

Modelling in Maintenance

Software Systems – Design – L2T4

Dr. Vadim Zaytsev aka @grammarware, 2020

Core Lifecycle Elements

- Requirements
- Design
- Construction
- Maintenance
- Testing
- Operation



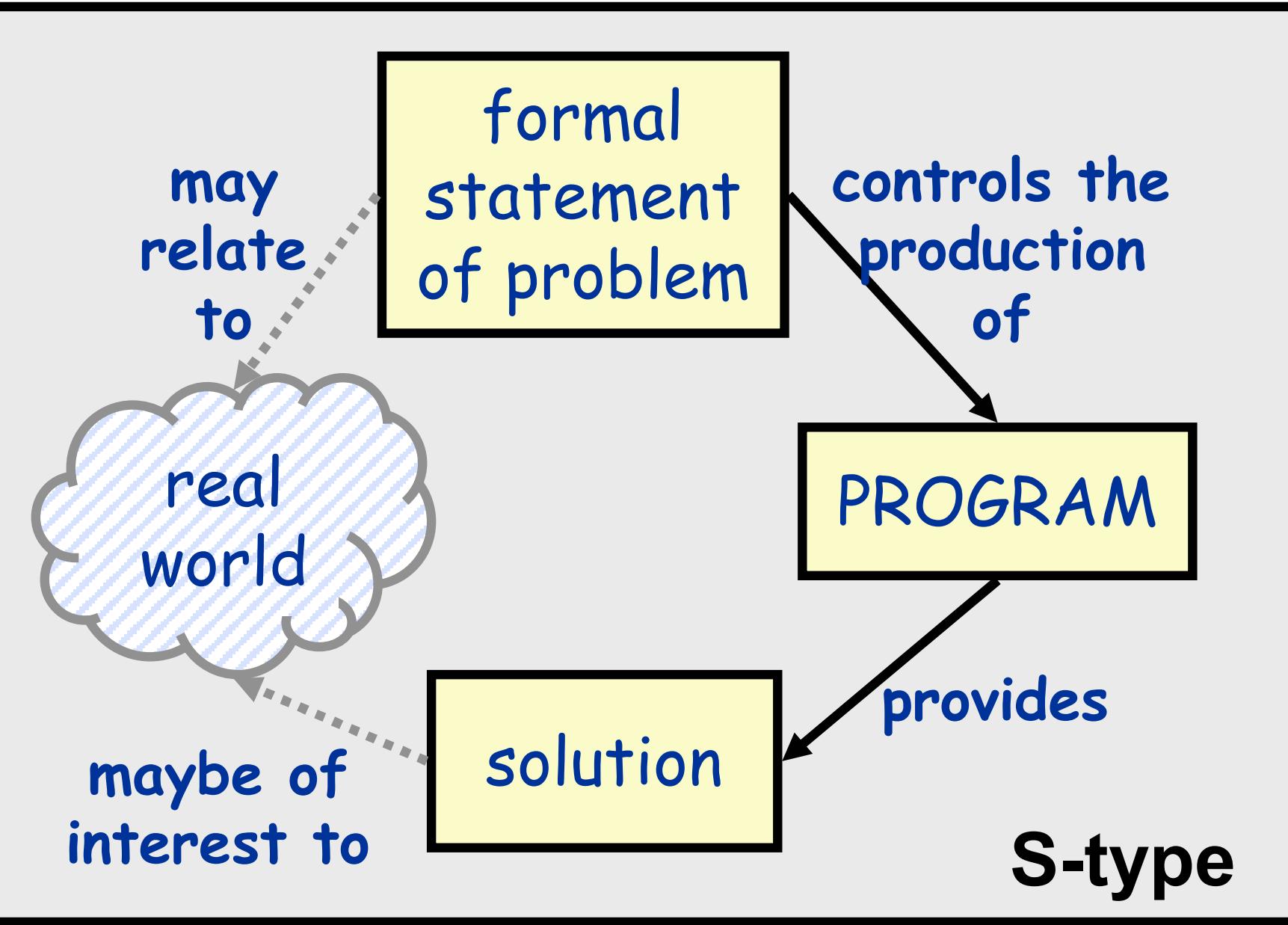
What's Maintenance?

