CMSC 132: OBJECT-ORIENTED PROGRAMMING II

Software Process Models

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Overview

• Software process models
  • Waterfall
  • Iterative
• Choosing a software process model
  • Level of understanding
  • Cost of change
Software Process Models

- Software methodology
  - Codified set of practices
  - Repeatable process for producing quality software
- Software process model
  - Methodology for organizing software life cycle
- Major approaches
  - Waterfall model
  - Iterative development
  - Formal methods
Waterfall Model

• Approach
  • Perform steps in order
  • Begin new step only when previous step is complete
  • Result of each step flow into next step

Problem specification

Program design

Selection of algorithms and data structures

Coding and debugging

Testing and verification

Documentation and support

Maintenance
Waterfall Model

- Advantages
  - Simple
  - Predictable results
    - Software follows specifications
  - Reasonable for small projects
- Problems
  - In real life
    - May need to return to previous step
    - Steps may be more integrated
    - Steps may occur at same time
  - Unworkable for large projects
Iterative Software Development

- Approach
  - Iteratively add incremental improvements
  - Take advantage of what was learned from earlier versions of the system
  - Use working prototypes to refine specifications
Iterative Software Development

• Goals
  • Emphasize adaptability instead of predictability
  • Respond to changes in customer requirements

• Examples
  • Unified model
  • Agile software development
  • Extreme programming (XP)
Unified Model

• Development divided into phases (iterations)
  • Inception
  • Elaboration
  • Construction
  • Transition

• During each phase
  • Multiple iterations of software development
  • Development treated as mini-waterfalls
  • Emphasis gradually shifts from specification to testing
Unified Software Life Cycle Model
Agile Software Development

• Agile approach
  • Based on iterative development
    • Short iterations (timeboxes) lasting 1-4 weeks
  • Working software as principal measure of progress
    • Produced at end of each iteration
• Adds a more people-centric viewpoint
  • Face-to-face communication preferred
  • Co-locate programmers, testers, “customers”
• Relies on adapting to feedback rather than planning as the primary control mechanism
  • Less specification & documentation
Extreme Programming (XP)

• Prominent example of Agile methodology
  • Iterative, adaptive software development
• Describes set of day-to-day practices
  • Followed by managers & programmers
  • Intended to encourage a set of values
• Appropriate for environments with
  • Small teams
  • Rapidly-changing requirements
Extreme Programming Values

• Communication
  • Rapidly building & disseminating institutional knowledge among programming team

• Simplicity
  • Implement simplest code needed by customer without emphasis on future versions

• Feedback
  • From testing, team members, customers

• Courage
  • Willingness to rewrite / refactor software to add or change features
Extreme Programming Practices

- Pair programming
  - Pairs of programmers combine software development efforts at one computer
  - Especially useful for novice programmers
- Test-driven development
  - Tests are designed first, before writing software
- Continuous integration
  - Tests performed throughout development process
- On-site customer
  - Customer available at all times to answer questions
Formal Methods

• Mathematically-based techniques for
  • Specification, development, and verification
  • Software and hardware systems
• Intended for high-integrity systems
  • Safety
  • Security
• Levels
  • 0 – Informal implementation of formal specifications
  • 1 – Formal code development & verification
  • 2 – Theorem prover to ensure correctness
Choosing A Software Model

• Which software life cycle model is appropriate?
• For class programming projects
  • Code and test probably suffices
  • But software in real world not like class projects
• Some big questions
  • Do you understand what you are trying to build?
  • What is the cost of change?
  • How many people have to interact with the design?
  • How easy is it to get the entire thing in your head?
Do You Understand The Problem?

- In many cases, the things we want software to do are not well understood
  - Examples
    - Provide a web interface for student applications
    - Allow users to view and manipulate photographs
    - Build a better search engine
  - Hard to understand constraints / interactions
  - May have to build prototype
    - To understand how users can effectively use it
What Is The Cost Of Change?

• Possible situation
  • Most coding already complete
  • Realize need to change something
    • In the design
    • Or even the requirements
• How expensive is that?
  • If hugely expensive
  • Better get requirements & design right
    • Before completing too much code
Has The Cost Of Change Changed?

• Some people believe
  • Recent software development techniques have substantially reduced cost of change

• Possible reasons
  • Safer programming languages
    • E.g., not C/C++/assembly language
  • Object-oriented design & programming
  • Test-driven development
Sometimes, Change Is Still Expensive

- Expensive to change software that
  - Is key nexus in a large system
    - Affects many lines of code
  - Interacts with co-designed hardware
    - May need to change hardware design
  - Interacts with software being developed externally
    - Can’t easily change API once published
How Many People Interact With Its Design?

- People interacting with software design
  - Part of the cost of change
    - Need to alert / consult people on design change
  - Design changes that interact with a lot of people
    - Expensive and need to be minimized
    - Try to get design choices right early and documented
How Easy Is Software To Understand?

• When building and developing software, you need to understand it (at least, parts of it)
  • For 100 lines of code, just read the code
  • Doesn’t work for 100,000 lines of code
• Need to have ways of documenting the requirements & design at a higher level