

Iterative Development

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What Is Iterative Development?



- Perform full, fast and complete development cycles (spec, code, build, integrate, test and back again)
- In line with modern risk management techniques
- Enables you to cope with changing requirements
- As opposed to monolithic approaches (cascade model)

Lecture overview

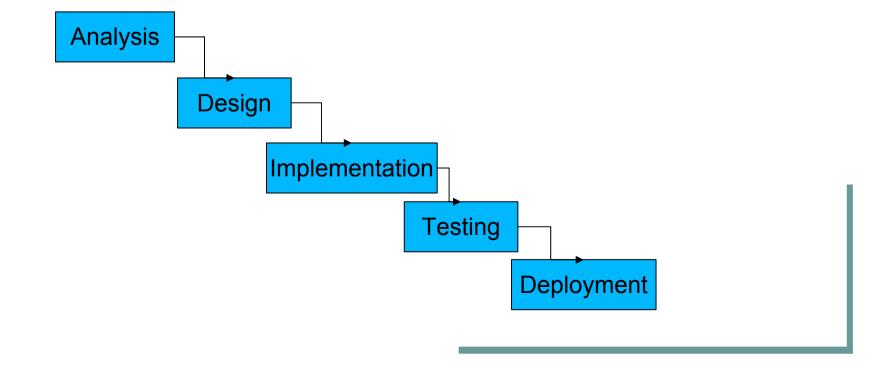


- Defining iterative development, its uses, its benefits
- How to implement it for your projects, with focus on :
 - Configuration Management (or Change Management) Tools - (S. Lopienski)
 - Integrated Builds (B. Copy)





- Already identified the need for a process (spec, code, build, integrate, test and back again)
- Suitable for small projects





Why Iterative Development Was Introduced

- Cascade development too cumbersome
- It addresses greater risks first
- It is "fail fast" too many IT projects fail at the very end (when all the money is spent)
- Full development cycles let your team members (Dev, QA, System) work in parallel

Where Is It Used



Microsoft

- Windows NT was the first large software product built and integrated on a daily basis
- Yielded a stable product (NT 4) and largest hardware support (16.5 millions LoC)

. Oracle

- Agile style of development is used for making developer tools (such as JDeveloper)
- Daily builds with full QA cycles
- Other metrics to monitor health of the project (outstanding bug count, failed tests...)





Open source projects

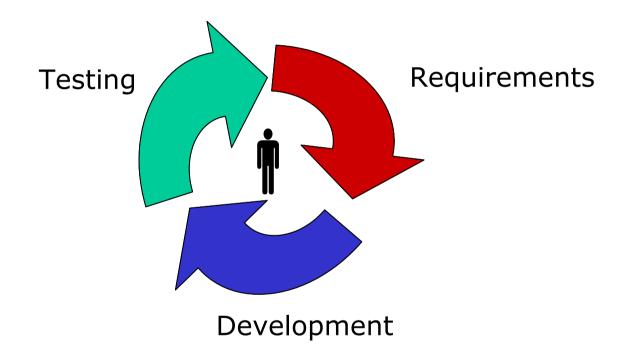
- More and more large projects rely on continuous builds (Spring framework, Apache, JBoss)
- Teams are geographically spread, SCM server is their main collaboration tool

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- In order to cope with change
- Resources are limited for "background" tasks
 - QA
 - Documentation
 - Release scheduling and planning