- Modification of a software product
 - **after** delivery
 - to **correct** faults
 - to **improve** performance or other attributes, or
 - to **adapt** the product to a modified environment

Software System Types: S

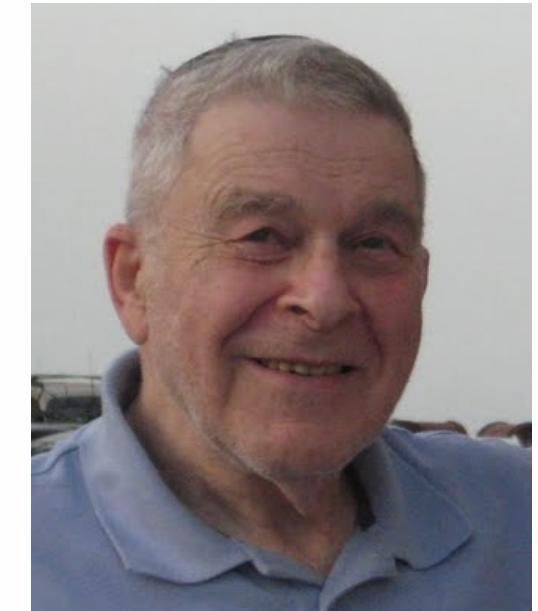
- S-type programs
 - “specifiable”
 - problem formally defined by a spec
 - automated acceptance possible
 - such software **does not evolve**

