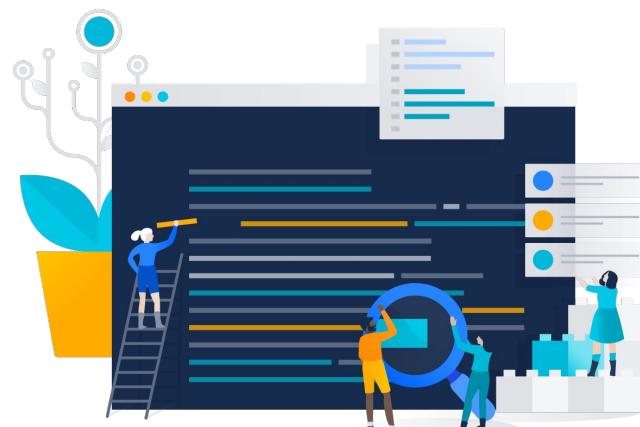


CS130: Software Engineering

Week 5



Agenda

1. Project Part B
2. Advanced Git Commands
3. Build Management
4. CI/CD
5. Software Development Methodologies
6. Team Time

CONGRATS



**YOU FINISHED A TON OF WORK
SO YOU CAN WORK SOME MORE**

Part B

Should include:

1. Detailed description of the implemented units

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Part B

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2. API design in a Javadoc-like manner
3. Changeability matrix
4. Screenshots of features that are tested and ready to release
5. Test scenarios as executable programs

Let's look at a sample project

Suppose you have four classes: Dashboard, Application, JobSeeker, Recruiter

Here's how it goes:

1. Each JobSeeker has a dashboard including the jobs they have applied to, the deadlines, and status
2. Each recruiter has a dashboard with job listing and candidates' information
3. The recruiter receives applications and they can update the job status and application details
4. Application includes the user's formatted resume, the job description, and relevant skills

Changeability matrix example

	Dashboard	Application	JobSeeker	Recruiter
<i>Expand Dashboard to show more context specific fields</i>				
<i>Allow jobseeker to upload personal resumes</i>		Dependent on whether resumes can be uploaded specifically for each different application		
<i>Allow recruiter to search</i>				

Exercise

1. Take a few minutes to discuss with your team-mates some possible change scenarios (related to scaling, adding new features in the future, etc)
2. Once you have these changes, take a look at your class diagram and understand what classes would need to be modified for each scenario
3. Construct a changeability matrix for the above

Git 🔥

Has merge
conflicts

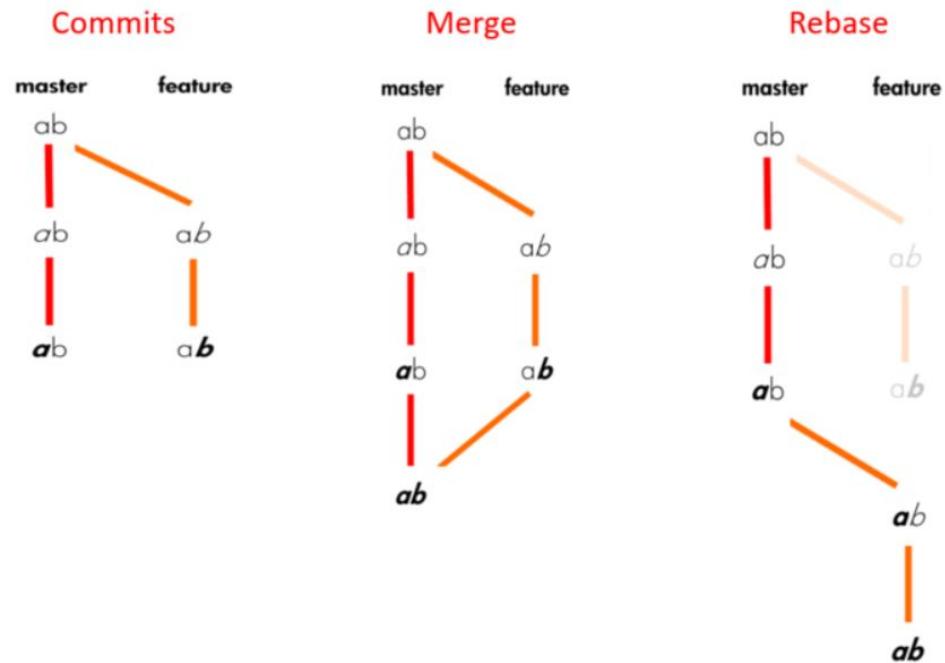


What's the difference?

git-merge and git-rebase

What's the difference?

git-merge and git-rebase



Guess the Git Command!

