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Software Development Tools and Frameworks Kick-off meeting

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October 17, 2013

http://www.isp.uni-luebeck.de/courses/ws-20132014/ seminar-software-development-tools-and-frameworks.



Agenda

Motivation

Science

Planning

Topics

Assignments



Why this seminar?

- What is quality of software?
- ▶ What is science?



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What is science?

Immanuel Kant:

"Eine jede Lehre, wenn sie ein System, d.i. ein nach Principien geordnetes Ganze der Erkenntniß, sein soll, heißt Wissenschaft, ..."

Simply put:

Science = Research + Teaching



What is science?

Qualification goals (Module Guide):

- ▶ The students can obtain a solid grounding a scientific topic.
- They are able to present the results in a written documentation and in a talk in an understandable way.
- ▶ The can present and discuss a scientific topic in English.

This seminar shall prepare you for your bachelor's thesis.



What is science?



(Actually, there is a corresponding english page, but the guide lines are still in german.)

4 日 × 4 間 × 4 置 × 4 置 ×



Good scientific practice

For example:

- respect for intellectual property,
- to document results,
- to consequently doubt all results yourself,
- mentoring the young academics,
- strict honesty with any kind of contributions,
- the backup and safe-keeping of any primary data,
- scientific publications.

Scientific Literature

How to find scientific literature?

- ➤ Zentrale Hochschulbibliothek Lübeck (http://www.zhb.uni-luebeck.de/)
- ACM Digital Library (http://portal.acm.org/dl.cfm)
- Springer (http://www.springerlink.com/)
- ► IEEE Xplore (http://ieeexplore.ieee.org/Xplore/home.jsp)
- CiteSeer (http://citeseer.ist.psu.edu/)
- Google Scholar (http://scholar.google.de/)

Not appropriate:

Wikipedia, Heise, and other websites

Access via university network or SSL gate (http://sslgate.uni-luebeck.de/)

http://www.zhb.uni-luebeck.de/onlinemed.html

Advice: Search for survey article, e.g. book chapters and dissertations.



Scientific Literature

How to read scientific literature?

- 1. Read the title and the abstract
 - Is this paper of any interest for my work?
- 2. Take a look at pictures and read the conclusions
 - What is the approach, what is the essential contribution?
 - Is it still interesting for me?
- 3. Read thoroughly
 - ▶ What is the exact reasoning?
 - What is the connection to my work?
 - What do I miss in this paper?
- 4. Write a summary (do not skip this step!)
 - What are essential contributions?
 - ► How do I need to cite this paper?
 - Which questions are not yet solved?



Scientific Literature

How to cite? Look up the following things (or ask your advisor) ...

- scientific writing,
- where to find literature,
- rules of citation,
- how to cite internet resources,
- what is BibTex?



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Expectations

We expect from you:

- ► Search for scientific literature
- Writing a scientific paper
- Writing a review
- Attendence and participation
- Presentation of your topic



Scientific paper

Formal requirements:

- Use the template from the website.
- ▶ Number of pages between 8 and 10.
- Labels in images and tables should match the font of the document.
- Images should have a high enough resolution.

With respect to the content, we expect you to:

- outline the academic (and economic) interest,
- present a clean and comprehensible structure,
- cite correctly and completely,
- give an overview on the literature,
- describe informative things easy to understand,
- respect the guide lines of good scientific practice.

Review

Your review (one page at most) will contain:

- Information about you as a reviewer
- Short summary
- General comments
 - Well structured?
 - Approach is clear?
 - ▶ Complete?
 - Good overview on literature?
 - Well written and comprehensible?
 - "Roter Faden"? (translation?)
 - Does it convince you?
- Constructive citicism
- Typos, if they stand out

Always remember: Stick to the facts, your name is on the review!



Presentation

Your presentation should:

- be 30 minutes long (plus 10 minutes discussion),
- be practiced beforehand,
- include the vita of VIPs (if appropriate),
- be easily comprehensable but also informative,
- incorporate the audience,
- have more images than text,
- not be your paper pressed into beamer slides, and
- end with an open question for discussion.



Scheduling

The schedule is similar to that of a scientific conference:

- ► Assignment of topics (30.07.)
- Familiarization phase (during semester break)
- Personal coaching with your advisor (beginning of the semester)
- Writing phase (deadline 22.11. it's my birthday!)
- ► Review phase and preparation of your presentation (before 06.12.)
- Improvement phase (deadline 13.12.)
- Presentations (19.12. and 20.12. 08:00 to 17:00)
- Christmas



Publication

With your participation you agree, that

your paper and your presentation slides

will be published to

- your fellow students (within this course)
- ▶ and to ISP members.



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- Introduction
- 1. Revision Control
- 2. Project Management
- 3. Distributed Bugtrackers
- 4. Build and Dependency Tools
- 5. Artifact Repository
- 6. Continuous Integration
- 7. Web Server
- Application Server
- 9. Agile Development
- 10. Usability Engineering
- 11. Static Code Analysis
- 12. Code Reviews
- 13. Documentation Tools
- 14. UML Tools
- 15. Test Driven Development
- 16. Test Generation



Revision Control

Research questions:

- What is version numbering?
- Which modify concepts are there?
- What is a workflow and which are used?



http://flossmole.org/content/revision-control-matrix-june-2011

Project Management

Research questions:

- How do project management tools improve software development?
- What is scalability and how to ensure?
- Which are the essential features of a project management tool?

Some representatives are: Redmine, Trac, JIRA, Rhodecode, ...