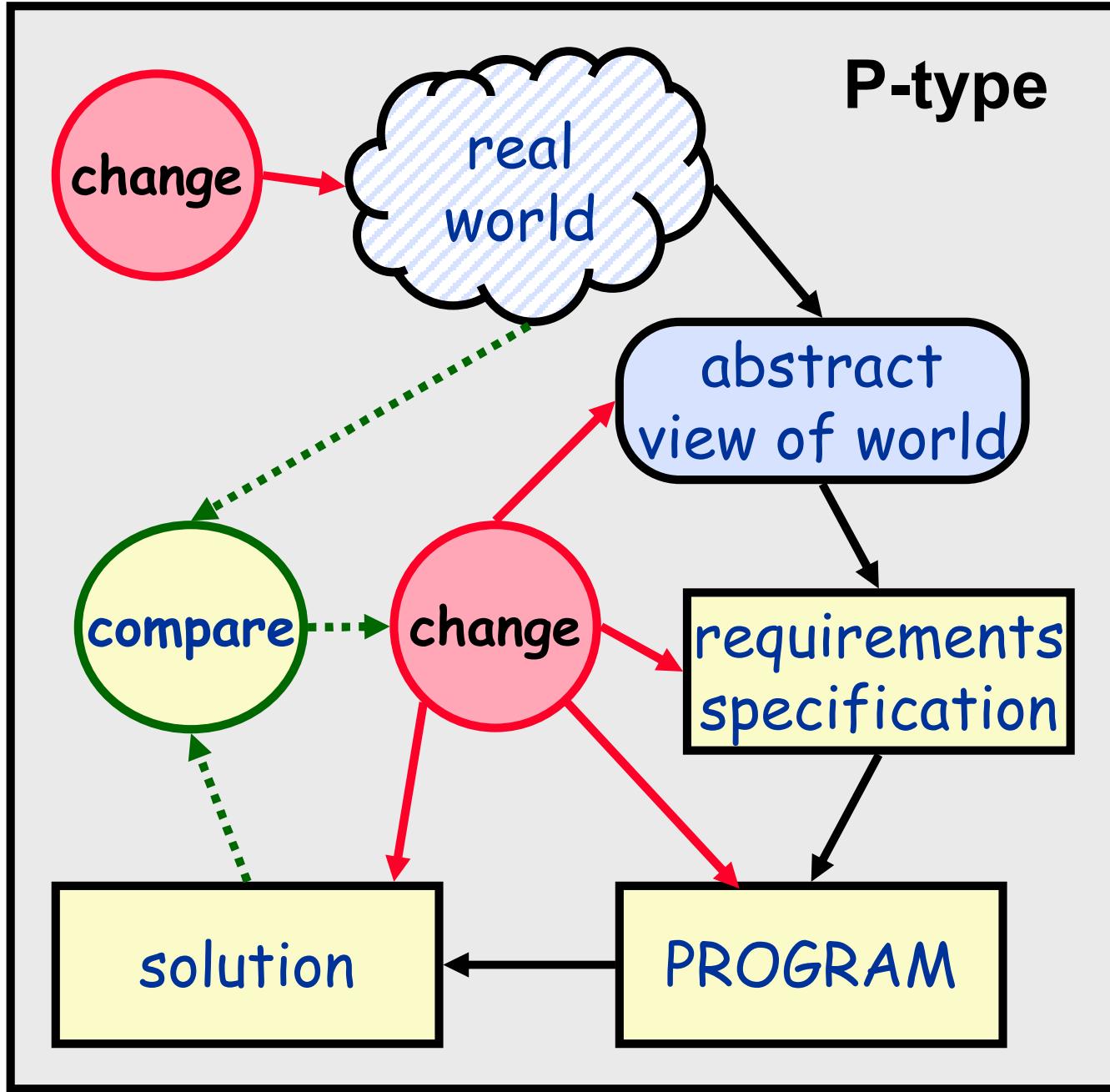




Software System Types: P

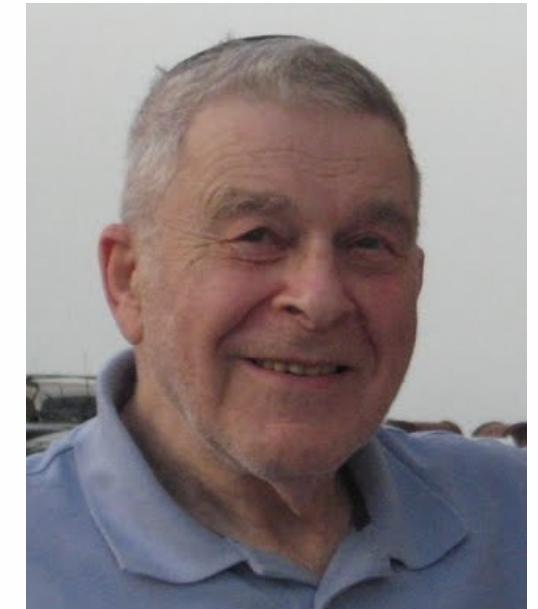
- P-type programs
 - “problem-solving”
 - problem models a real-world task
 - imperfectly
 - qualitative acceptance
 - they can evolve continuously



