

IBM Software Group

Mastering Object-Oriented Analysis and Design with UML

Module 1: Best Practices of Software Engineering

Rational. software



Objectives

- Identify activities for understanding and solving software engineering problems.
- Explain the Six Best Practices.
- Present the Rational Unified Process (RUP) within the context of the Six Best Practices.



Module 1 Content Outline

- ★ ◆ Software development problems
 - The Six Best Practices
 - RUP within the context of the Six Best **Practices**



Symptoms of Software Development Problems

- ✓ User or business needs not met
- Requirements not addressed
- Modules not integrating
- Difficulties with maintenance
- ✓ Late discovery of flaws
- ✓ Poor quality of end-user experience
- Poor performance under load
- ✓ No coordinated team effort
- ✓ Build-and-release issues



Trace Symptoms to Root Causes

Symptoms Root Causes Best Practices Insufficient requirements Develop Iteratively Needs not met **Ambiguous communications** Requirements churn Manage Requirements Brittle architectures Modules do not fit Overwhelming complexity Hard to maintain **Use Component Architectures Undetected inconsistencies** Late discovery **Poor testing** Poor quality Model Visually (UML) Subjective assessment Poor performance Waterfall development Colliding developers **Continuously Verify Quality Uncontrolled change** Build-and-release **Insufficient automation** Manage Change



Module 1 Content Outline

- Software development problems
- ★ The Six Best Practices
 - RUP within the context of the Six Best Practices



Practice 1: Develop Iteratively

Best Practices

Process Made Practical

Develop Iteratively

Manage Requirements

Use Component Architectures

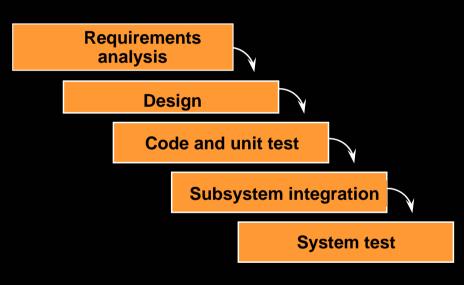
Model Visually (UML)
Continuously Verify Quality

Manage Change



Waterfall Development Characteristics

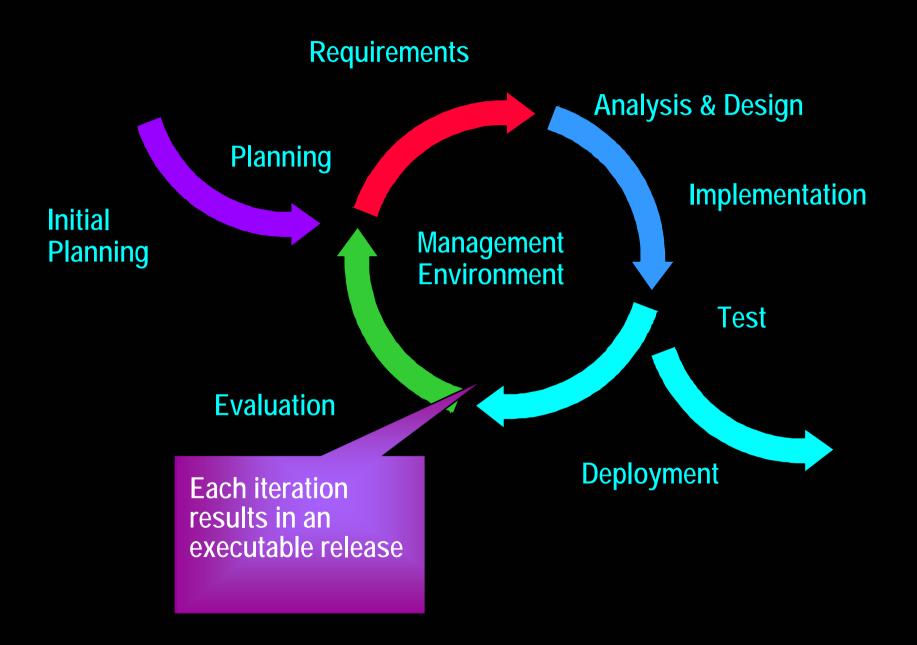
Waterfall Process



- Delays confirmation of critical risk resolution
- Measures progress by assessing work products that are poor predictors of time-tocompletion
- Delays and aggregates integration and testing
- Precludes early deployment
- Frequently results in major unplanned iterations

