



# Software Reuse Technologies

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# Who am I?

- ▶ A research scientist from CSIRO ICT Centre [www.ict.csiro.au](http://www.ict.csiro.au)
- ▶ An IT veteran with over 20 years R&D experiences and combined knowledge/skills in science and engineering:
  - B.Eng. M.Eng. & PhD in Computer Science
  - Research vs. Development in Industry
- ▶ Interested in solving real problems with existing and novel technologies
- ▶ My research interest is distributed systems, esp. on performance, security and privacy, and cloud computing
- ▶ If you are interested in my research, please Google “Shiping Chen”
- ▶ For any course-related enquires: [shipingchen2005@gmail.com](mailto:shipingchen2005@gmail.com)
- ▶ If you want to do Master/PhD in Australia, please email me on [shiping.chen@csiro.au](mailto:shiping.chen@csiro.au)

# Today's Agenda

- ▶ Introduction to this course:

- Prerequisites
- Learning objectives
- Course outline
- Assessment package
- Assignment & exam

- ▶ Module 1

- ▶ Module 2

# Introduction to This Course

- ▶ This course is about *Software Reuse (SR) Technology*, especially focus on:
  - Design patterns reuse
  - Object reuse
  - Component reuse
  - Service reuse
- ▶ But also covers:
  - Requirement reuse
  - Software testing reuse
  - Software reuse management

# Prerequisites

## ▶ Assumed knowledge:

- OO programming: e.g., Java and C#
- UML modelling basics: e.g., Use-case, class diagram, sequence-diagram...
- Database basics: e.g., SQL, JDBC etc.

## ▶ Your presence on site:

- Required for all lectures and assignment presentation

## ▶ Your offline consultations:

- You are welcome to ask questions about this course offline, such as before/after classes

# Learning Objectives vs. Marks

Levels	Objectives	Explanations
Distinction	CTO Architect PM/TL	<ul style="list-style-type: none"><li>++ Have in-depth SR knowledge in whole SDLC</li><li>++ Master the key technologies of enabling and managing SR</li><li>++ Be able to apply the SR principles and tools in designing and managing reusable software</li></ul>
Credit	Senior Software Engineer	<ul style="list-style-type: none"><li>+ Master the knowledge and technologies of SR</li><li>+ Know and understand common design patterns</li><li>+ Can apply them in building reusable software</li></ul>
Pass	Developer Programmer	<ul style="list-style-type: none"><li>• Attend the lectures</li><li>• Understand the basic concepts of SR</li><li>• Demonstrate your reasonable understanding in doing the assignment and the final exam</li></ul>
Fail	N/A	<ul style="list-style-type: none"><li>– Did not attend the lectures</li><li>– Did not complete the assignment</li><li>– Failed in the final exam</li></ul>

# Module 1. Introduction to SR

- ▶ What is software reuse?
- ▶ Why software reuse?
- ▶ Successful stories about software reuse
- ▶ A taxonomy of software reuse

# Module 2. Requirement Reuse

- ▶ Overview of SDLC
- ▶ What are the challenges in software requirement analysis?
- ▶ How software reuse can help?



# Module 3. Design Pattern Reuse

- ▶ Overview of Software Architecture
- ▶ Design patterns for reuse
- ▶ Some common design patterns
  - Layering for networking communication
  - MVC for web applications
  - Pub/Sub for messaging
  - ...

# Module 4. Reuse in Development

- ▶ Procedures Reuse
- ▶ Classes(Object) Ruse
- ▶ System Calls Reuse
- ▶ Component Technologies for reuse
  - COBRA
  - EJB
  - COM+
- ▶ Web services technologies for reuse
  - Web Services
  - Web Services Security

# Module 5. Testing Reuse

- ▶ Overview of Software Testing
- ▶ Why Reusing testing technologies?
- ▶ Unit Testing Technologies for reuse
- ▶ Performance Testing Technologies for reuse

# Module 6. Reuse Technologies in Software Packaging, Deployment and Documenting

- ▶ Reuse technologies in software packaging
  - Make
  - Ant
  - Maven
  - ...
- ▶ Reuse technologies in writing software documentation

# Module 7. Software Reuse Management

- ▶ Software Reuse measurement
- ▶ Processes changes need for software reuse
- ▶ Organizations changes needed for software reuse
- ▶ Reusable software assets
- ▶ Reuse repository

# One Assignment

- ▶ A set of tasks will be given as the class is going
- ▶ Each team/individual is required to give a 15 minutes presentation to report the completion of these tasks at end;
- ▶ This will be worth 40% marks;
- ▶ The mark will be given to all team members if they are in the same team and there are no big issues for team work
- ▶ **Some parts of the final exam will be from the assignment;**

# Final Exam

- ▶ It is a 2 hours, and
- ▶ Close papers exam;
- ▶ Which is worthy 60% marks for your final marks

# Schedule – Student Consultation

In multiple ways:

- ▶ In person:
  - Place: In the lecture room
  - Time/Date: before/after lectures
  
- ▶ By Email:
  - ALL students use the same course email:
  - [shipingchen2005@gmail.com](mailto:shipingchen2005@gmail.com)



# Assessment Mothod

## ▶ **Assessment:**

- Assignment: 40% of the final result
- Final Exam: 60% of the final result

## ▶ **Pass threshold:**

- Final Marks: 60% of 100, i.e.  $\geq 60$  marks

## ▶ **Levels:**

- HD (High Distinction).....95% up marks
- Distinction.....90% up
- Credit.....70% up
- Pass .....60% up
- Failed .....59% blow

# Any Questions?