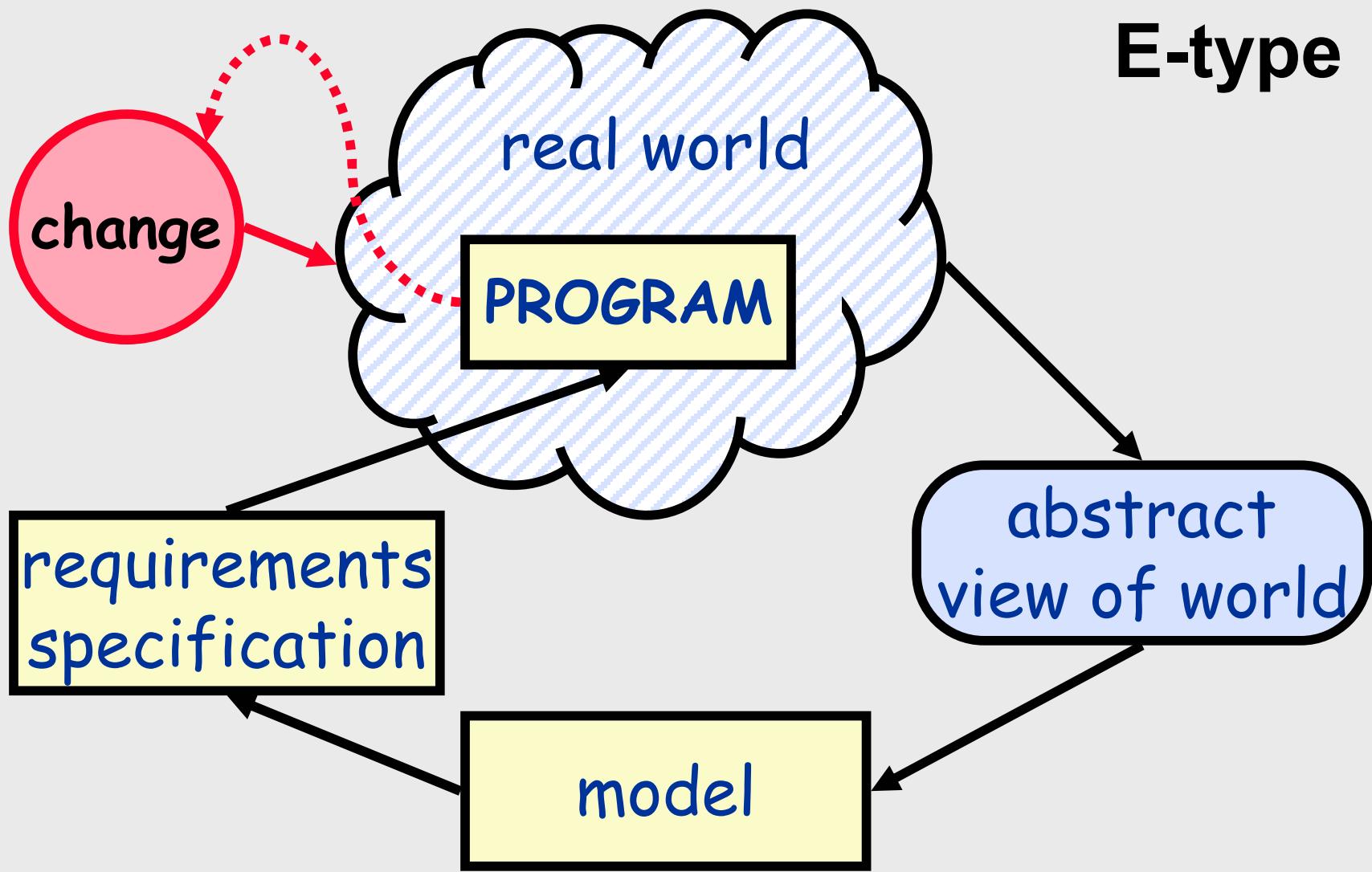


Software System Types: E

- E-type programs
 - “embedded”
 - solution is a part of the world
 - acceptance is subjective
 - they are inherently evolutionary

