**Engineering Large Software Systems Notes**

*Created: 2024-09-04*

*Updated: 2024-09-14*

**References**

* Engineering Large Software Systems course at the University of Toronto

**Prerequisites**

1. Design pattern theory (eg. factory, builder, observer, strategy, etc.)

* Observer: whenever action occurs, observers will be notified, aka. listeners.
* Factory: a class that can generate more classes.
* Strategy: similar to factory but dealing with functions.

2. Testing code

* Unit testing
* Integration testing

3. Code smells

* Anti patterns when writing code

4. Code design principles (eg. SOLID)

* S: single responsibility principle, every module should focus on one task.
* O: open-close principle, open for extension closed for modification.

5. Git usage

* Git merge vs rebase

## 1. Large Software Systems

***Large***: Numerous contributors, impacts many stakeholders.

***Software Engineering***: six step process of creating software through SDLC, e.g., agile, waterfall. 1. requirements engineering. 2. system design. 3. implementation. 4. testing. 5. deployment. 6. maintenance.

### 1.0. SDLC Models

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| **Agile** | **Waterfall** |
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| Iterative development process. | Defined requirements at the beginning. |
| Client can change requirements. | Scope does not change. |

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| **Iterative & Incremental Model** | **V Model** |

### Requirements Engineering

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| ***Requirements Engineering***: Discovering and documenting requirements necessary for project success through talking with client, interviews, surveys.  ***Known Requirements***: What users told us.  ***Overlooked Requirements***: What users didn’t tell us yet.  ***Emergent Requirements***: What will surface while building product.  ***Functional Requirements***: What a system should do; system features.  ***Non-Functional Requirements***: Requirements that enable a system to operate, maintain, and extend in quality.   * ***Operational NFRs***: performance of a system. * ***Structural NFRs***: code quality of the system. | Figure: Relationship between types of system requirements. |

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| TODO: chaos report 1995 standish group  <https://www.csus.edu/indiv/r/rengstorffj/obe152-spring02/articles/standishchaos.pdf> |

### System Design

***System Design***: Defining software architecture of a system; solving structural and not code problems.

* Creating software architecture documents
* Architecture risks
* How to calculate cost for infrastructure
* Increase in **NFRs** aims to increase quality and performance of system at cost of capital and time.
* ***Vertical Scaling***: improving existing infrastructure by switching to better hardware.
* ***Horizontal Scaling***: adding/expanding more infrastructure e.g., more servers. Requires additional component to manage/integrate new additions e.g., load balancer server, Kubernetes.
* ***Scalability***: ability for application to respond well to heavy load.
* ***Elasticity***: ability for application to scale up with sudden demand.

**Deciding on Tradeoffs**

* ***Consistency***: every read returns most recent write or error.
* ***Availability***: every request to non-failing node must result in response even in server failure and update/maintenance (security updates, infrastructure version updates).
  + Metric: time-based availability. **Availability = uptime / (uptime + downtime)**.
    - Periodic request to **health check endpoint** to confirm server responsive to requests, API and DB connections/latency, cache warmed.
    - **Service-Level Agreement** (SLA), e.g., 99.9% availability allows only 43 min downtime/month. Reducing downtime involves automated recovery and alerting.
  + Metric: aggregated availability. **Availability = successful requests / total requests**.
* ***Partition tolerance***: system continues to operate even if some nodes fail. E.g., a system depending on a single database is not partition tolerant.

A diagram of different types of relationships

Description automatically generated

Figure: ***CAP Theorem***: can only satisfy 2/3 of these characteristics.

* Low ***latency***: response time to request.
* High **performance**: improve performance by improving data retrieval (e.g., caching) and compute time.
  + ***Caching***: method to increase data retrieval performance. Retrieve from RAM instead of disk. Perform computation in advance instead of on request. E.g., memcached, redis.
  + ***Read-through caching***: data loaded into cache on demand.
  + ***Write-through caching***: write operation writes to DB and cache.

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| Cache | Pro | Con |
| Read-through | Fast for frequently accessed data and reduces load on DB. | Slow initial read if not cached. |
| Write-through | Fast for accessing recently written data. | Slower write performance. |
| Read-through and write-through | Fast access for most recent data. | Performance overhead. Complexity in implementation and maintenance. |

* + Increase in performance with caching leads to a:
    - decrease in maintainability, code readability, freshness of data.
    - increase in memory usage, costs, operations overhead.
* Size of input / output.
  + Decreasing size of output:
    - Reduces transport time.
    - Increases time to compress and decompress.
* Maintainability
* Cost

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| TODO:  [CRITICAL] <https://sre.google/sre-book/handling-overload/>  [CRITICAL] <https://sre.google/sre-book/addressing-cascading-failures/>  <https://sre.google/sre-book/table-of-contents/>  o'reilly site reliability engineering |

### 1.3. Implementation

***Implementation***: Writing the code based on identified requirements and adherence to system design.

**Costs of Implementing Software**

1. Labor: developers, architects, management
2. Infrastructure: production and test environments
3. Maintenance: documentation, change management, tech debt

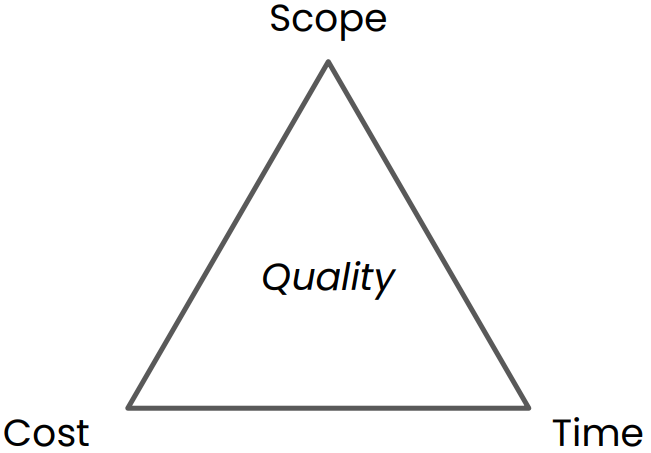


Figure: interdependence of scope, cost, and time on software quality.

**Evaluating the Success of a Project**

1. delivering on time
2. on scope
3. at cost.

### 1.4. Testing

### 1.5. Deployment

***Deployment***: Making software available to users.

### 1.6. Maintenance

***Maintenance***: Ensuring software continuously satisfy users.

### 1.7. Contributing to Open Source

***Open/Closed source software***: whether source code of a software program is public.

* Advantage of closed source: security by obscurity.
* Open source doesn’t mean free. Depends on licence.
* Free and open source software (FOSS) is both free and open source.
* Value of open source software: makes a developer’s life easier, e.g., git, TensorFlow, React.
* Why contribute? Get hired faster, access to industry talent, work on your craft.

**Software Licences**

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| <https://www.gnu.org/philosophy/categories.en.html> |  |

**Contribute to Which Project?**

* GitHub stars,
* “used by” count
* Low barrier to contribute
  + Large number of contributors
  + Large rate of contributions over time (commits over time)
  + Good documentation (e.g., readme)
  + Simple development setup (Time to hello world)
  + Streamlined (easy to understand) design
  + Healthy project

**How to Contribute?**

* Look for contributor documentation
* Fork repo. Why fork? So your changes can’t affect changes in parent repository. Then PR.

**Issue Hunting**

* Discover gaps in project by being a user
* GitHub issues: filter by tags such as “help wanted”, “good first issue”.
* Messaging forums: discord, reddit, GitHub discussions