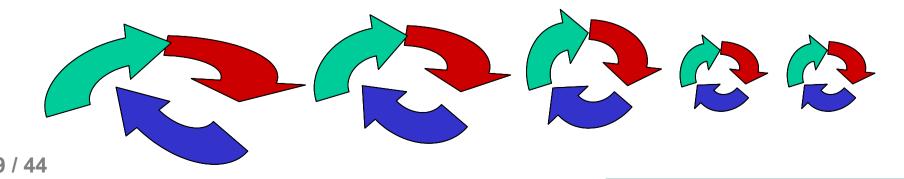




Progression



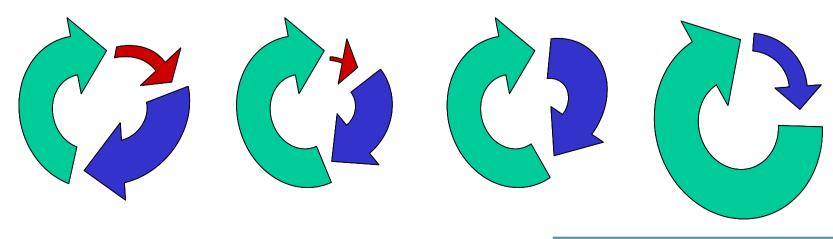
- Initial cycle are longer (a couple of weeks)
- No prototype is usually delivered before the second iteration
- Cycles get shorter and shorter as the project progresses
- When necessary features are provided focus on quality



Progression (2)



- Product Management gets more and more quiet
- Development pressure increases
- Quality takes more and more importance
- Eventually, Quality dictates Development, which must deliver punctual improvements and in the end just bug fixes







Gotta love the theory... but who will apply it and how?

Focus on:

- Change Control
- . Iterative Builds

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Best practices policy

- To work as a team, you need to define your best practices (in order of importance):
 - SCM practices (branching, tagging, commits)
 - Testing practices
 - Dependency management (ensure convergence)
 - Coding standards and review processes etc...
- Communicate and agree on those, best practices are not a one man's job
- Tip: If you do not have policies, steal them from someone (they won't mind)



Configuration Management

a.k.a. Change Management a.k.a. "The fall guy"

- Monitoring change in iterative development is paramount
- Being able to produce a deliverable from "the good old days when everything worked fine"
- Focus on CVS : Popular Software Configuration Management (SCM) tool





- Starting point: CSC 2004 CVS usage lecture
- Here are some advanced features helpful for teamwork :
 - Tagging
 - Branching
 - Merging
 - Watching





- Giving a common name to chosen revisions of chosen files
- Useful to mark a release made at a given moment ("current revisions of all files"), to mark a project as it is at the given time
- You can later refer to that tag (name) while checking out, branching and merging etc.

cvs tag Tag_Name
tags current revisions of files

Branching



- Branch: separate thread of revisions, that can be edited without affecting other branches
- Useful for maintaining latest stable release without touching current development (unstable) version
- If several developers have to modify one file, each should work on his branch

```
cvs tag -b Branch_Name
  (creates a new branch)
cvs update -r Branch_Name
  (updates local working copy)
```

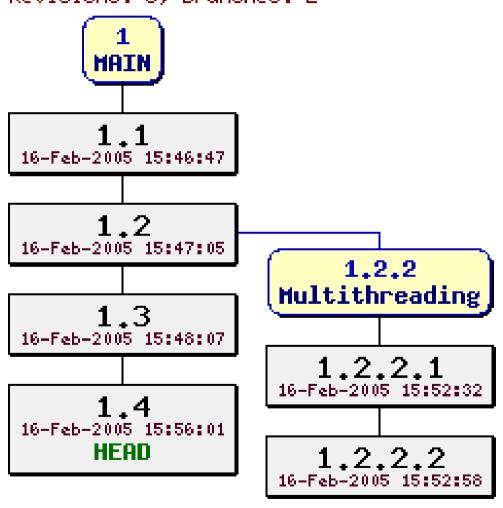
Sample branch number 1.5.2.1

= first revision 2.1 of a branch made from revision 1.5



Branching: revision tree

/afs/cern.ch/project/cvs/reps/cvstest/Test.c Revisions: 6, Branches: 2



Branching cost



- Branching is a powerful feature
- Like all powerful features it comes at a cost :
 - Branching means maintaining multiple versions of your product
 - You may have to fix bugs only in a given branch
 - You may have to fix bugs in all branches (can be difficult or impossible in some cases)
 - A branch should be as short lived as possible