You've been working on part of your project, things are in a messy state and you want to switch branches for a bit to work on something else. The problem is, you don't want to do a commit of half-done work just so you can get back to this point later.



Pokémon

Ans: git stash

```
# Assume the latest commit was already done
# start working on the next patch, and discovered I was missing someth

# stash away the current mess I made
git stash save

# some changes in the working dir

# and now add them to the last commit:
git add -u
git commit --ammend

# back to work!
git stash pop
```

Guess the Git Command!

Used to choose a commit from one branch and apply it onto another.



Pokémon

Ans: git cherry-pick, used to choose a commit from one branch and apply it onto another.

1. Make sure you are on the branch you want to apply the commit to.

```
git checkout master
```

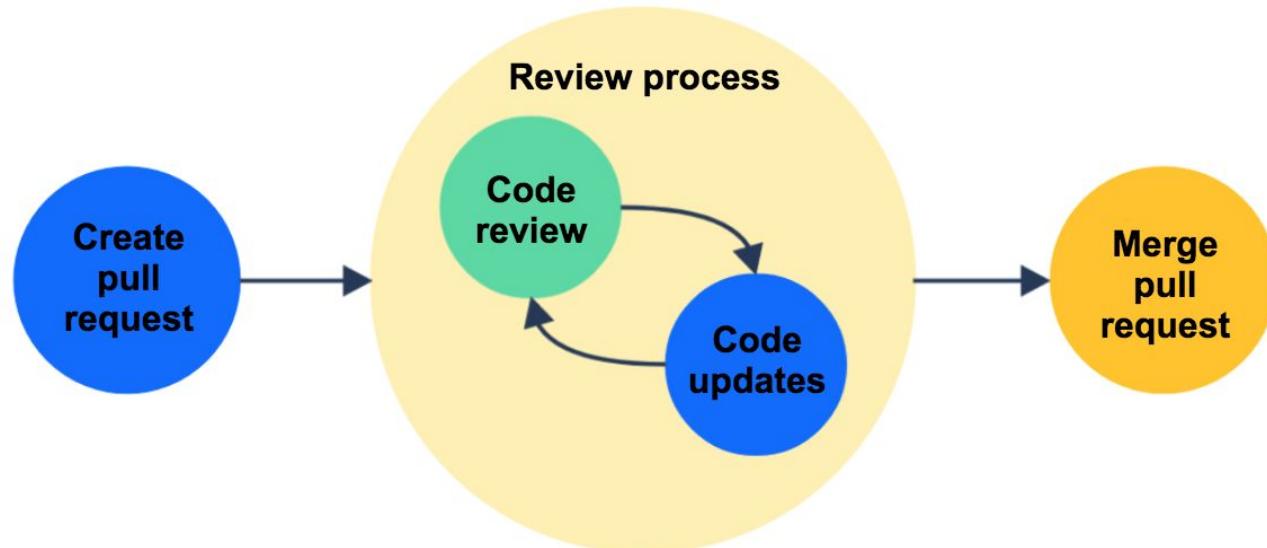
2. Execute the following:

```
git cherry-pick <commit-hash>
```

*when you try to git-blame and you realize
you wrote the broken code*

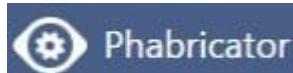


Pull requests let you tell others about changes you've pushed to a branch in a repository on GitHub



Code review

1. What are code reviews? When do they occur in the build management pipeline?
2. Linters - Tools that analyze source code to flag programming errors, bugs, stylistic errors, and suspicious constructs.



