UECS2363 SOFTWARE CONSTRUCTION AND CONFIGURATION **CHAPTER 1: EVOLUTION OF SOFTWARE HOUSE**

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Evolution of a software house – ACME Systems

- How ACME systems started
- The growing pains till successful
- Pros & Cons that follows
- The advantages with adopting CD and DevOps ways of working
- How it adapted to drive the business into new markets and opportunities



ACME Systems

- Humble Beginning
- Started out in the garage of one of the founders.
- The founders were visionaries with big ambitions, good ideas, and a little bit of cash.



ACME is purely fictional and based upon ACME Corporation, first used in Road Runner Cartoons in the 1950s

– just in case you were wondering



ACME Systems

- Successful and Acquired
- After a few years of hard work, the dreams of the founders were realized.
- The business is recognized as a leader.
- It is acquired by an MNC.
- This acquisition brings in the funding & resources to scale the business
- However, with corporate owners comes corporate responsibilities, rules, bureaucracy, and processes.



ACME Systems

- Challenges to the Team

- The team starts to find it increasingly difficult and painful to deliver quality software.
- They adopt and adhere to the parent company's processes to improve quality and reduce risk, but this makes the seemingly simple task of delivering software, laborious and extremely complex.



- ACME ver 1.0
- Typical start-up software business
 - Move fast to survive
 - Entice and retain customers at all costs.
- They do this by delivering what the customer wants just before the customer needs it, not too soon, not too late
- Various pre-sales prototypes needed to be built in a hurry
 - Mostly discarded
 - Some went to production



- ACME ver 1.0: Characteristics
- Almost no barriers between developers and operations teams
- Developers have full access to the production environment and can closely monitor their software
- All areas of the business are focused on the same thing: to get software into the production environment ASAP
- Speed of delivery is of the essence



- ACME ver 1.0: Characteristics
- When things break, everyone swarms around to help fix the problem
- The software evolves quickly and features are added in incremental chunks
- The ways of working are normally very agile



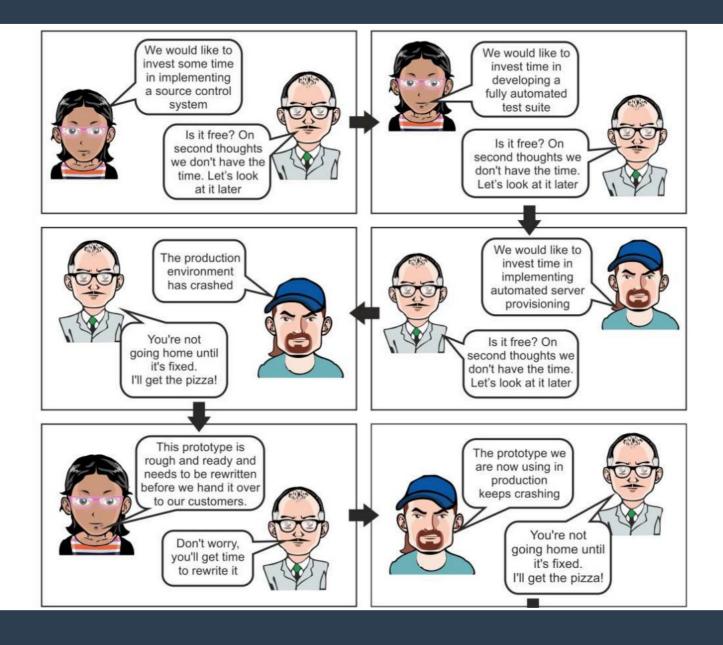
- ACME ver 1.0: Possible Flaws
- Corners are cut to hit deadlines, which compromise:
 - software design and elegance
 - Application security
 - Engineering best practices
 - Robustness of software (with the lack of testing)
- Source and version control systems are not used religiously



- ACME ver 1.0: Possible Flaws
- Tweaks and changes can be made to the infrastructure with little or no audit trail
- Software releasing will be mainly manual
- At times, a rough and ready prototype may well become production code without the opportunity for refactoring
- Documentation is scant or non-existent
- The work-life balance for an engineer working within a small software house is not sustainable and burn out does happen