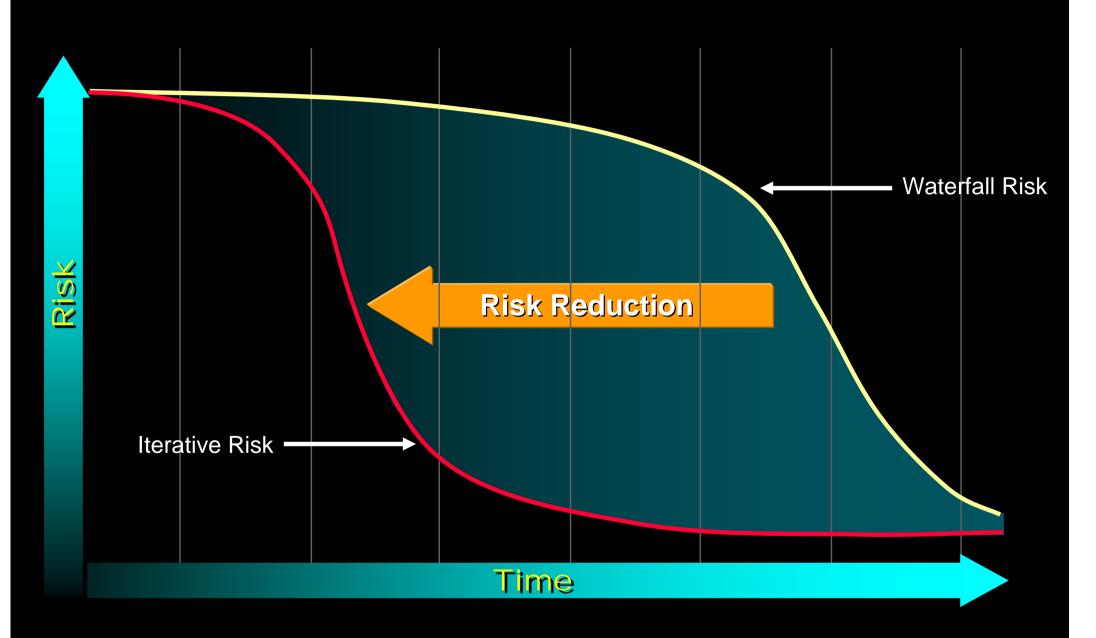


Iterative Development Produces an Executable





Risk Profiles





Practice 2: Manage Requirements

Best Practices

Process Made Practical

Develop Iteratively
Manage Requirements
Use Component
Architectures
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Requirements Management

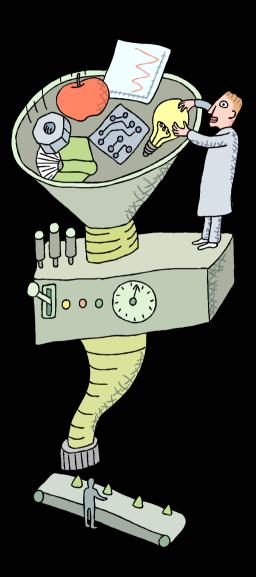
Making sure you

- solve the right problem
- build the right system

by taking a systematic approach to

- eliciting
- organizing
- documenting
- managing

the changing requirements of a software application.