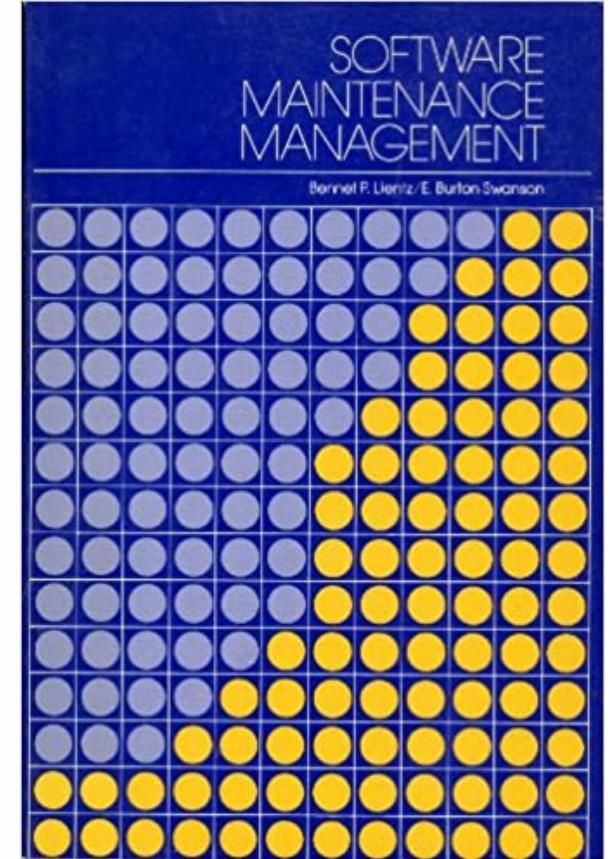


E-type



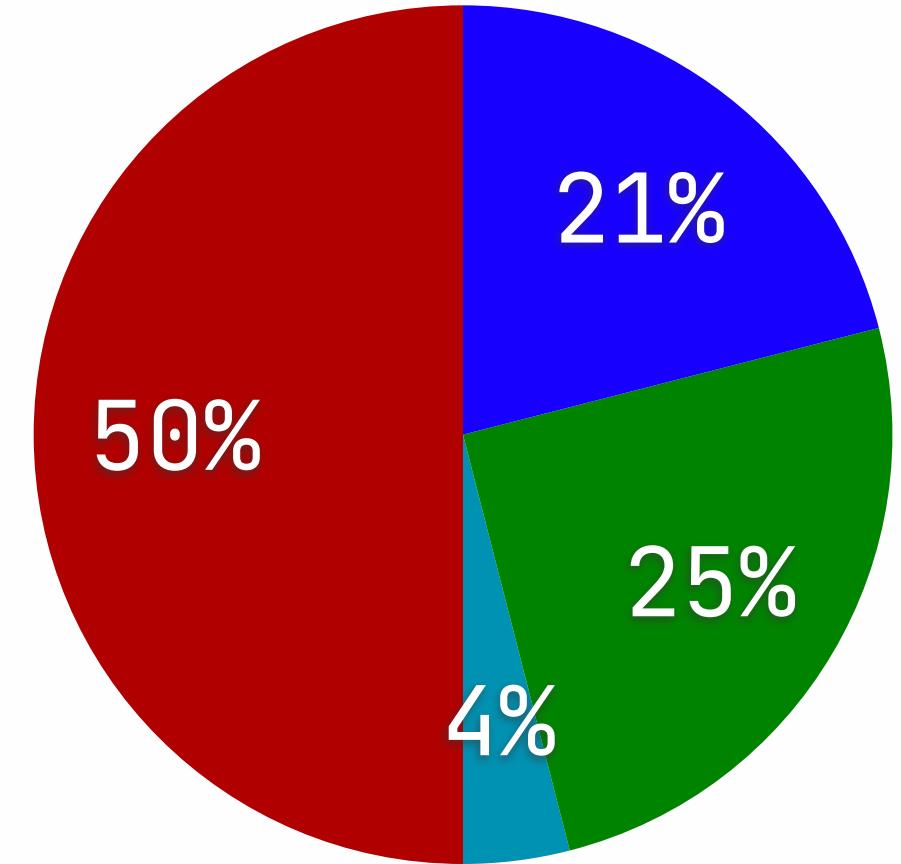
Maintenance Types

- Corrective
- Adaptive
- Perfective
- Preventive



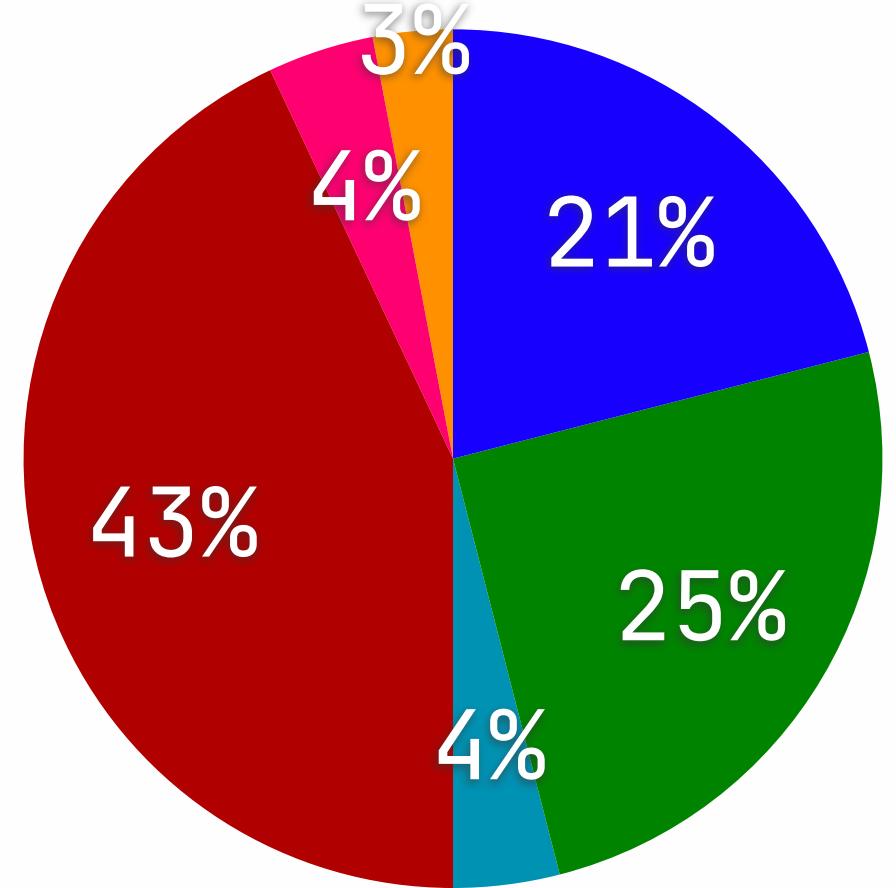
Maintenance Types

- Corrective
- Adaptive
- Perfective
- Preventive



Maintenance Types

- Corrective
- Adaptive
- Perfective
 - user enhancement
 - efficiency
 - other
- Preventive



There is Hope!

- Higher quality
 - less (**c**) maintenance
- Anticipating changes
 - less (**a&p**) maintenance
- Better tuning to user needs
 - less (**p**) maintenance
- Less code
 - less (*) maintenance

Conclusion

- Not all software systems evolve similarly
 - S, P, E
- Not all maintenance activities are the same
 - **perfective** / user-driven
 - **adaptive** / change-driven
 - **corrective** / bug-driven
 - **preventive** / future-driven

Topics/slides Disclaimer

- Good ✓

- watch before Q&A
- embrace reality
- try out at labs
- ask for feedback
- apply to project
- dig deeper
- recall from slides

- Bad ✗

- slides over videos
- assumptions
- blanks
- timing

