

Intracom Telecom Java SE / EE Workshop

Introduction

Agenda



Today:

- ☐ Introduction (15')
- Software Development Methodologies (30')
- Break (15')
- Technical Challenges (15')
- Hands-on (60')

Tomorrow:

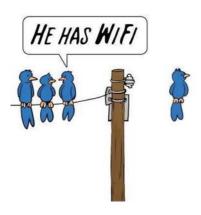
Hands-on

Wireless Networks R&D



Software for in-house developed wireless systems

- Device software (embedded)
- Network Management software



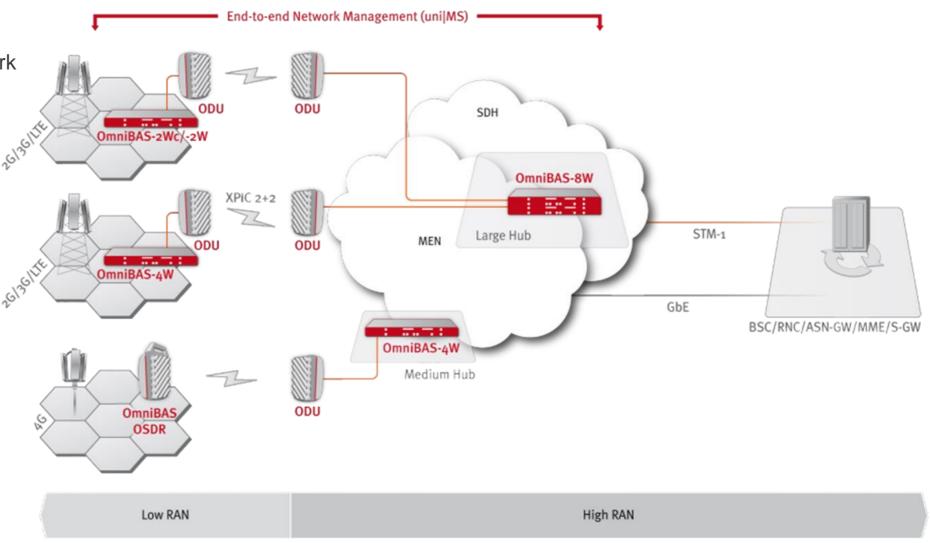


Mobile Backhauling



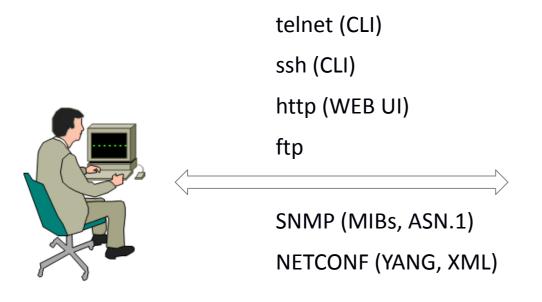
Connects RAN to Core Network

- Cost effective
- Easy and quick installation
- No licencing
- Affected by environment conditions