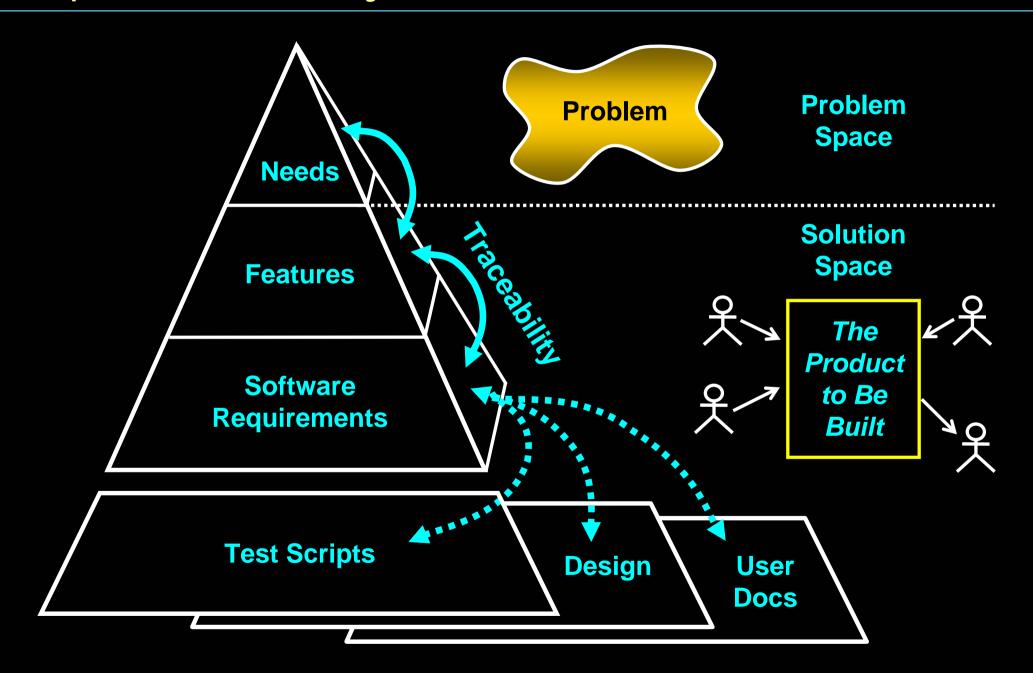


Aspects of Requirements Management

- Analyze the Problem
- Understand User Needs
- Define the System
- Manage Scope
- Refine the System Definition
- Manage Changing Requirements



Map of the Territory





Practice 3: Use Component Architectures

Best Practices

Process Made Practical

Develop Iteratively
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Resilient Component-Based Architectures

Resilient

- Meets current and future requirements
- Improves extensibility
- Enables reuse
- Encapsulates system dependencies

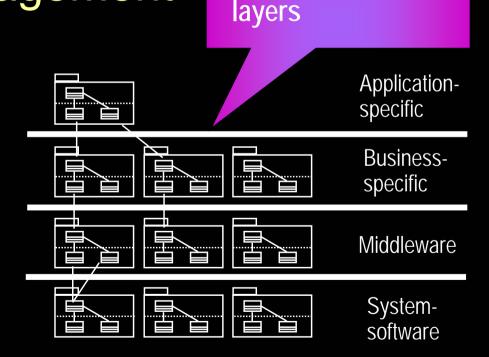
Component-based

- Reuse or customize components
- Select from commercially available components
- Evolve existing software incrementally



Purpose of a Component-Based Architecture

- Basis for reuse
 - Component reuse
 - Architecture reuse
- Basis for project management
 - Planning
 - Staffing
 - Delivery
- Intellectual control
 - Manage complexity
 - Maintain integrity



Component-based

architecture with



Practice 4: Model Visually (UML)

Best Practices

Process Made Practical

Develop Iteratively
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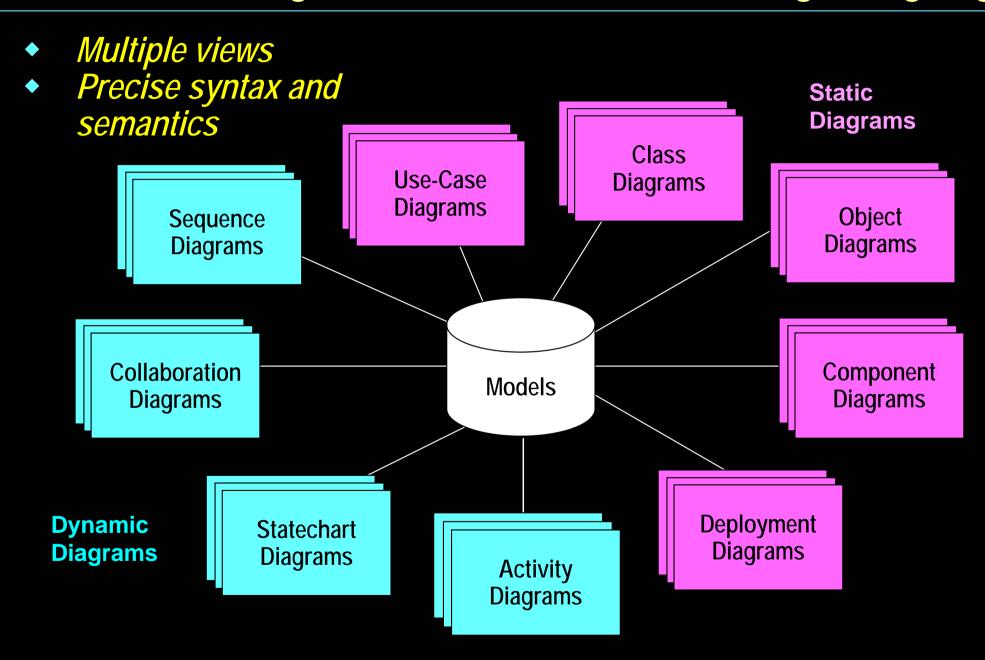


Why Model Visually?

