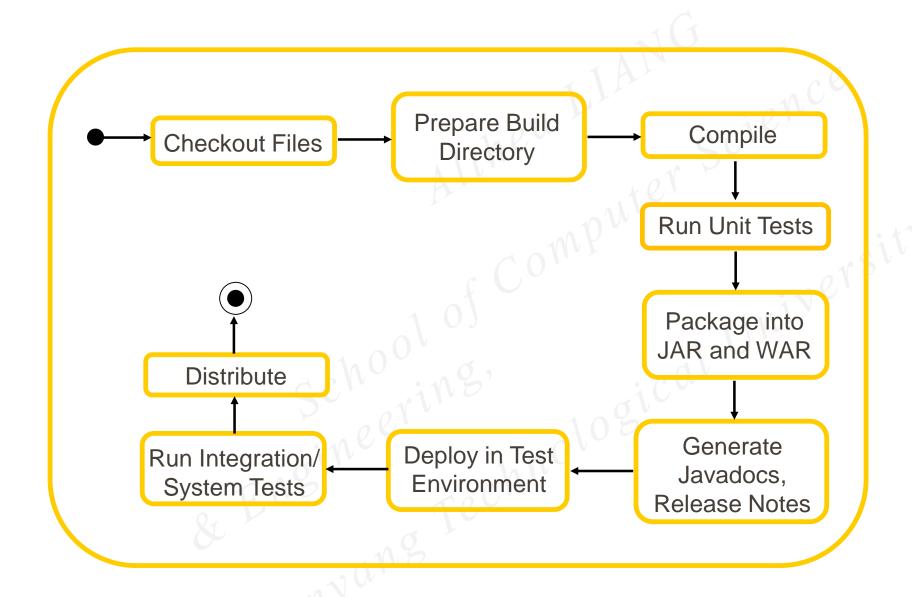


Build-Package-Deploy Configuration





Build-Package-Deploy Process





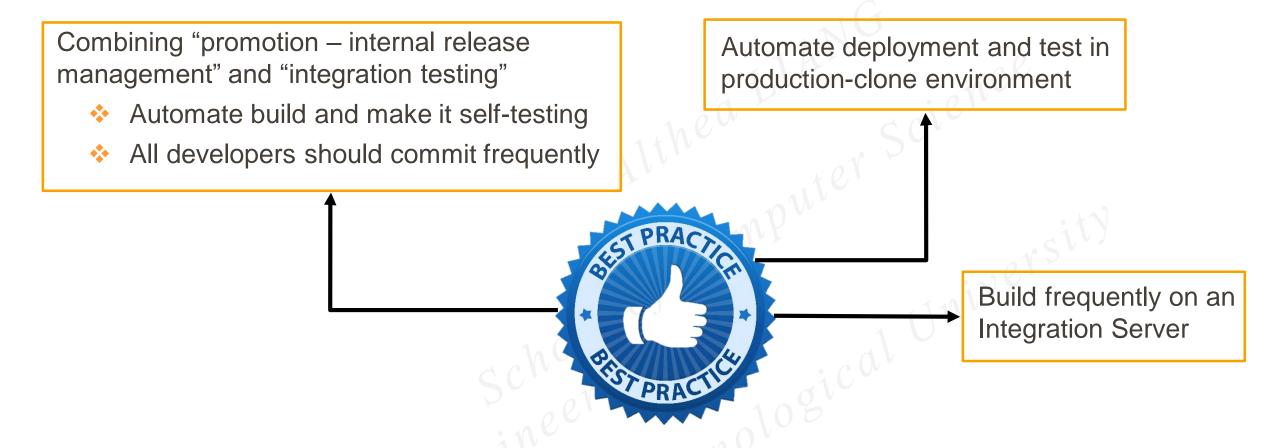
Practice of Continuous Integration

- Integration components or subsystems
- Continuous along the way versus one-big-bang
- Definition:

A software development practice where members of a team integrate their work frequently, usually each person integrates at least daily - leading to multiple integrations per day. Each integration is verified by an automated build (including test) to detect integration errors as quickly as possible.



Practice of Continuous Integration



Outcome of best practices:

- Anyone can get the latest build easily
- Everyone can see what's happening



Post view: Best Practice Organisation in this Lesson

Best Practices/Tools	Slides
Continuous Integration	Practice of Continuous Integration - 1 Practice of Continuous Integration - 2
VCS Software	VCS Graph Branching and Merging



Summary

Now you should be able to:

- Explain activities of software release management
- Describe how the version control system works and use it
- Describe important practices of release management



Special Thanks to Kydon during the TEL Efforts of the Lecture

End of Release Management

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