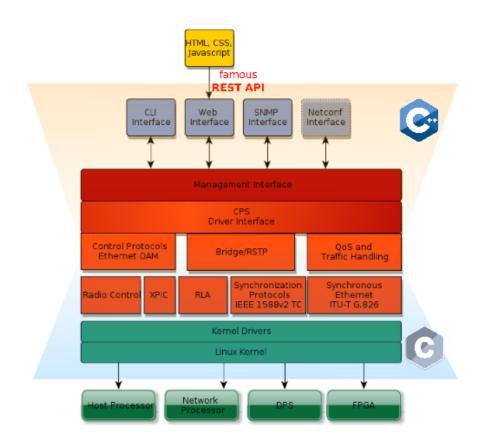
Local Management











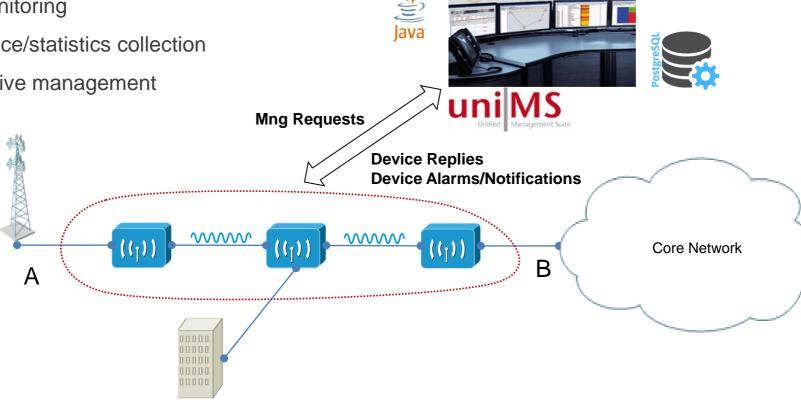
Network Management System Operations



Basic Management Operations

- Service provisioning
- Fault Management
- Status monitoring
- Performance/statistics collection

Reactive vs. Proactive management



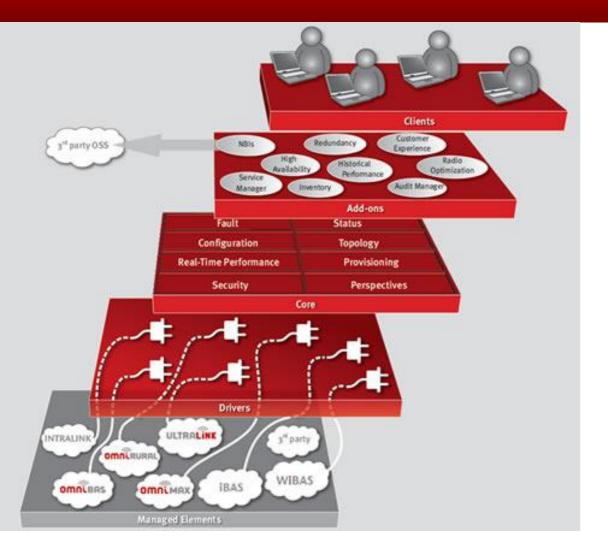


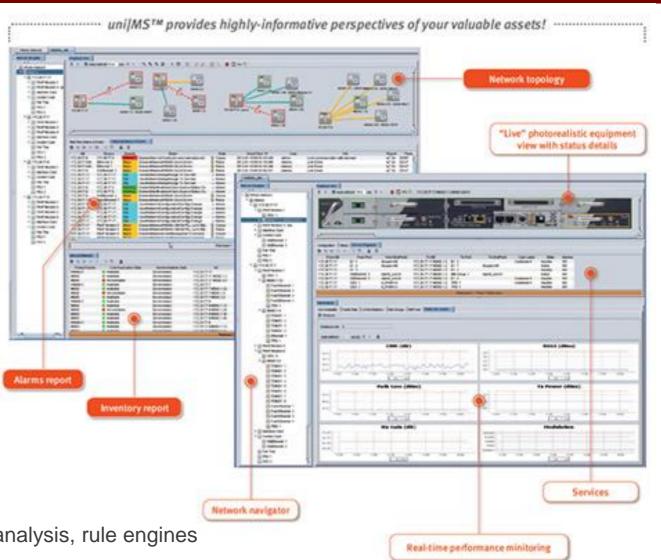
Who uses Network Management SW?

- a. Equipment manufacturer (e.g. Intracom Telecom) installation personnel
- b. Telecom Operator (e.g. Cosmote/Vodafone/Wind etc.) personnel
- c. End-user customer
- d. Government authorities

NMS functions







- Alarm correlation, root cause analysis, rule engines
- Network intelligence, Self-Organized-Networks (SON)