- Captures structure and behavior
- Shows how system elements fit together
- Keeps design and implementation consistent
- Hides or exposes details as appropriate
- Promotes unambiguous communication
 - The UML provides one language for all practitioners

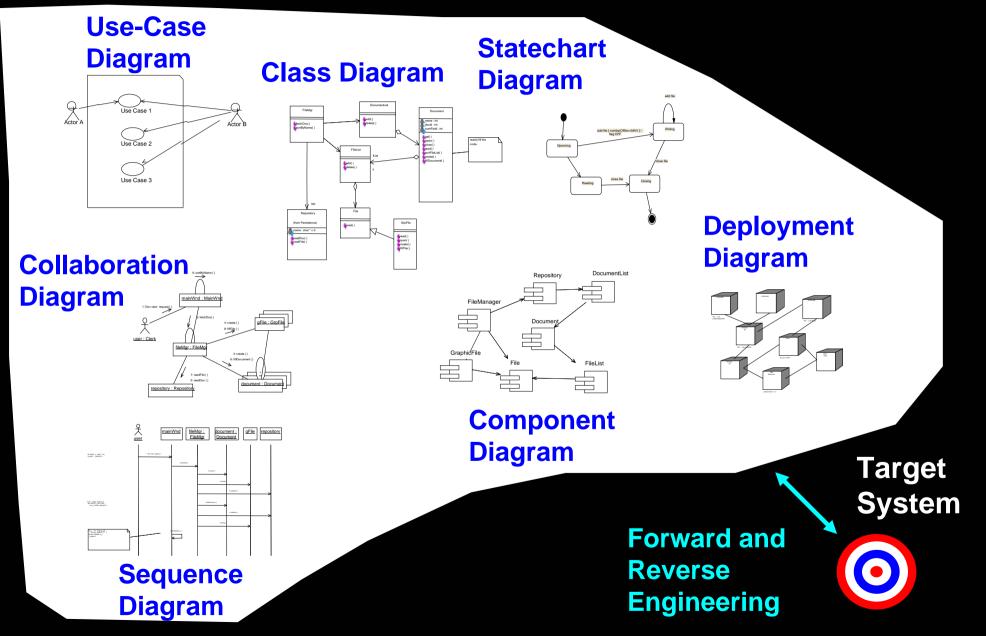


Visual Modeling With the Unified Modeling Language





Visual Modeling Using UML Diagrams





Practice 5: Continuously Verify Quality

Best Practices

Process Made Practical

Develop Iteratively

Manage Requirements

Use Component Architectures

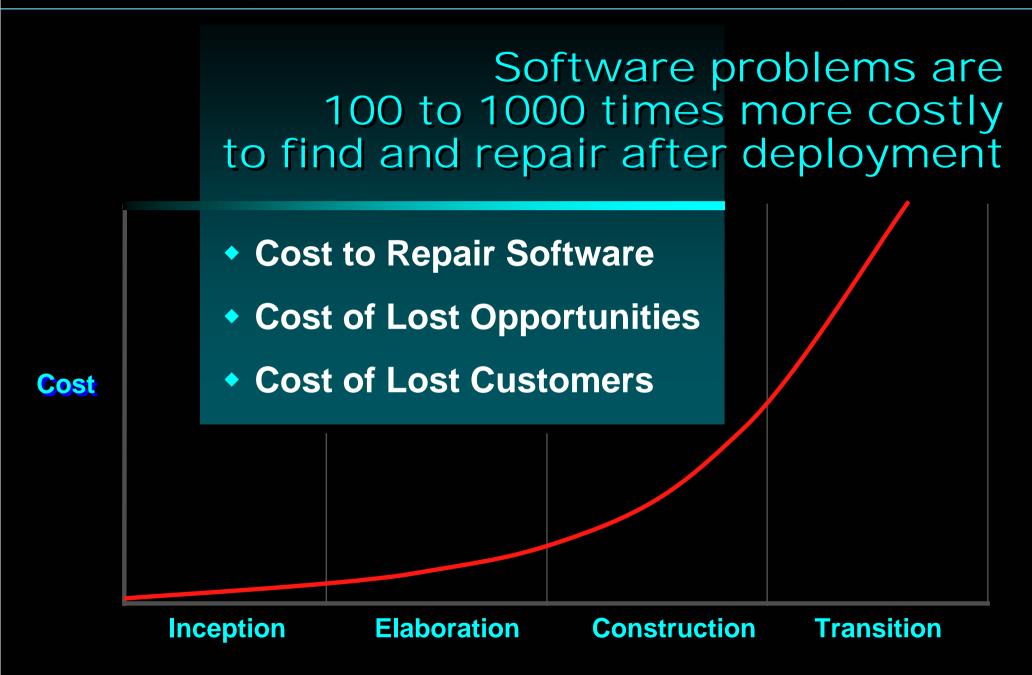
Model Visually (UML)

Continuously Verify Quality

Manage Change



Continuously Verify Your Software's Quality





Testing Dimensions of Quality

Usability

 Test application from the perspective of convenience to end user.

Functionality

 Test the accurate workings of each usage scenario.