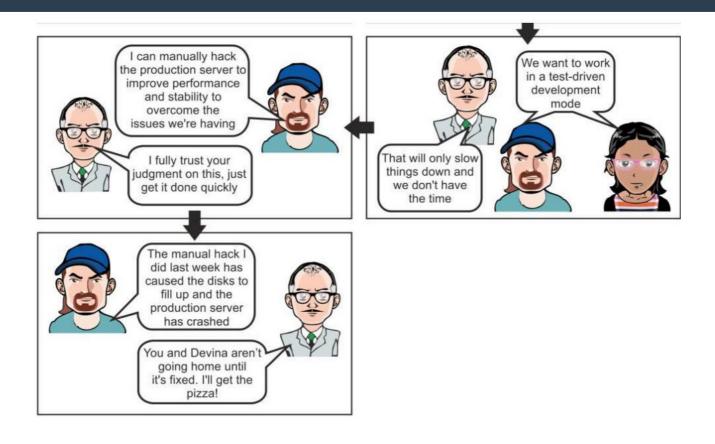


- ACME ver 1.0



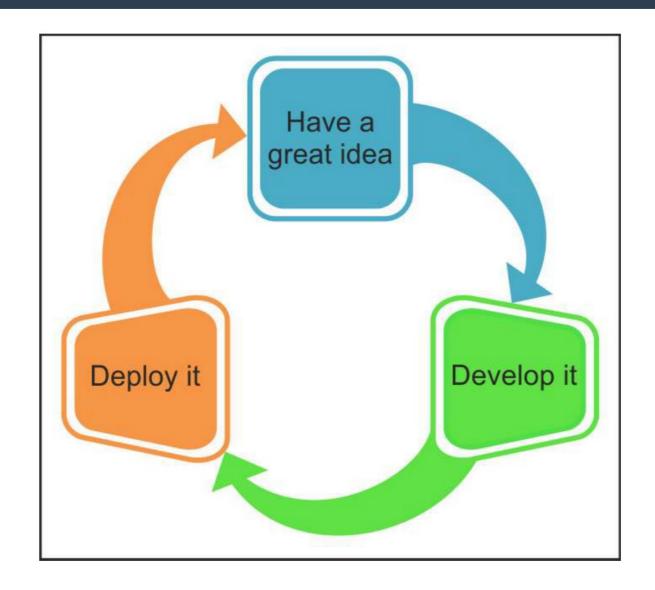


- ACME ver 1.0





- ACME ver 1.0: Software Delivery Proces Flow





- ACME ver 2.0
- Business has grown in size
 - Customer base is global
 - Software platform is used by millions
 - ACME well established, well renowned
- ACME is acquired by MNC
 - Sufficient funding to scale out and R&D
 - Admin, sales, marketing, etc can be passed to the parent company



- ACME ver 2.0

- R&D Team
 - introduces new tools and processes to enable speedy delivery of quality software.
 - Scrum is adopted across the R&D team and the opportunity to fully exploit engineering best practices is realized.
 - The original ACME systems platform starts to creak and is showing its age, so further investment is provided to rearchitect and rewrite the software platform using the latest technologies.
 - In short, the R&D team feels that it's all starting to come together and they have the opportunity to do it right.



- ACME ver 2.0

- Operations Team
 - absorbed as parent's global operations team.
 - data centers filled with cutting-edge kit, global network capabilities, and scalable infrastructure.
 - Everything that is needed to host and run the ACME systems platform is there.
 - Like the R&D team, the operations team has more than they could have dreamed of.
 - Operations team also has resources available to help maintain quality, control change to the platform, and ensure the platform is stable and available 24/7.

- ACME ver 2.0
- Increasingly difficult to ship software
- Releases are getting more complex as the new platform grows with more features
- Despite re-architecting & rewriting, there still remains legacy code deep within the system
- Developers are far from the production environment, and are ignorant as to how the software performs, once it eventually goes live



- ACME ver 2.0

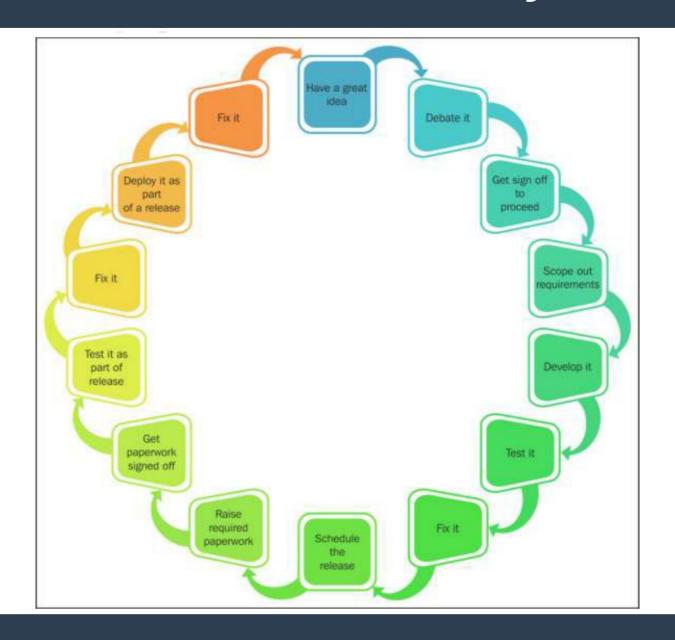
- There is a greater need to provide proof that software changes are of the highest quality and performance before they can go anywhere near the production servers
- Quality is starting to suffer as last minute changes and frantic bug fixes are being applied to fit into release cycles
- The technical debt amassed during the early days is starting to cause major issues
- Project scope is being cut at the last minute as features don't fit into the release cycles



