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

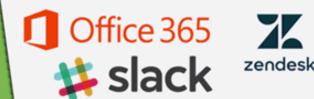


Networking firewalls/security



Data center physical plant/building





















CLOUD FUNCTIONS





afn OpenWhisk™



DaaS





























STaaS



















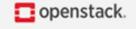
laaS





























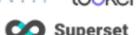
































































































Rights granted	Public domain	Permissive FOSS license (e.g. BSD license)	Copyleft FOSS license (e.g. GPL)	Freeware	Proprietary license
Copyright retained	No	Yes	Yes	Yes	Yes
Right to perform	Yes	Yes	Yes	Yes	Yes
Right to display	Yes	Yes	Yes	Yes	Yes
Right to copy	Yes	Yes	Yes	Often	No
Right to modify	Yes	Yes	Yes	No	No
Right to distribute	Yes	Yes, under same license	Yes, under same license	Often	No
Right to sublicense	Yes	Yes	No	No	No
Example software	SQLite, ImageJ	Apache web server, ToyBox	Linux kernel, GIMP, OBS	Irfanview, Winamp, Legends	Windows, xSplit, TIDAL DRMs, Spotify,











moqod				
What is a user allowed to do with the code?	What creator dictates	What user wants under certain rules	What user wants with a few restrictions	What user wants without restrictions
Clause of the use	As creator dictates	Derivative work must be attributed to creator, open- source and copyleft	Derivative work must be attributed to a creator	Derivative work must be attributed to a creator
Source code	As creator dictates	Must be open	Don't have to be open	No specific terms about the distribution of source code
Is creator liable for bugs?	✓ YES	✓ YES	X NO	X NO
Re-licensing	As creator dictates	Derivative work cannot be released as proprietary software	Derivative work can be released under another licen se or as proprietary software	Derivative work can be released under another licens e or as proprietary software
Commercial restrictions	As creator dictates	Permitted	Permitted	Permitted