Future Trends



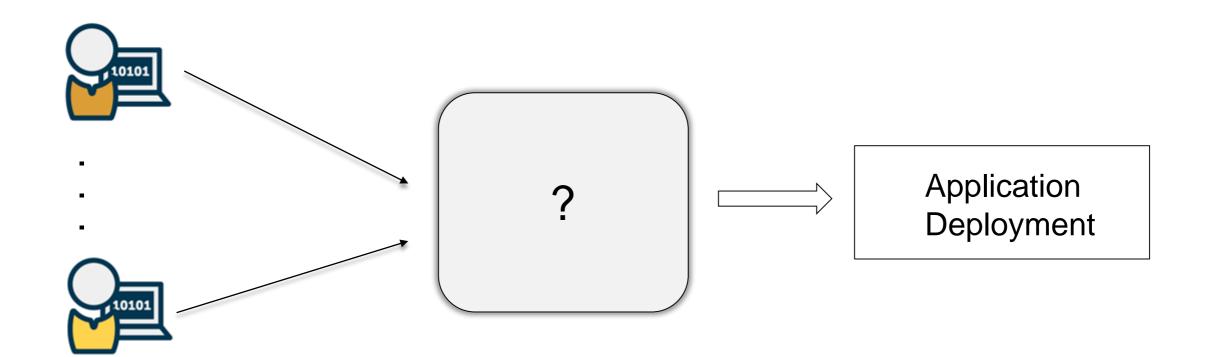
- New models, paradigm shifts in networking (SDN, NFV, 5G, IoT)
- Traditional distributed protocols model → centralized intelligence (move control plane)
- Influences from advances in Data Center / Cloud technologies
- Use of Analytics, Big Data
- AI, Machine Learning → intelligent traffic engineering communication with portals (news, weather etc.)
 e.g. wireless systems utilize weather conditions forecasting → reroute traffic or events with crowd → adapt bandwidth to conditions at the time of event



Software Engineering vs. Programming

Software Engineering 2







"Engineering is programming integrated over time."

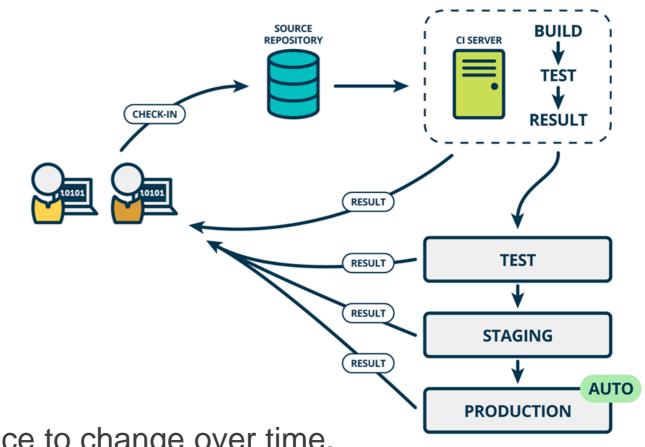
Titus Winters



Software Engineering is Resilience to Time

- Version Control Systems
- Continuous Integration
- Unit tests
- Refactoring tools
- Design Patterns
- Dependency management
- Issue tracking

Software engineering is about resilience to change over time.

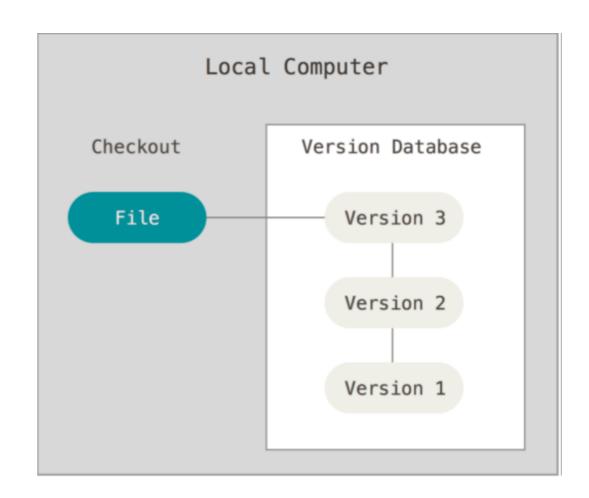


Version Control



What is version control?