- ACME ver 2.0
- More development resources are being applied to assisting releases
- Deployments are causing system downtime
- Deadlines are being missed, stakeholders are being let down, and trust is being eroded
- The business's once glowing reputation is being tarnished

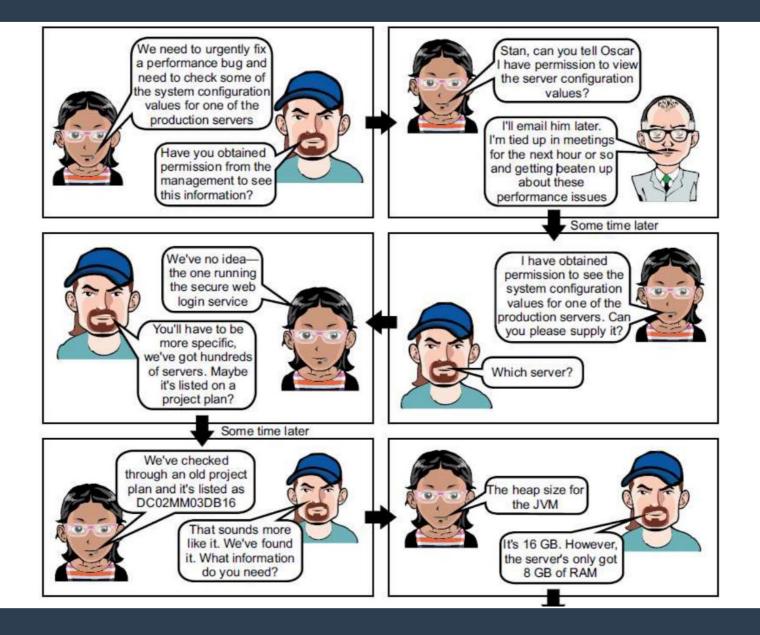


- ACME ver 2.0: Software Delivery Process Flow



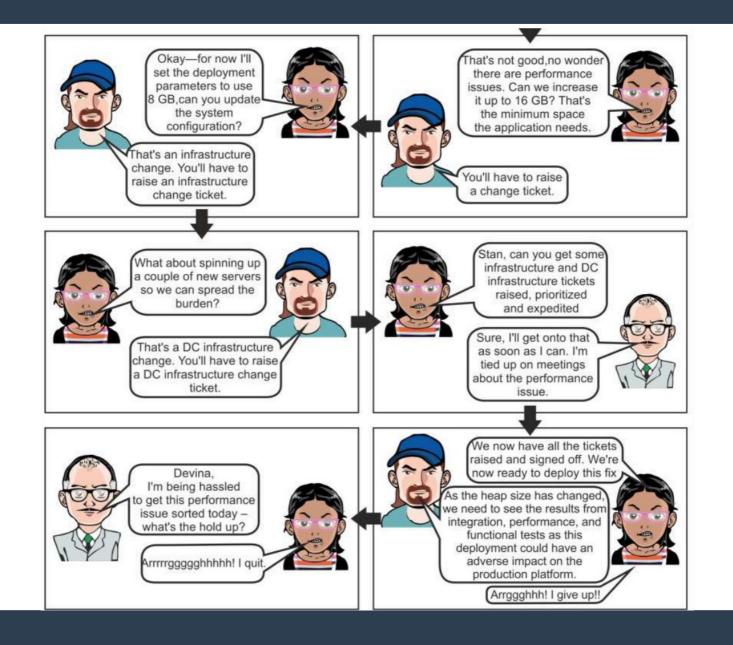


- ACME ver 2.0





- ACME ver 2.0





- ACME ver 2.0: Improving the Situation
- Small virtual team to identify the problems and fix the current situation:
 - Implementation of tools:
 - Build and test automation
 - Continuous Integration (CI)
 - Automated deployment and monitoring solutions
 - Change of organizational culture



- ACME ver 3.0
- Formally known as CD Team
 - dedicated to addressing the problematic culture and behaviors, and developing ways to overcome and/or remove the barriers.
 - They are no longer simply a technical team; they are a catalyst for change.
 - Do whatever is needed to streamline the process of software delivery and make it seamless and repeatable.