Javadoc

Javadoc is a documentation generator created for the Java language for generating API documentation in HTML format from Java source code.

```
// import statements

/**
 * @author Firstname Lastname <address@example.com>
 * @version 1.6             (current version number of program)
 * @since 1.2              (the version of the package this class was first added to)
 */
public class Test {
    // class body
}
```

Javadoc

Let's look at another example

```
1  /**
2  * Hero is the main entity we'll be using to . . .
3  *
4  * Please see the {@link com.baeldung.javadoc.Person} class for true identity
5  * @author Captain America
6  *
7  */
8  public class SuperHero extends Person {
9      // fields and methods
10 }
```

Javadoc

This generates:

PACKAGE CLASS USE TREE DEPRECATED INDEX HELP

PREV CLASS NEXT CLASS FRAMES NO FRAMES

SUMMARY: NESTED | FIELD | CONSTR | METHOD DETAIL: FIELD | CONSTR | METHOD

com.baeldung.javadoc

Class SuperHero

java.lang.Object
com.baeldung.javadoc.Person
com.baeldung.javadoc.SuperHero

```
public class SuperHero
extends Person
```

Hero is the main entity we will be using to ...

Author:
Captain America

Field Summary

Fields

Modifier and Type	Field and Description
private int	defense
private int	health
private java.lang.String	heroName The public name of a hero that is common knowledge
private java.lang.String	uniquePower

Build Management

Consists of tools that build, compile, package, and version code so that it can be redistributed as needed.



Build Management

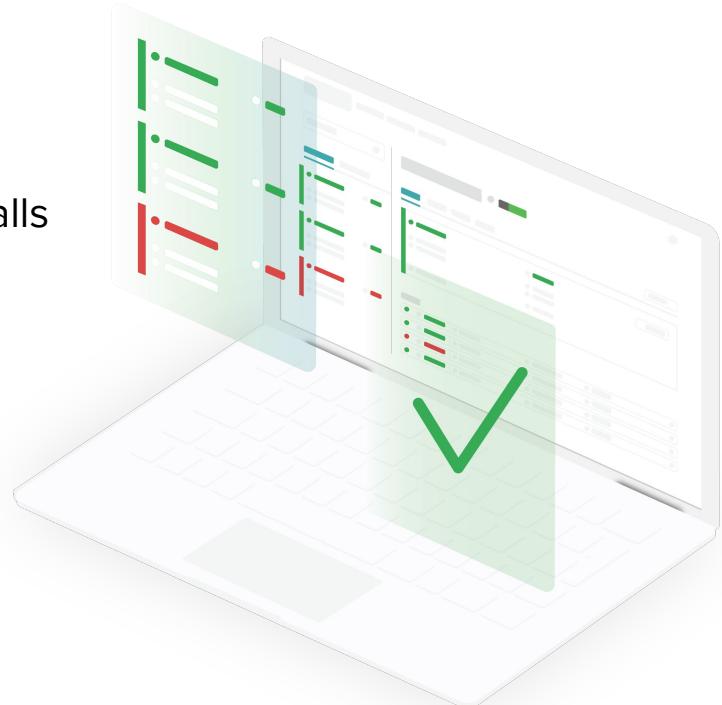
pip v/s conda



Build Management

pip v/s conda

1. pip installs python packages whereas conda installs packages which may contain packages in other languages



Build Management

pip v/s conda

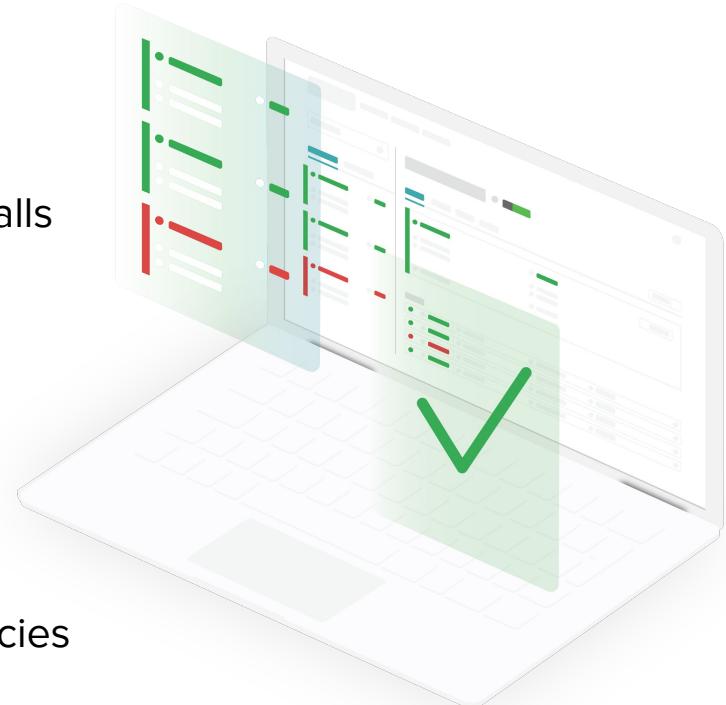
1. pip installs python packages whereas conda installs packages which may contain packages in other languages
2. Conda has the ability to create isolated environments that can contain different versions of python