Merging



- It is closing a branch by putting its modifications into the mainstream "trunk"
- Or merging modified local copy of a file with modified revision in CVS
- CVS tries to merge modifications automatically
- if it fails because of a conflict (same line was modified in a branch and in a "trunk"), then developer has to merge it manually

cvs update -j Branch_Name "joins" changes of the other branch





 When a developer sets a watch on a file, he asks CVS to notify him if anyone else starts to work on that file

```
cvs watch add File_Name
  asking CVS to watch this file for me

cvs edit File_Name
  informing CVS that I start working on this file

cvs unedit File_Name
  I'm not working on this file anymore

cvs watchers File_Name
  who is watching this file?
```

CVS Tools



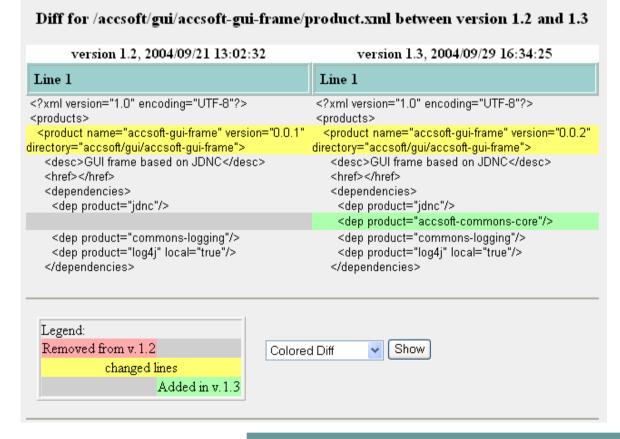
- Beyond the command line
 - GUI CVS clients
 - Web CVS client
- Let you :
 - Visualise and edit differences between versions
 - Request revision trees
 - Perform advanced operations easily (Special updates by date, tag, branch)



CVS Tools samples



Show files using tag: - Non-branch tags - >





Once upon a time...

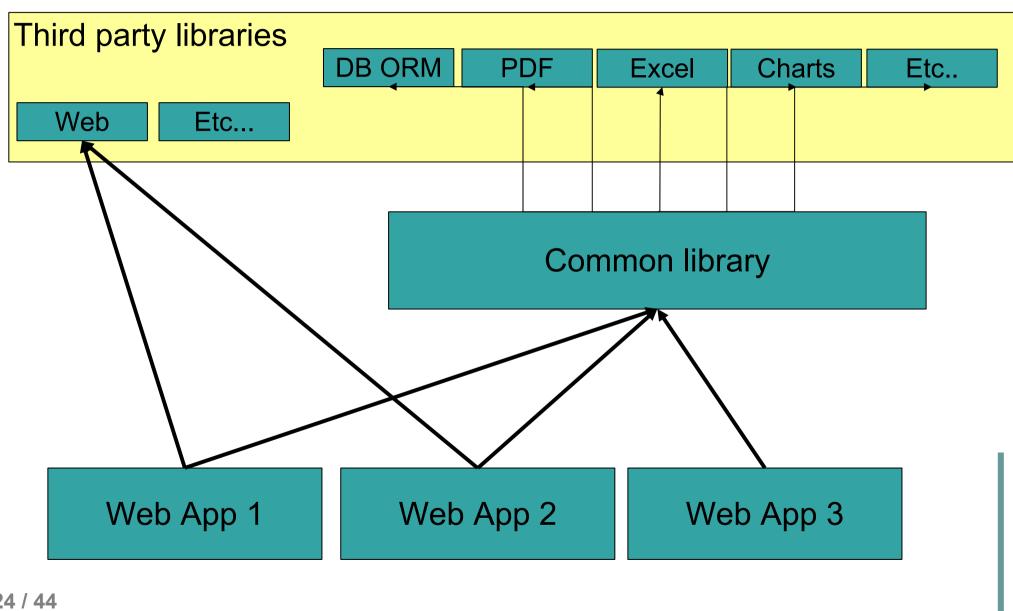
or "The three developers and the big bad build"

- A team of developers sitting on a java web application :
 - A big common library (for foundation classes)
 - A big application made of :
 - A set of disconnected CVS modules and deployed separately (for reusability)
 - Web UI made of JSP pages
 - Many third party dependencies = Feature rich
 - Manual testing procedure
 - Manual configuration and deployment



Once upon a time...