Reliability

 Test that the application behaves consistently and predictably.

Supportability

 Test the ability to maintain and support application under production use.

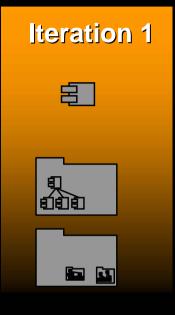
Performance

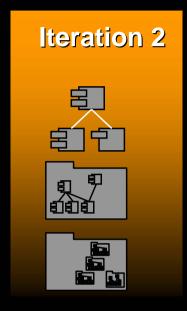
 Test the online response under average and peak loading.

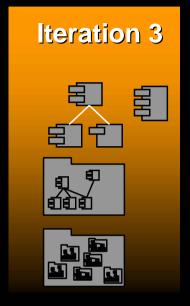


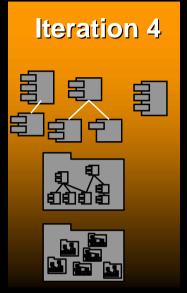
Test Each Iteration

UML Model and Implementation

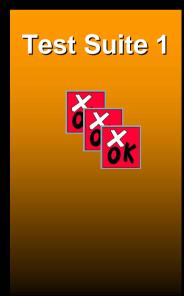






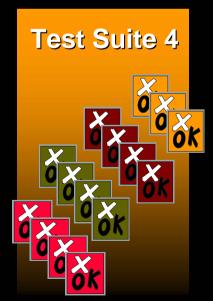


Tests



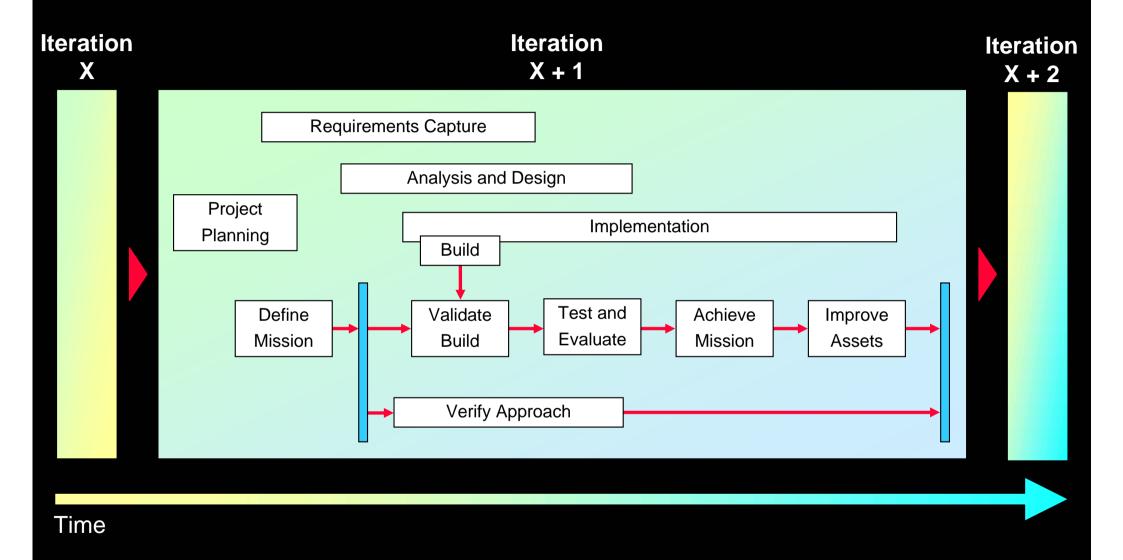








Test Within the Product Development Lifecycle





Practice 6: Manage Change

Best Practices

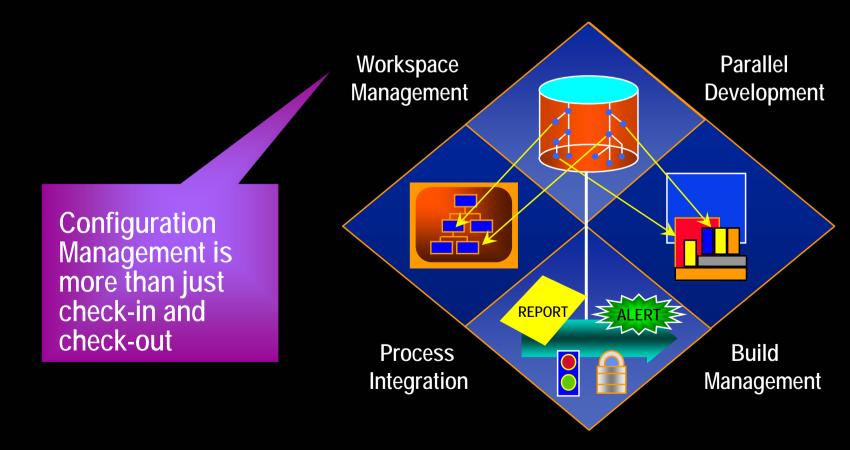
Process Made Practical

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What Do You Want to Control?