Build Management

pip v/s conda

1. pip installs python packages whereas conda installs packages which may contain packages in other languages
2. Conda has the ability to create isolated environments that can contain different versions of python
3. Pip makes no effort to ensure that the dependencies of all packages are fulfilled simultaneously



Continuous Integration / Continuous Deployment

Continuous Integration (CI) is the practice of merging all developers' working copies to a shared [mainline](#) several times a day.

Continuous Deployment (CD) is a strategy for software releases wherein any code commit that passes the automated testing phase is automatically released into the production environment, making changes that are visible to the software's users.

Some CI/CD Tools



Travis CI Tutorial:

<https://docs.travis-ci.com/user/tutorial/>

Jenkins Sample Tutorial:

<https://jenkins.io/doc/tutorials/build-a-node-js-and-react-app-with-npm/>

Branch build flow



You push your code to GitHub

GitHub triggers Travis CI to build

Hooray!
Your build passes!

Travis CI deploys to Heroku

Travis CI tells your team all is well

Pull request build flow



A pull request is created

GitHub tells Travis CI the build is mergeable

Hooray!
Your build passes!

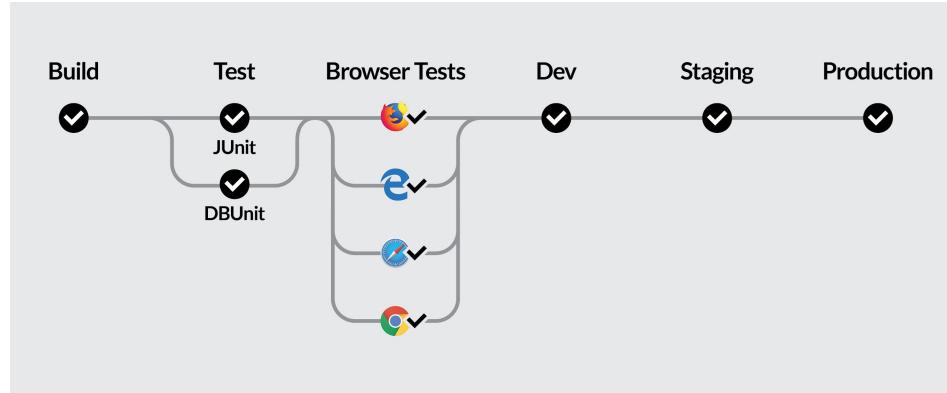
Travis CI updates the PR that it passed

You merge in the PR goodness

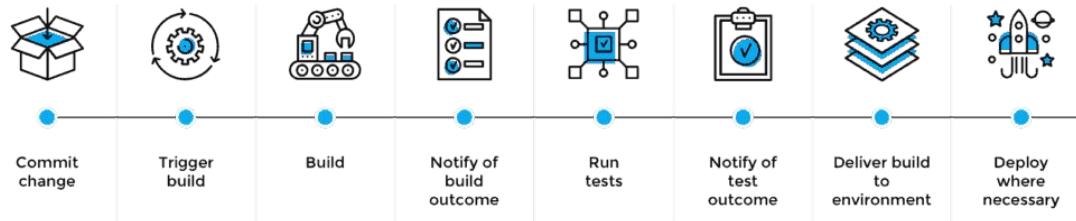
Software Deployment - Good Practices

1. Reproducible Builds
2. Rollback Strategy
3. Continuous Integration and Delivery
4. Distribution in Phases
5. Documentation of Releases

Sample Build Pipelines



CI/CD Pipeline



Let's do some practice!

