Software Engineering Practices

Introduction to Software Systems
Spring 2025
Software Engineering Research Center
IIIT Hyderabad, India

- Software Offerings
- Software Industry
- Software Engineering Teams
- Software Development Life Cycle
- Software Product Methods
- Continuous Development and Continuous Integration
- DevOps and MLOps
- Software Productivity
- Technical Debt
- Software Development Waste

SaaS

PaaS





Hosted Application / Apps



Development tools, database management, business analytics



Operating Systems



Servers and storage

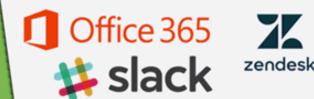


Networking firewalls/security



Data center physical plant/building





















CLOUD FUNCTIONS





afn OpenWhisk™



DaaS





























STaaS



















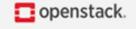
laaS





























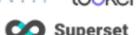


































































































SCRUM PROCESS



PRODUCT

OWNER



TEAM



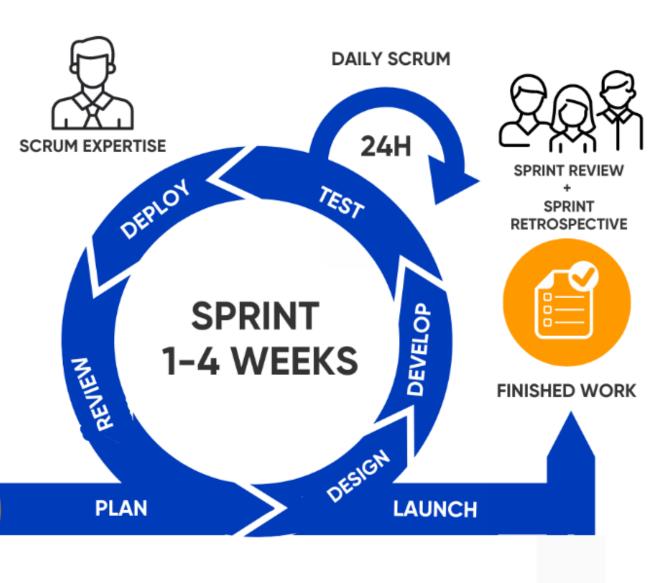




SPRINT PLANNING MEETING

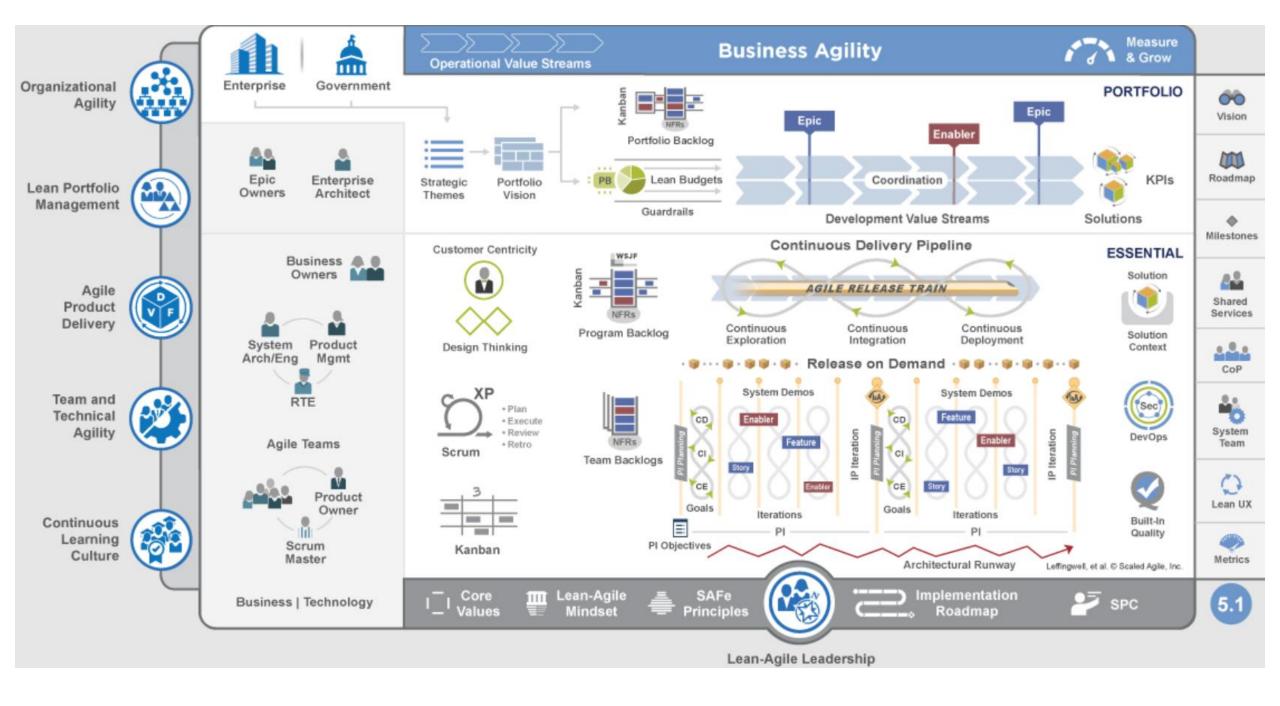


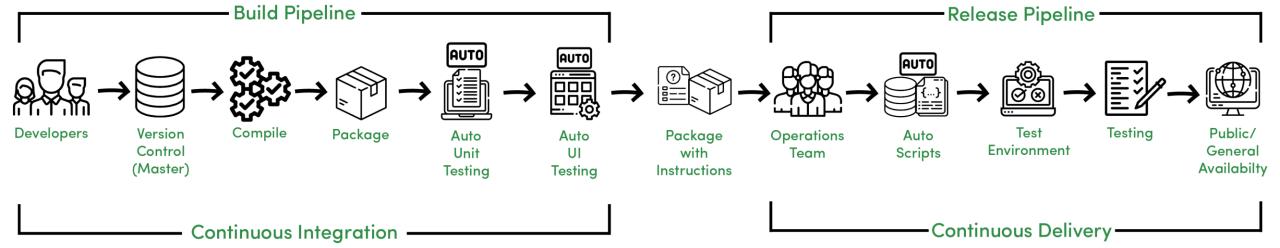
SPRINT BACKLOG

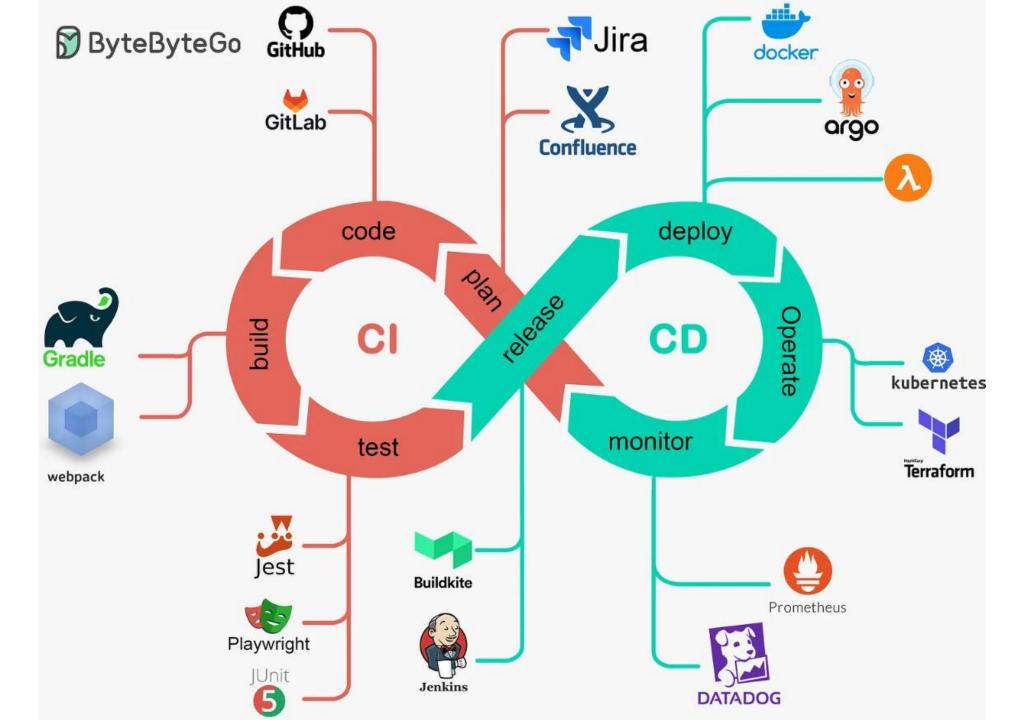


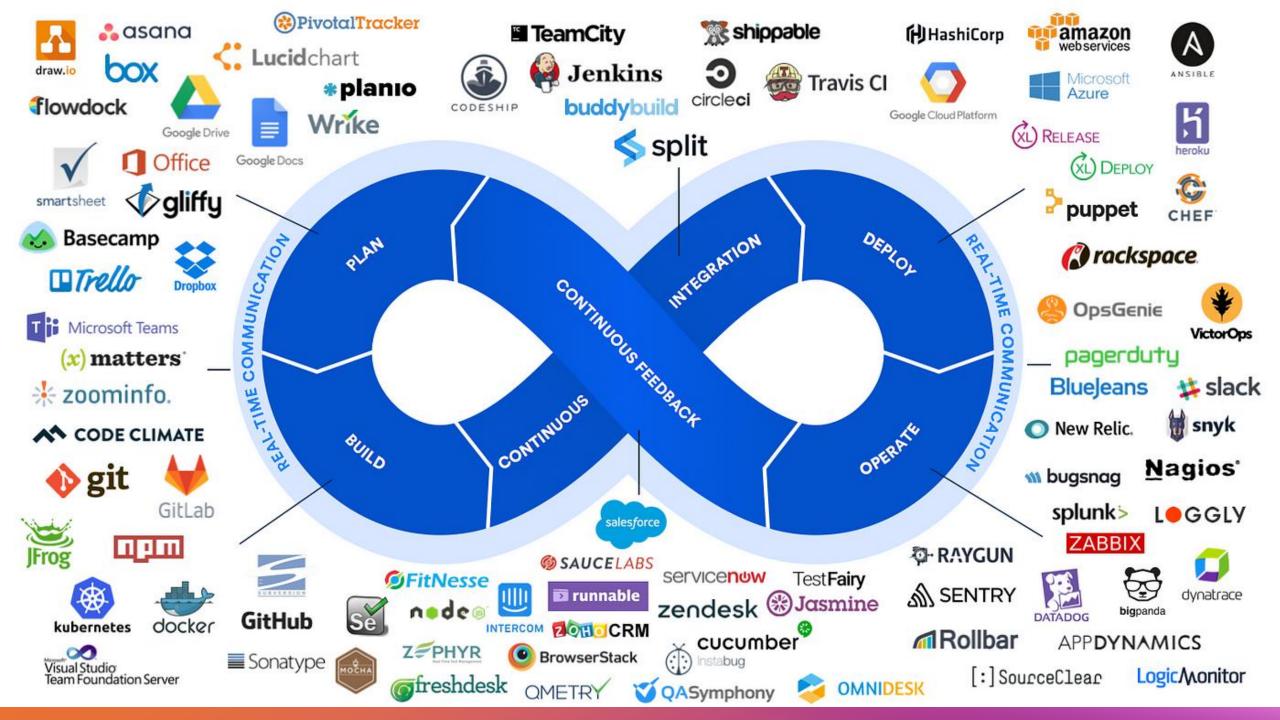
Lead Time BACKLOG **READY TO DEVELOP** IN PROGRESS IN CODE REVIEW IN TESTING VERIFIED DONE max max max Most details

Least details







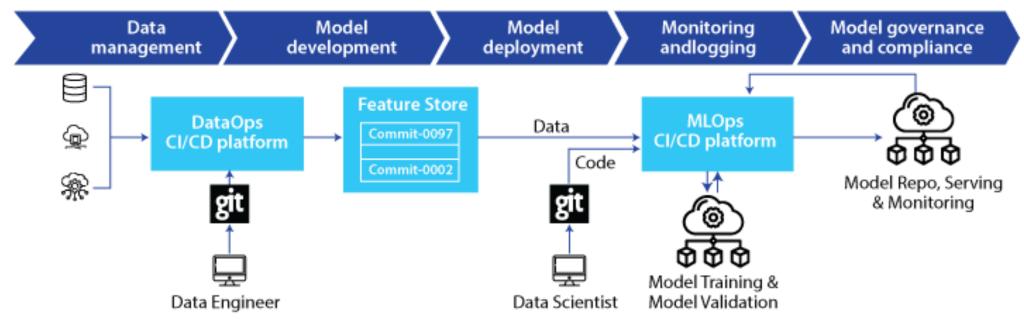


MLOps = ML + DEV + OPS



Experiment
Data Acquisition
Business Understanding
Initial Modeling

Develop Modeling+Testing Continuous integration Continuous Deployment Operate Continuous Delivery Data Feedback Loop Syatem + Model Monitoring



DORA 4 key metrics

Published in 2018



Published in 2021

FLOW METRICS 5 key metrics

Published in 2018



Lead Time for Changes



Satisfaction and Well-being



Flow Velocity



Change Failure Rate



Performance



Flow Efficiency



Deployment Frequency



Activity



Flow Time

Flow



Mean Time to Recovery (MTTR)



Communication and Collaboration

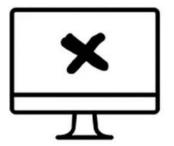


Flow Distribution

Efficiency and Flow

Technical debt quadrants

	Deliberate	Inadvertent	
Reckless	We don't have time	We don't know how	
Prudent	We'll deal with it later	We shouldn't have done that	



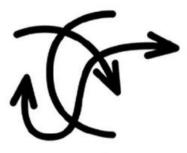
Building the wrong feature or product



Mismanaging the backlog



Rework



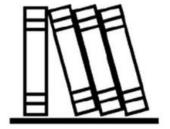
Unnecessarily complex solutions



Extraneous cognitive load



Psychological distress



Knowledge loss



Waiting/multitasking



Ineffective communication