(http://www.denizon.com/project-management/)



Distributed Bugtrackers

Research questions:

- ▶ How to manage and resolve bugs?
- Which states and priorities are there?
- ▶ How to integrate a bugtracker into a development process?

Some representatives are: Artemis, Bugs Everywhere, ...



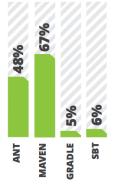
(http://www.bubblews.com/assets/images/news/1320729416_1370345820.jpg)



Build and Dependency Tools

Research questions:

- What is a build and how to resolve dependencies?
- What is a lifecycle and why are there standards?
- ▶ What are build plugins and how to write one?



(http://zeroturnaround.com/rebellabs/developer-productivity-report-2012-java-tools-tech-devs-and-data/)



Artifact Repository

Research questions:

- ▶ What is an artifact?
- Why do artifacts need to be managed?
- ► How to create my own repository?

Some representatives are: Nexus, Artifactory, Archiva, ...



(http://www.jfrog.com/home/v_ecosystem_integration)

Continuous Integration

Research questions:

- ▶ What is the integration hell and what is continuous integration?
- ▶ How to orchestrate different tools in the development process?
- ▶ Which best practices have established?

Some representatives are: Jenkins, Continuum, Go, Hudson, ...



(http://jenkins-ci.org/)

Web Server

- ▶ How to develop good and modern web sites?
- ▶ How can we assure quality in the web?
- Which kind of technology are there?

Some representatives are: Tomcat, Jetty, ...



Application Server

- ▶ Which kind of web services are there?
- What is service oriented architecture and how to modularize?
- How does communication work?

Some representatives are: WildFly, JBoss, Glassfish, ...



(http://www.wildfly.org/images/splash_wildflylogo.png)



Agile Development

Research questions:

- What is agile development and who benefits from it?
- ► How does Scrum work in practice?
- How could Scrum be implemented in scientific projects?



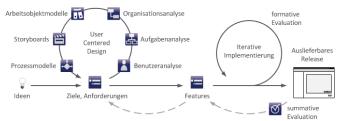
(http://blog.seibert-media.net/2012/10/15/99-argumente-fuer-scrum-was-scrum-projekte-dem-kunden-bringen/)



Usability Engineering

Research questions:

- What is usability engineering?
- How to integrate it within the development process?
- ▶ What are the benefits?



(http://www.imis.uni-luebeck.de/de/forschung/user-usability-engineering-fuer-softwaresysteme-oeffentlichenverwaltungen)

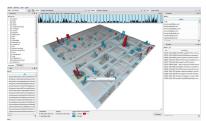


Static Code Analysis

Research questions:

- ► How to measure software quality?
- What is a software map?
- ▶ How does static code analysis influence the development process?

Some representatives are: findbugs, emma, cobertura, checkstyle, . . .



(http://www.softwarediagnostics.com/transparency-platform/)

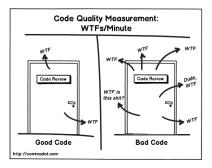


Code Reviews

Research questions:

- ▶ What are code reviews?
- ▶ How to embed code reviews into the development process?
- ▶ What are the "social effects" that may occur?

Some representatives are: Gerrit, Atlassian, AgileReview, ...



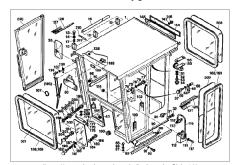


Dokumentationswerkzeuge

Research questions:

- ▶ Why and how should I document?
- How to document collaboratively?
- ▶ What is a *good* project documentation?

Some representatives are: Javadoc, Doxygen, Wiki, Confluence, ...



(http://www.ks-kruschat.de/index.php?id=42)

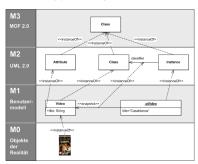


Unified Modeling Language

Research questions:

- ▶ What actually is UML (and what is behind it)?
- What is Model Driven Architecture?
- ▶ Which UML tool is the best?

Some representatives are: Papyrus, ArgoUML, ...



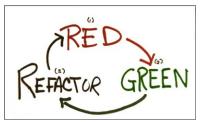


Test Driven Development

Research questions:

- Is it even worth the effort?
- What are stubs and what are they used for?
- Which testing approaches are there?

Some representatives are: JUnit + Hamcrest, jUnitRV, JBehave, JMockit, ...



(http://janxl.blogspot.de/2010/02/test-driven-development-workshop.html)



Test Generation

Research questions:

- How to generate tests? Is that even possible?
- ▶ What is Design-by-Contract?
- What kind of best practices could arise?

Some representatives are: CodePro AnalytiX, AgitarOne



(https://developers.google.com/java-dev-tools/codepro/doc/features/junit/test case generation)



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Advisor

- Introduction Martin Leucker
- 1. Revision Control Daniel Thoma
- 2. Project Management Annette Stümpel
- 3. Distributed Bugtrackers Annette Stümpel
- 4. Build and Dependency Tools Grigory Markin
- 5. Artifact Repository René Schönfelder
- 6. Continuous Integration Grigory Markin
- 7. Web Server Normann Decker
- 8. Application Server Normann Decker
- 9. Agile Development Gerhard Buntrock
- 10. Usability Engineering Marc Paul (paul@imis.uni-luebeck.de)
- Static Code Analysis Franziska Kühn
- 12. Code Reviews Franziska Kühn
- 13. Documentation Tools Claudia Fischer
- 14. UML Tools Claudia Fischer
- 15. Test Driven Development Daniel Thoma
- 16. Test Generation Normann Decker

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