Create a build pipeline for your project. Try incorporating the following:

1. Automated Testing
2. Staging or Dev Environment
3. CI/CD
4. Monitoring

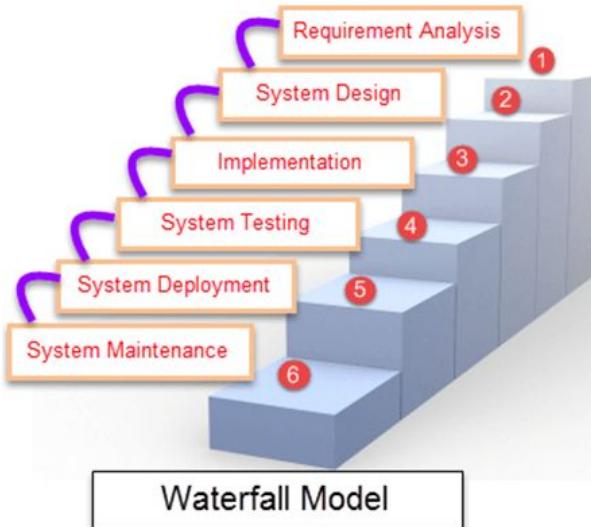
Think of the technologies you would use to actually implement each step

Software Methodologies

- Waterfall
- Agile
- Lean

Waterfall

Waterfall Model is a sequential model that divides software development into different phases. Each phase is designed for performing specific activity during SDLC phase.

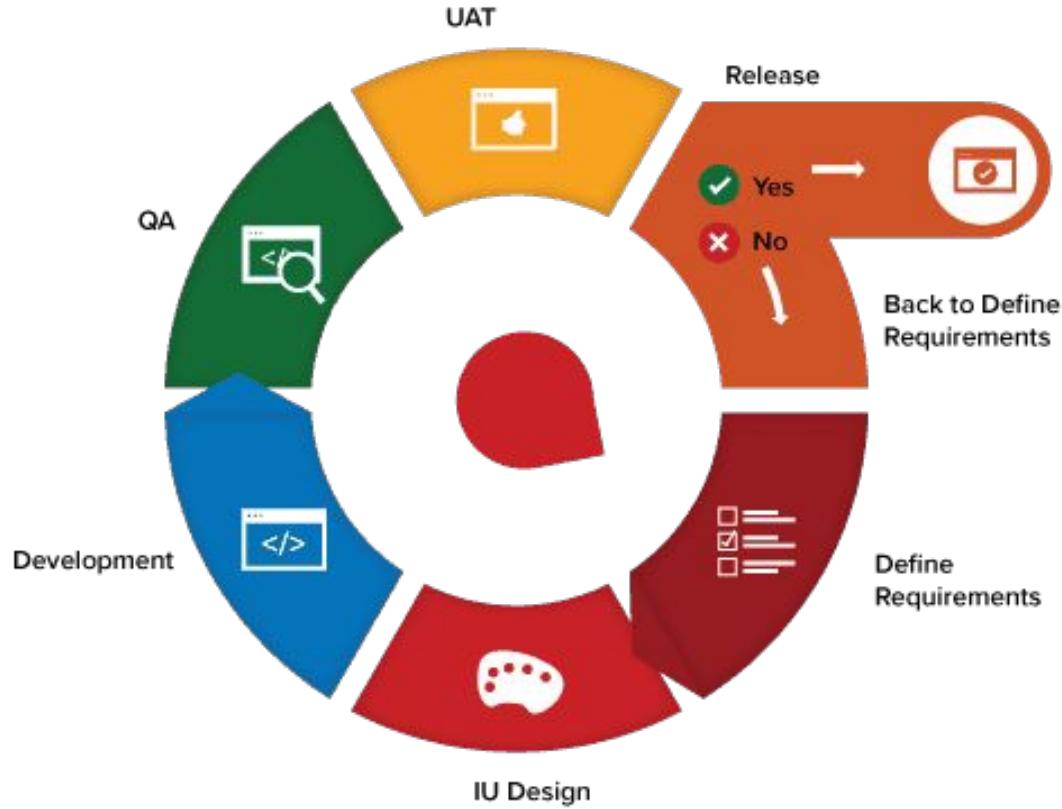


Agile

Agile is a time-bound, iterative approach to software delivery that builds software incrementally from the start of the project, instead of trying to deliver all at once.

Each timebox is like a mini software project that includes all the tasks necessary to release the mini-increment of new functionality:

- planning,
- requirements analysis,
- design,
- coding,
- testing, and
- documentation.



Lean

Lean development can be summarized by seven principles, very close in concept to lean manufacturing principles

1. Eliminate waste
2. Amplify learning
3. Decide as late as possible
4. Deliver as fast as possible
5. Empower the team
6. Build integrity in
7. Optimize the whole

Team Time!