- Secure workspaces for each developer
- Automated integration/build management
- Parallel development





Aspects of a CM System

- Change Request Management (CRM)
- Configuration Status Reporting
- Configuration Management (CM)
- Change Tracking
- Version Selection
- Software Manufacture



Unified Change Management (UCM)

UCM involves:

- Management across the lifecycle
 - System
 - Project Management
- Activity-Based Management
 - Tasks
 - Defects
 - Enhancements
- Progress Tracking
 - Charts
 - Reports



Best Practices Reinforce Each Other

Best Practices

Develop Iteratively

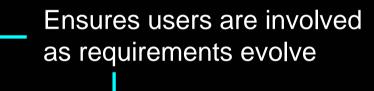
Manage Requirements

Use Component Architectures

Model Visually (UML)

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Validates architectural decisions early on

Addresses complexity of design/implementation incrementally

Measures quality early and often

Evolves baselines incrementally



Module 1 Content Outline

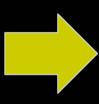
- Software development problems
- The Six Best Practices

★ * RUP within the context of the Six Best Practices



Rational Unified Process Implements Best Practices





Best Practices

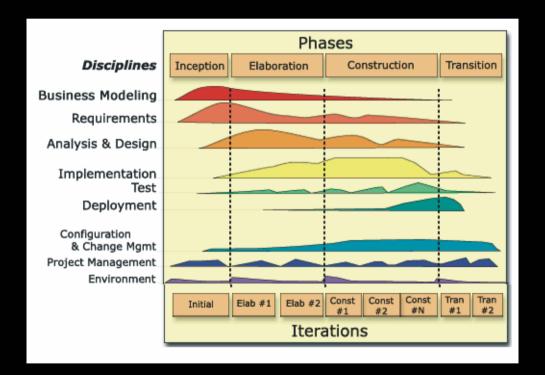
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Achieving Best Practices

- Iterative approach
- Guidance for activities and artifacts
- Process focus on architecture
- Use cases that drive design and implementation
- Models that abstract the system





A Team-Based Definition of Process

A process defines Who is doing What, When, and How, in order to reach a certain goal.

New or changed requirements

Software Engineering Process

New or changed system



Process Structure - Lifecycle Phases

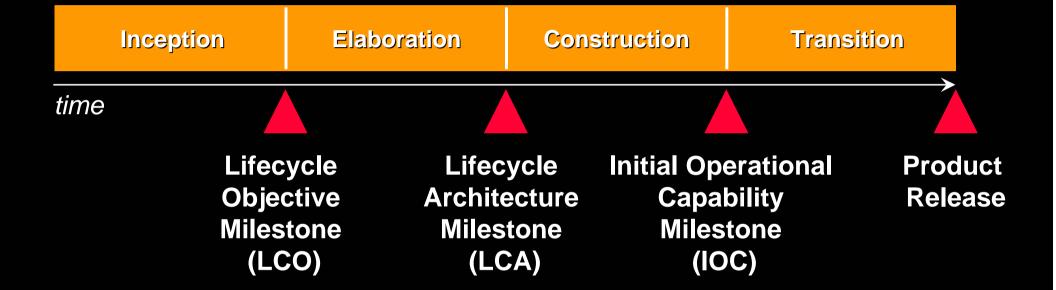
Inception	Elaboration	Construction	Transition
time			

Rational Unified Process has four phases:

- Inception Define the scope of project
- Elaboration Plan project, specify features and baseline architecture
- Construction Build the product
- Transition Transition the product into end-user community

