



UMEÅ UNIVERSITY

# The title of your thesis

If you have a subtitle

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## **Abstract**

An abstract is a short description (10-20 lines) of your thesis. Because on-line search databases typically contain only abstracts, it is vital to write a complete but concise description of your work to entice potential readers into obtaining a copy of the full paper.

Although an abstract is brief, it should do almost as much work as the multi-page paper that follows it. Each chapter or section is typically a single sentence, but there is always room for creativity. In particular, parts may be merged or spread among a set of sentences.

## **Acknowledgements**

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# 1 Introduction

Software is a central part of everyday life. The mobile phone in a person's pocket contains more computational power than the computers that landed the first humans on the moon. Early mobile phones, introduced in the 1970s, were designed with a single purpose: enabling mobile voice communication. At the time, most electronic devices had one well-defined task: mobile phones for calling, refrigerators for preserving food, and microwaves for reheating yesterday's leftovers. Today, it is common for such devices to offer far more functionality than originally intended. Modern smartphones are equipped with more powerful processors, increased memory capacity, and advanced operating systems. As a result, users can manage their finances, find the closest restaurant, or play games with a simple press of a finger [2].

As software systems grow increasingly complex, the development process follows the same trend, incorporating activities such as planning, testing, integration and releases. To address the challenges of complex software system, development activities are often performed more frequently. The method of continuous integration has massively increased in popularity and is an explicit recommendation of the practices of Extreme Programming [1].

## 1.1 Motivation

## 1.2 Objective

## 1.3 Contributions

## **2 Background**

### **2.1 Continuous Integration and Continuous Deployment**

### **2.2 Eiffel framework**

### **3 Method**

# 4 Evaluation



## **5 Discussion**

## 6 Conclusion

## References

- [1] Brian Fitzgerald and Klaas-Jan Stol. Continuous software engineering and beyond: Trends and challenges. 06 2014.
- [2] Feng Xia, Ching-Hsien Hsu, Xiaojing Liu, Fangwei Ding, and Wei Zhang. The power of smartphones. *Multimedia Systems*, 21(1):87–101, 2015.

## **A First Appendix**

If any.