- ACME ver 3.0
- Run sessions to understand & map out end-to-end product delivery process
- Refining and simplifying tooling based upon continuous feedback
- Addressing the complexity of managing dependencies and order of deployment
- Engaging CD experts to assess the progress being made



- ACME ver 3.0

- Arranging CD training and encourage both R&D and Ops team members to attend the training together
- Reducing the handover and decision-making points throughout the software release process
- Removing the barriers to allow R&D to safely deploy their own software to the production platform



- ACME ver 3.0
- Working with other business functions to gain trust and help them to refine and streamline their processes
- Working with R&D and Ops teams to experiment with different agile methodologies such as Kanban
- Openly and transparently sharing information and data around deliveries and progress being made across all areas of the business



- ACME ver 3.0

- Replacing the need for complex performance testing with the ability for developers to closely monitor their own software running in the production environment
- Evangelizing across all areas of the business to share and sell the overall vision and value of CD and DevOps

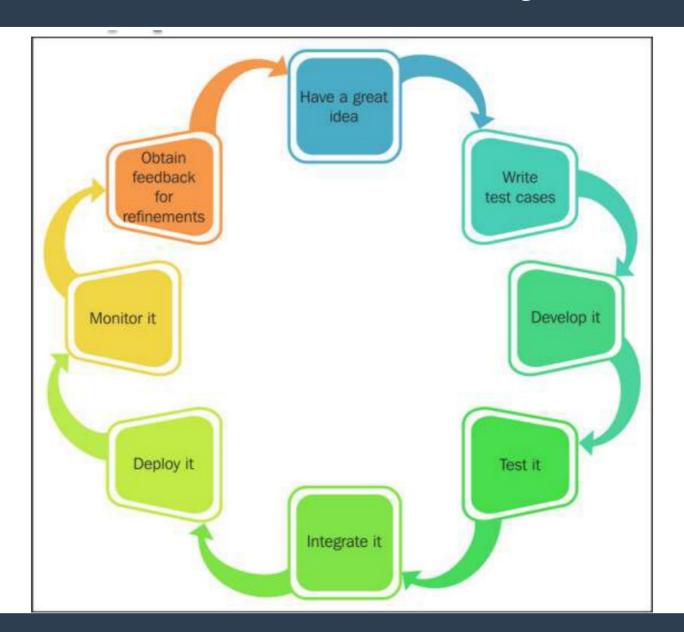


- ACME ver 3.0

 After some months, the process of building and delivering software has transformed to the extent that a code change can be built, fully tested, and deployed to the production platform in minutes, many times per day all at the press of a button and initiated and monitored by the developer who made the change.



- ACME ver 3.0: Software Delivery Process Flow





- ACME ver 4.0

- New technical challenges
 - From web to mobile
 - From own data centers to cloud solutions

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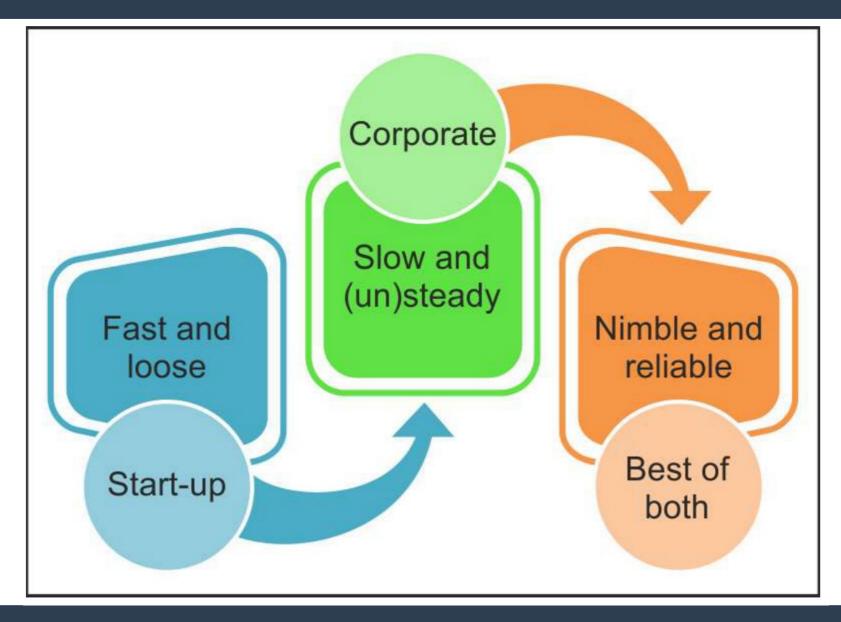
- ACME ver 4.0

Actions

- Agree on a realistic delivery cadence to allow for regular incremental changes without bombarding the end consumer
- Invest in new automated build, CI, and testing tools, which seamlessly integrate with and enhance the existing tooling
- Invest in nonfunctional features that will allow for greater visibility of what is running out in the wild, which again seamlessly integrates with the existing tooling and monitoring approach
- Ensure that the engineers delivering the mobile clients work closely with the backend engineers (DevOps) so that the client integrates seamlessly and doesn't cripple the existing production platform



Evolution in A Nutshell





END OF LECTURE 02