- system that records changes to a file or set of files over time so that you can recall specific versions later
- can be centralized or distributed
- changes are usually identified by a number or letter code, termed the "revision number", "revision level", or simply "revision"
- benefits:
 - backup and restore
 - track changes
 - collaborate with team



Version Control (Git vocabulary)

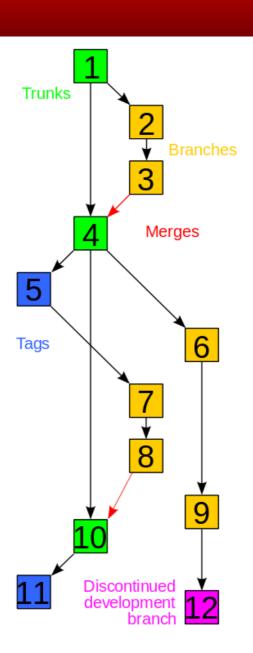


Main Concepts

- Repository
- Trunk or Mainline
- Branch
- Merge
- Tag

Main Actions

- Clone
- Add
- Commit Check in
- Check out
- Update/Sync
- Revert
- Resolve Conflict



Version Control (Working areas)



- fast, flexible, but challenging distributed version control system
- stream of snapshots (commits with SHA-1 hash ids)
- working directory, staging area, repository

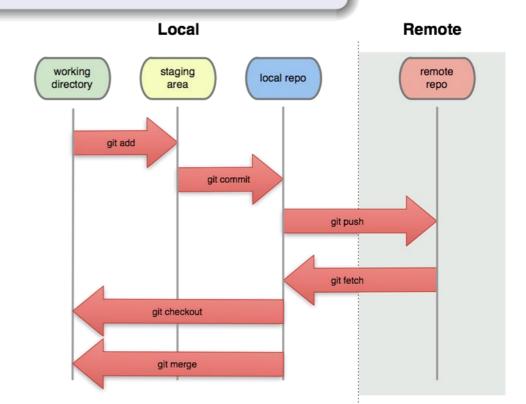
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# add to staging area
$ git add foo.txt

# commit staged files to repository
$ git commit -m "message"

# undo local (unstaged) changes
$ git checkout foo.txt

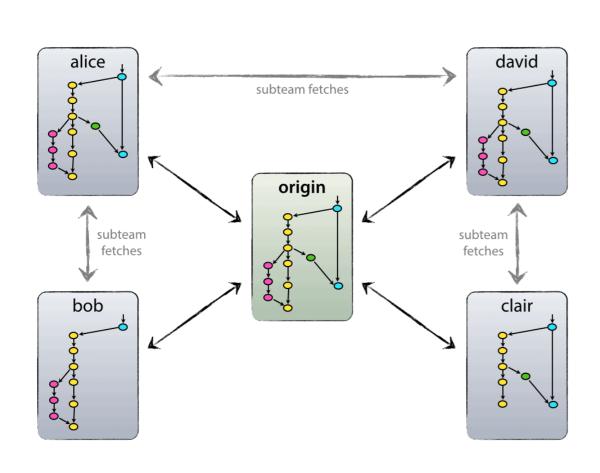
# unstage staged changes
$ git reset HEAD foo.txt

