

# Self-Driving Cars and ROS 2

Date

Page

OM

Student Notebooks

## Lecture 1

### ★ Development Environment

ade  $\Rightarrow$  Awesome development environment

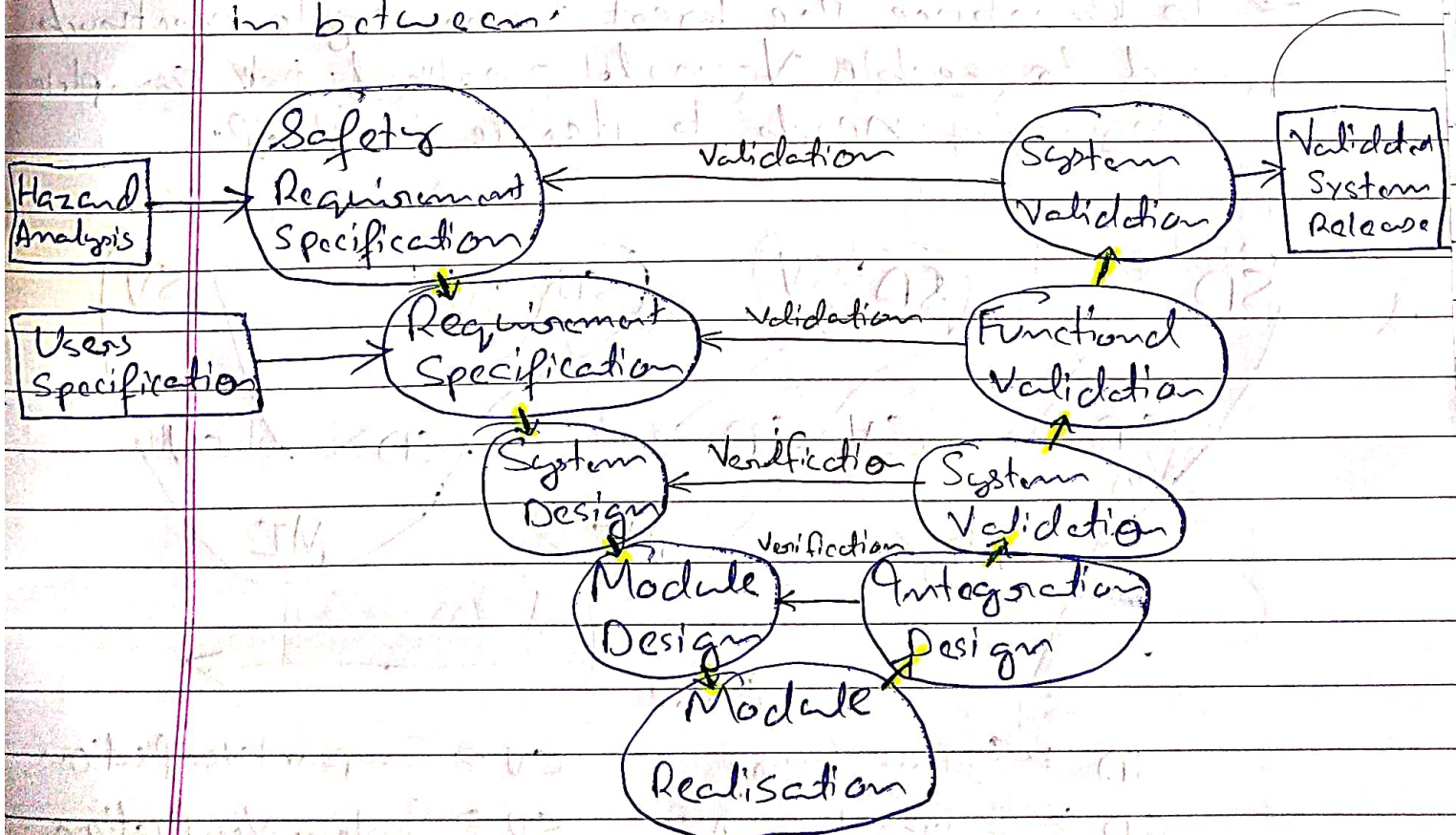
$\rightarrow$  It is a simple wrapper around docker  
 $\rightarrow$  by Apex.AI

### ★ Popular Software Development Models

#### ① V-Model

$\Rightarrow$  It is focused on traceability, validation and verification in between every phase.