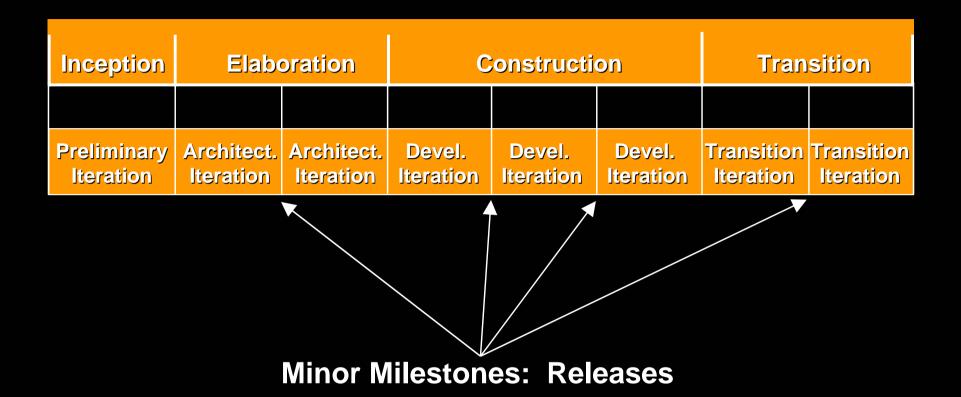


Phase Boundaries Mark Major Milestones





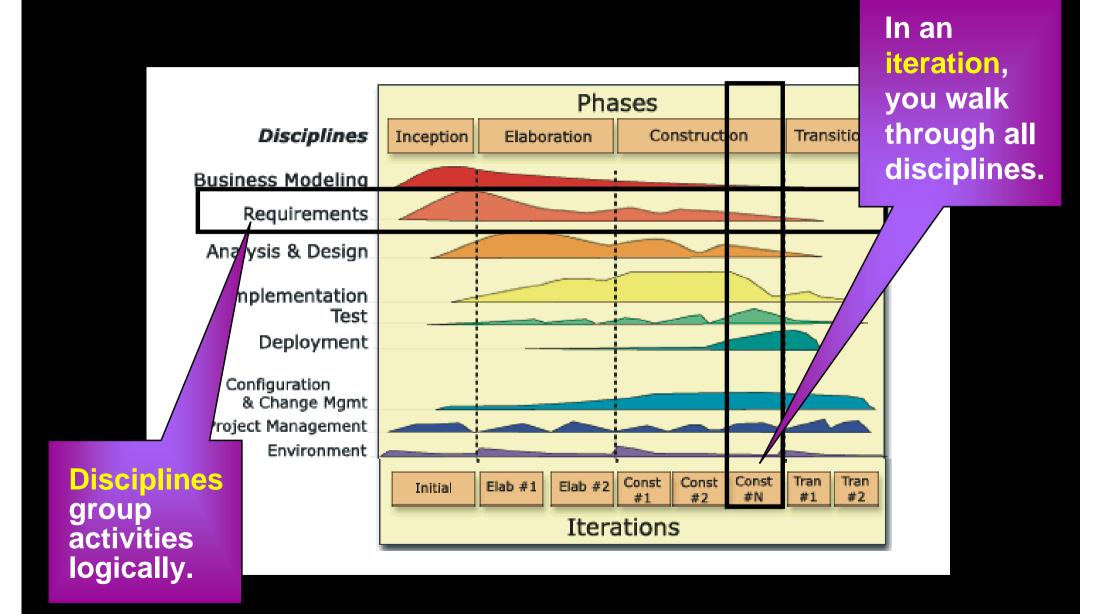
Iterations and Phases



An iteration is a distinct sequence of activities based on an established plan and evaluation criteria, resulting in an executable release (internal or external).