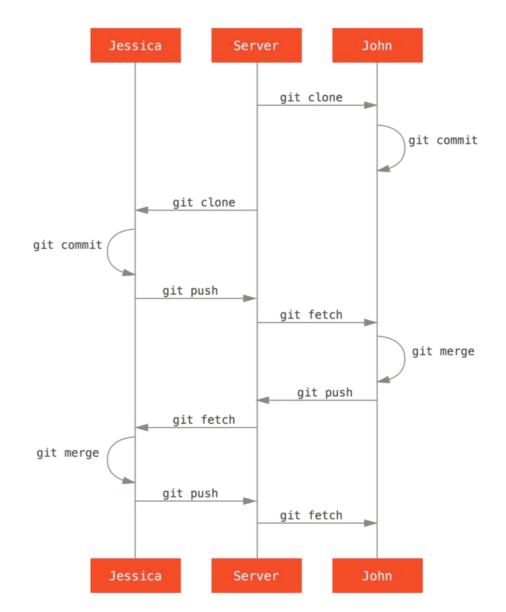
# show commit logs (history)
$ git log foo.txt
```



Version Control (Collaboration)

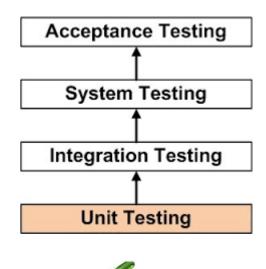




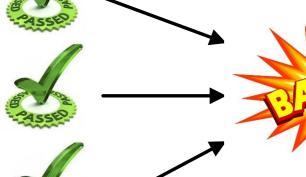


Continuous Integration

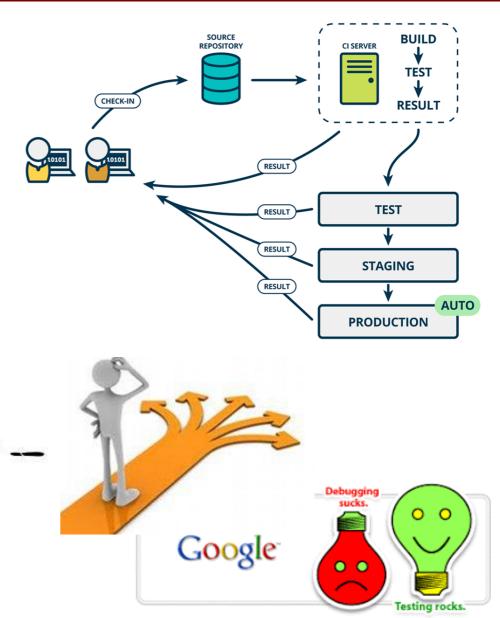




- Cl is a practice not a tool
- Combines integration-build-testing in an automated way
- Visibility of code status for all
- SW is in a working state all the time
- Developers begin fresh work from a known good starting point
- Easy to find and fix bugs
- Enables refactoring

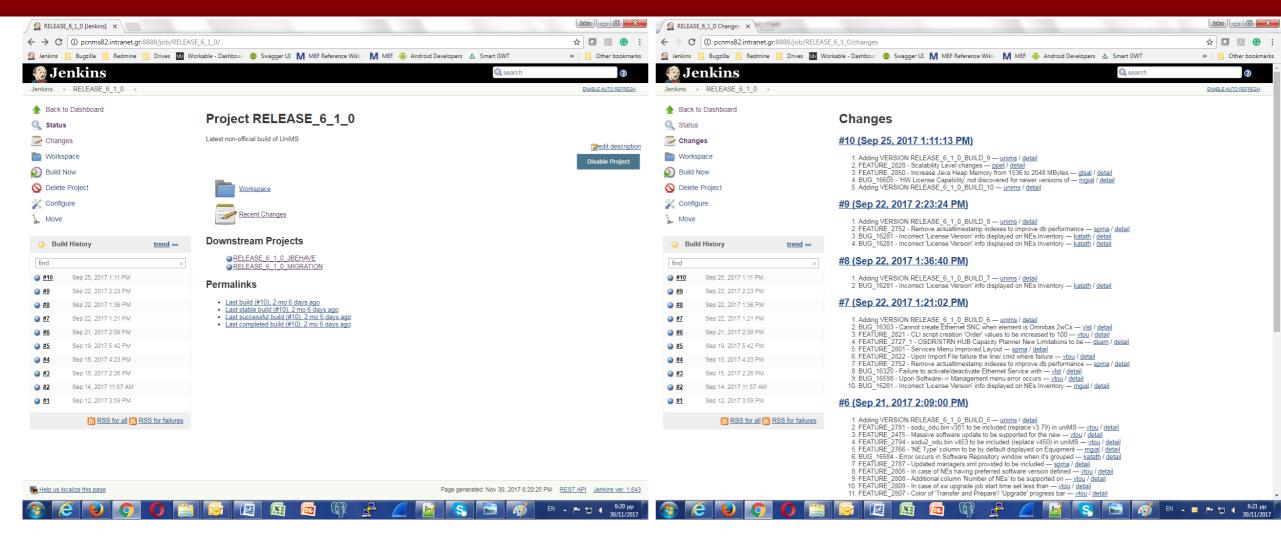






Jenkins







Questions & Answers

For more information, visit www.intracom-telecom.com