$\Rightarrow$  It's segmented into chronological development phases with no iterations in between.





## ② Agile

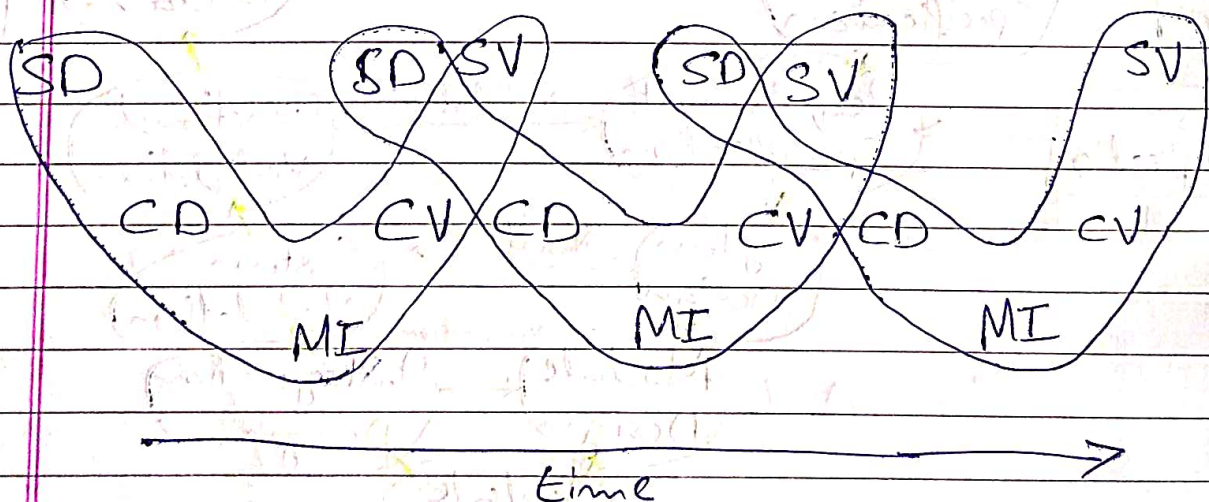
⇒ Agile Methods like Scrum or Extreme Programming are human orientated development models.

⇒ Design, tests and requirements can evolve over time by iterations.

⇒ This is ideal for Knowledge Intense development where requirements cannot be defined right from the project start with your customer.

## ③ Agile System Engineering

⇒ To combine the best from agile methods and traceable V-model method, the complete engineering needs to iterate in itself.



SD ⇒ System design  
 CD ⇒ Component design  
 MI ⇒ Module Implementation

CV ⇒ Component Verification  
 SV ⇒ System Verification



## \* Design Goals

- ① Reliability  $\Rightarrow$  Executable code consistently fulfills all requirements in a predictable manner.
- ② Portability  $\Rightarrow$  Source code is portable (not compiler or linker dependent)
- ③ Maintainability  $\Rightarrow$  Source code is written in a manner that is consistent, readable, simple in design, and easy to debug.
- ④ Testability  $\Rightarrow$  Source code is written to facilitate testability.
- ⑤ Re-usability  $\Rightarrow$  The design of reusable components is encouraged. Component reuse can eliminate redundant development and test activities.
- ⑥ Extensibility  $\Rightarrow$  Requirements are expected to evolve over the life of a product. Thus, a system should be developed in an extensible manner.
- ⑦ Readability  $\Rightarrow$  Source code is written in a manner that is easy to read, understand, and comprehend.

## \* Unit Testing

⇒ Structural code coverage is a measure of the completeness of software testing showing which areas of the source code are exercised in the application during the test.

⇒ This provides a convenient way to ensure that software is not released with untested code.

## \* Integration Testing

⇒ Complete perception can be tested based on large datasets if you have labeled ground truths.

⇒ To create closed loop integration test you will need a simulation like Gazebo that can be integrated into continuous integration pipeline.