Dependencies





Once upon a time... Build troubles

- Building from scratch was difficult
 - Dependencies version number was not known (difficult upgrades), lived in one place only
 - Near the end : the common library needed to be compiled by bootstrapping (A→B→A)
- Configuring for deployment required a global understanding of the product (config files in multiple places)
- Deploying needed a manual procedure
- The end result was tested visually



Once upon a time...

The integrated build

- Integrated build helped to :
 - Break up the common library in small components with few dependencies
 - Ensure the end-product could be built from scratch by anybody
 - Make it easy to write tests and run them continuously
 - Collect metrics on development activity
- Integrated build did not :
 - Write tests automatically
 - Fully automate the deployment



Why so extensive? "Your build"

- Your build must be :
 - Reproducible
 - Easy to trigger (one command line)
 - Automatable
- Your build must cover all aspects of your development procedure
- Your build must run as early and as often as possible (you only care when it's broken)



Integrated Build Tool (1)

What does it do?

- Code Generation
 - Metadata, Remote stubs, ORM mapping files
- SCM integration
 - CVS, Subversion, SourceSafe etc...
- Code compilation (from various sources to various targets)
 - Functional and regression testing
 - Packaging (ZIP/RPM, JAR/WAR/EAR files)

• ...



Integrated Build Tool (2)

What does it do?

- Testing
 - Functional, Regression, Integration...
- Packaging and deployment
 - ZIP, RPM, JAR/WAR/EAR etc...
- Documentation generation
 - Javadoc, XDOC, UML, etc...
- Reporting
 - CVS activity statistics, unit testing coverage, code quality metrics
- And more...

Which build tools?



- Apache Ant
 - All purpose tool, low level
- Apache Maven
 - High level, somewhat Java centric
- Cruise Control
 - For build automation
- But there are many more out there...

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Apache Ant



- Aimed at replacing MAKE
- Low level tasks (move, zip, javac etc..)
- Project organisation is up to you
- Making new tasks is easy...
- ...Sharing them is not easy
- Will not manage your project (needs strong processes or a generation tool)
- Good foundation for platform independent build processes and scripting



Ant build sample

```
oject name="jpetstore" default="dist" basedir=".">
    <target name="init">
      <path id="project.classpath">
          <fileset dir="${global.build.dir}/comp">
              <include name="log4j/lib/log4j.jar"/>
              <include name="junit/lib/junit.jar"/>
          </fileset>
      </path>
      <available file="${dir.src}/java"
  property="sources.exist"/>
  </target>
  <target name="compile" depends="init" if="sources.exist">
    <mkdir dir="${dir.build}/classes"/>
    <javac debug="${debug}" destdir="${dir.build}/classes"</pre>
  srcdir="${dir.src}/model">
       <classpath refid="project.classpath"/>
    </javac>
  </target>
</project>
```



Apache Maven



- A layer on top of Ant
- Includes a project model (=metadata)
- Requires a reorganisation of your dependencies
- Uses Ant tasks, scripting and plug ins
- Covers all steps of your build (from code generation to deployment)
- Really aimed at Java (but offers .Net plug ins for compilation and code generation etc...)