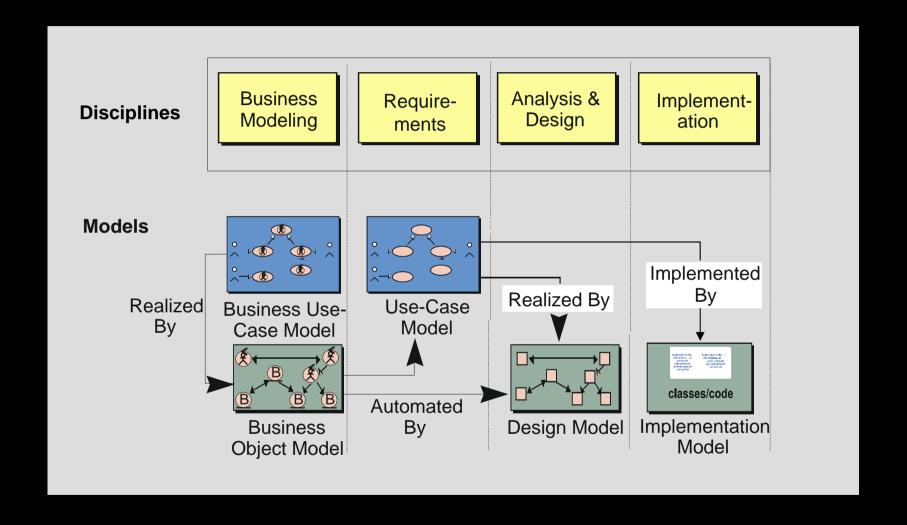


Bringing It All Together: The Iterative Approach



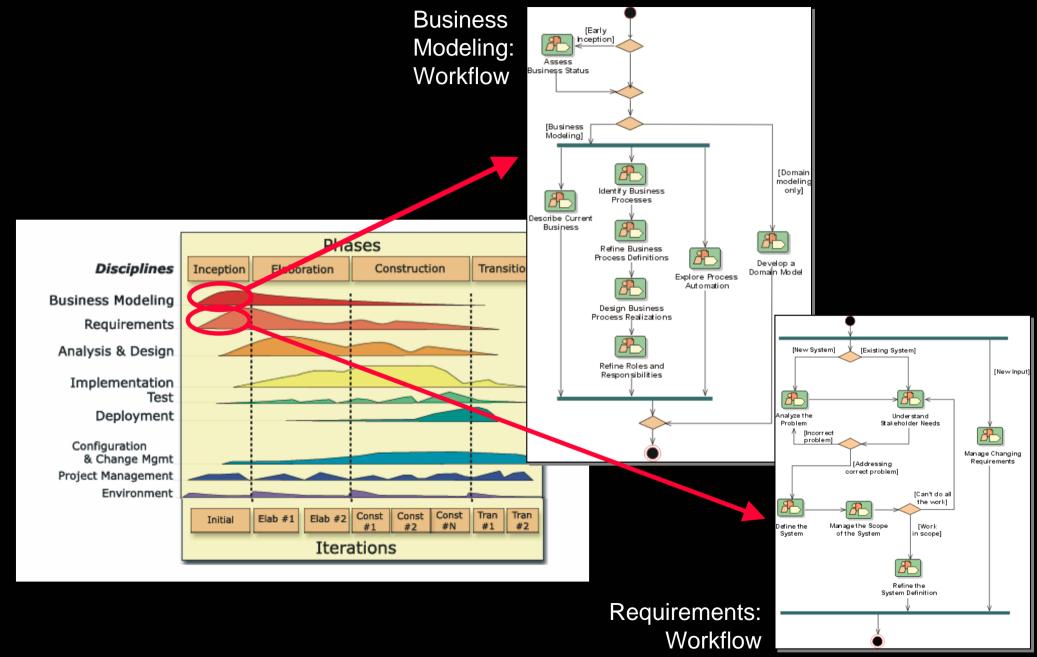


Disciplines Produce Models

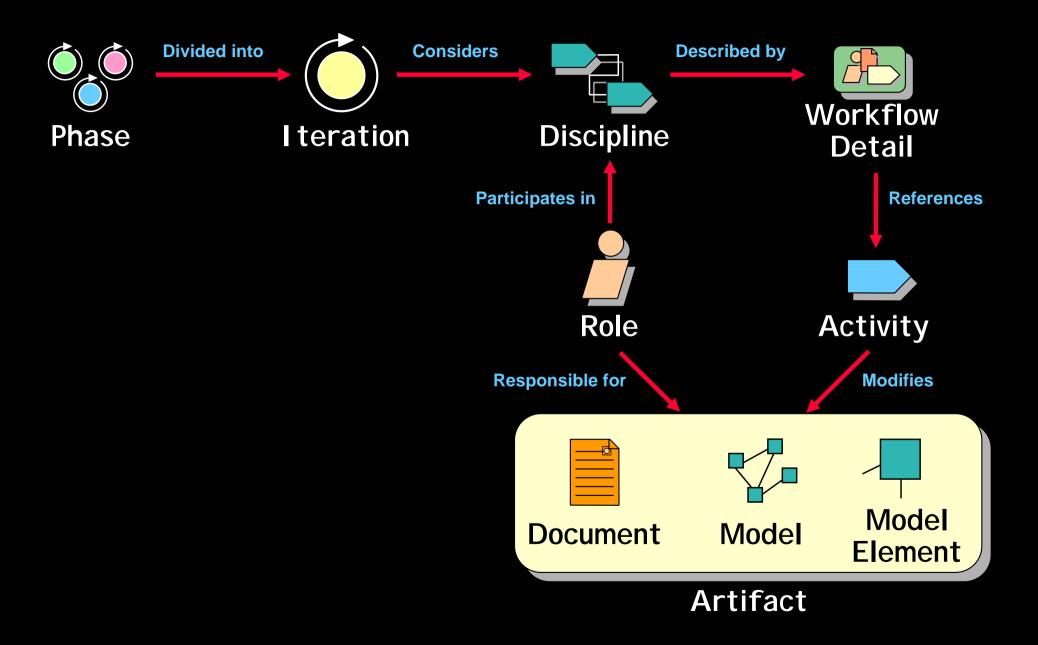




Disciplines Guide Iterative Development



Overview of Rational Unified Process Concepts





Review

- Best Practices guide software engineering by addressing root causes.
- Best Practices reinforce each other.
- Process guides a team on who does what, when, and how.
- The Rational Unified Process is a means of achieving Best Practices.