SCRUM PROCESS



PRODUCT

OWNER



TEAM



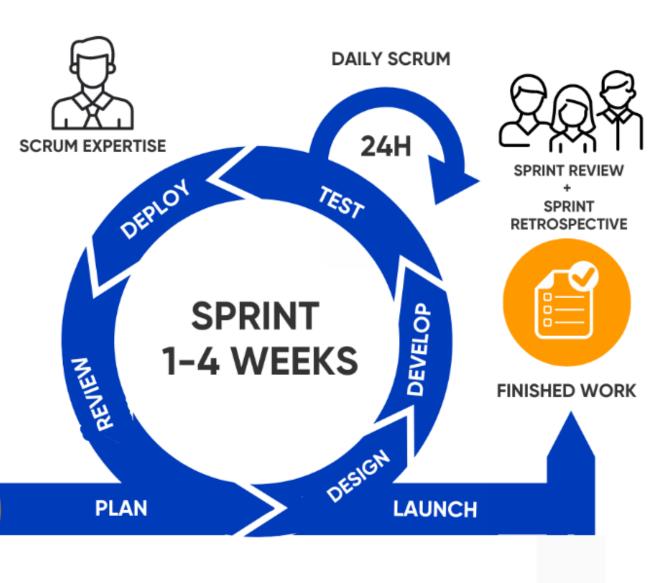




SPRINT PLANNING MEETING

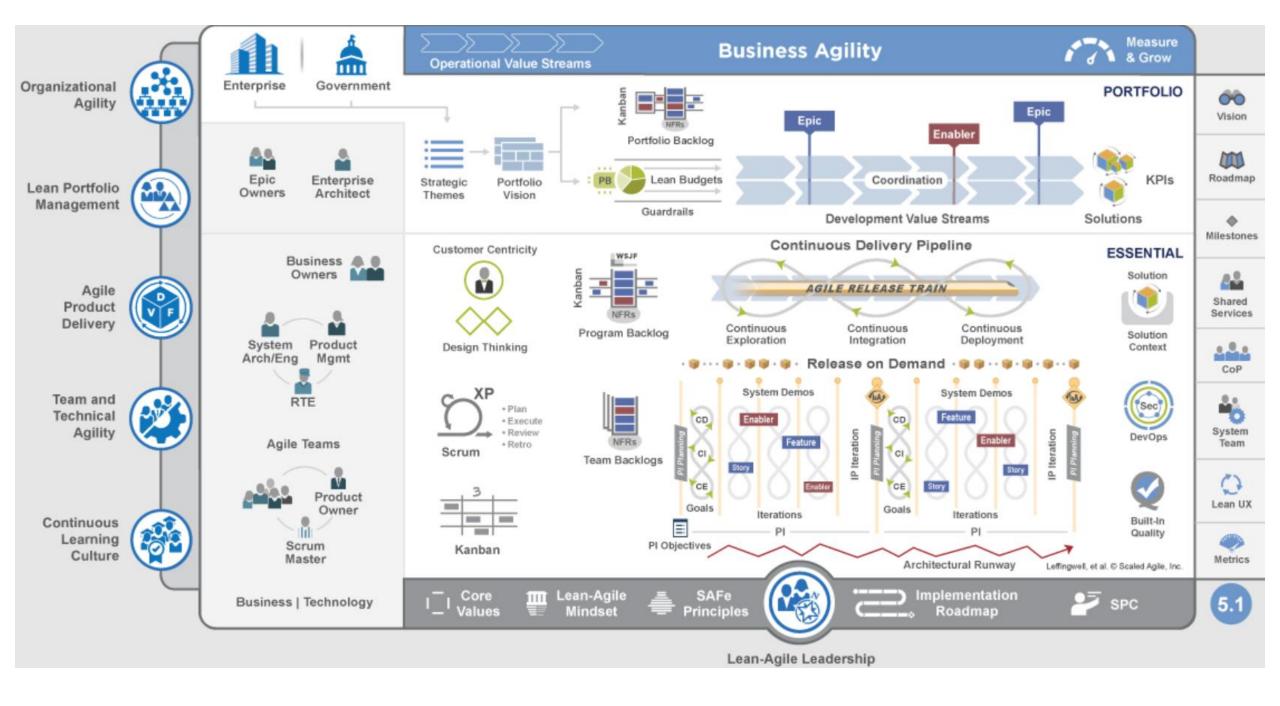


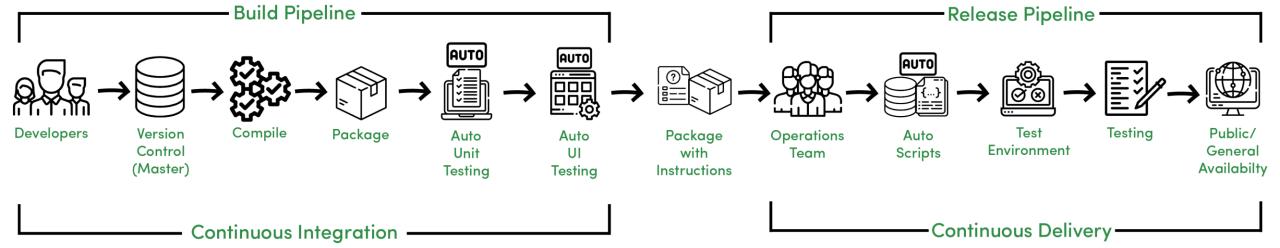
SPRINT BACKLOG

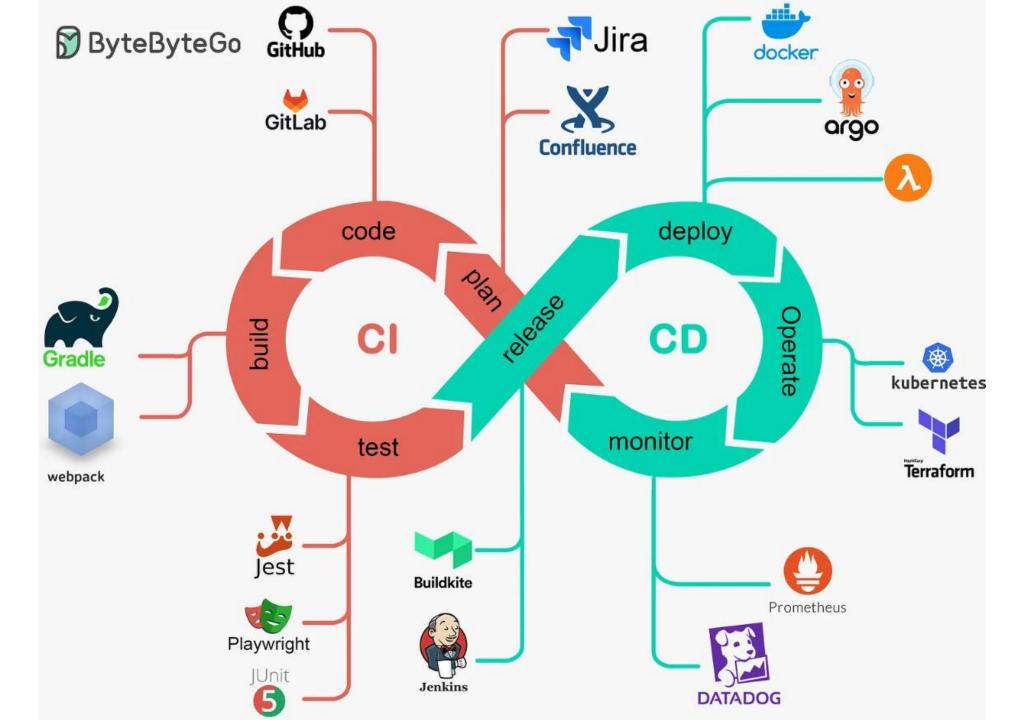


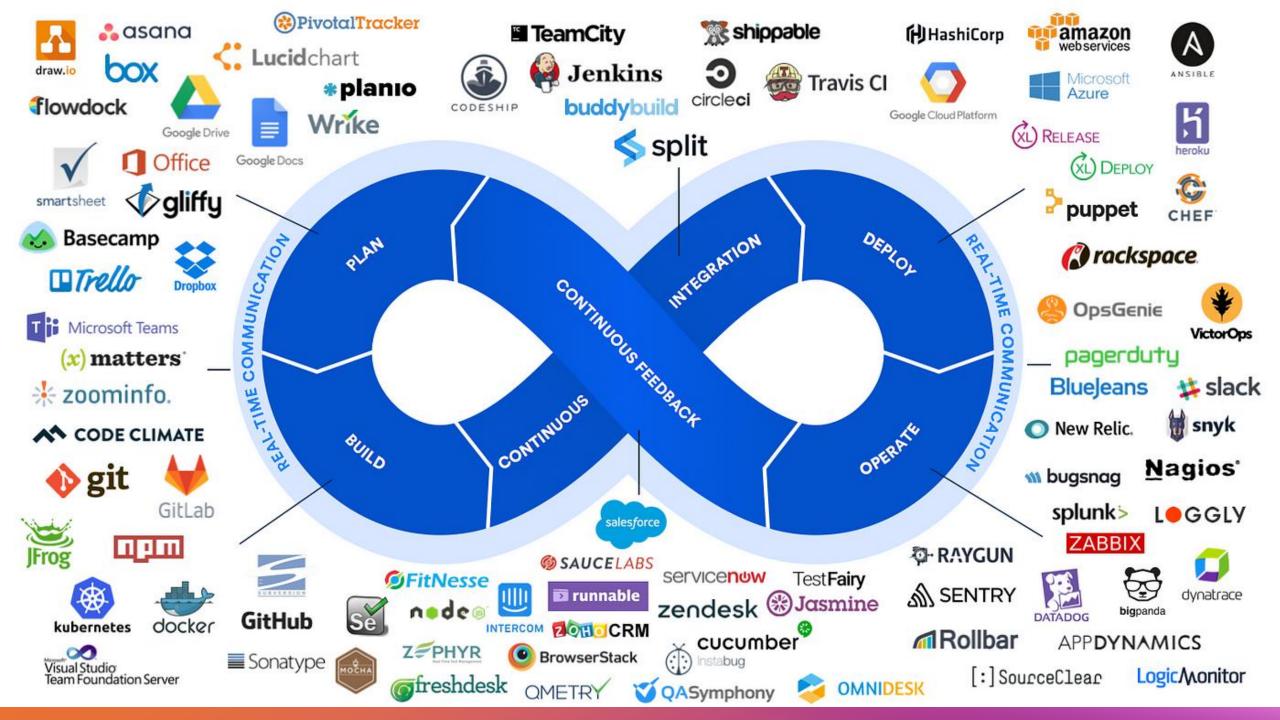
Lead Time BACKLOG **READY TO DEVELOP IN PROGRESS** IN CODE REVIEW IN TESTING VERIFIED DONE max max max Most details

Least details







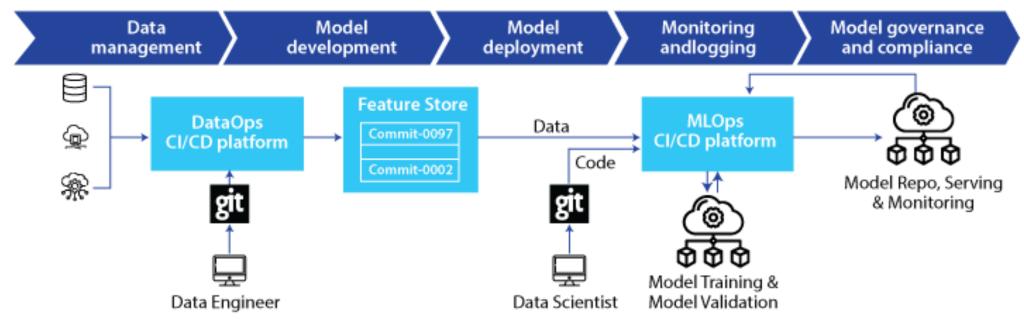


MLOps = ML + DEV + OPS



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

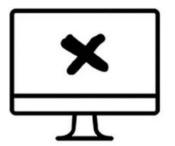


Flow Distribution

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	



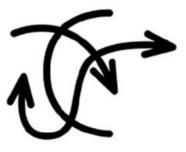
Building the wrong feature or product



Mismanaging the backlog



Rework



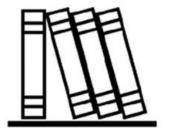
Unnecessarily complex solutions



Extraneous cognitive load



Psychological distress



Knowledge loss



Waiting/multitasking



Ineffective communication