- Requires you to describe :
 - Your source files and resources
 - Your dependencies (JAR, WAR, ZIP etc...)
 - Your SCM connection (CVS, Starteam, Subversion...)
- Gives the exact recipe for a reproducible build
- Lets you define custom build steps that decorate existing steps (e.g. "Before compilation -> trigger this generation utility")

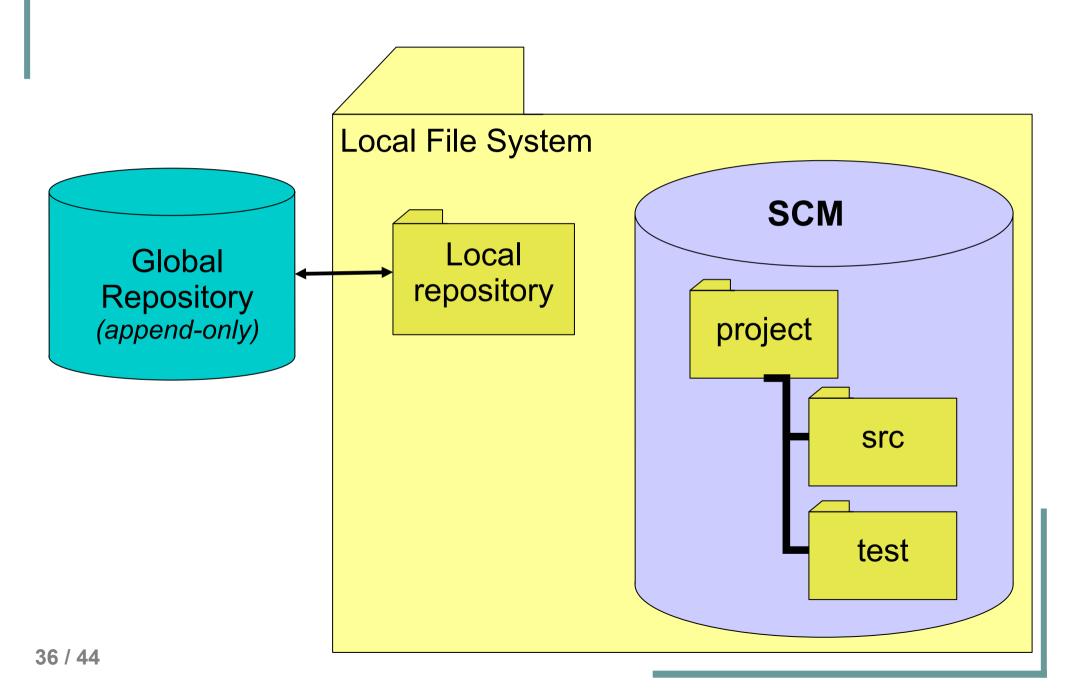
Maven features



- In return, your project can now be:
 - Generated
 - Compiled
 - Tested
 - Packaged
 - Deployed
- all this with a single command line
- Maven will also generate reports (CVS stats, code quality, javadoc, xdoc, testing coverage)



Maven project layout





Maven project file sample

```
ct>
 <name>Pet Clinic</name>
 <groupId>cern.ppt</groupId>
 <id>petclinic</id>
 <currentVersion>0.1</currentVersion>
 <package>org.springframework.samples.petclinic</package>
 <dependencies>
   <dependency>
     <groupId>hibernate
     <artifactId>hibernate</artifactId>
     <version>2.1.7
     cproperties>
       <war.bundle>true</war.bundle>
     </properties>
   </dependency>
 <build>
   <sourceDirectory>src</sourceDirectory>
   <unitTestSourceDirectory>test</unitTestSourceDirectory>
 </build>
</project>
```



Maven output samples

Dashboard report

Column legends

Project	JCoverage %lines	JCoverage LOC	JUnit Errors	JUnit Failures	JUnit Pass Rate
Model	4%	5900	26	51	39%
UI	22%	2108	0	11	60%

Coverage report

	Files	%line	%branch			
Project	18	48%	56%			
Packages						
cem.ppt.download	4	67%	69%			
cem.ppt.download.dp	3	74%	90%			
cem.ppt.download.dp.bc4j	3	0%	0%			
cern.ppt.download.dp.beans	1	0%	0%			
cern.ppt.download.dp.xml	1	95%	97%			
cern.ppt.download.render	3	0.407	0000			
cern.ppt.download.render.excel	1	cern/ppt/download/dp/beans/BeanDataProvider.java				
cem.ppt.download.util	2	cern/ppc/download/dp/beans/beanbacarrovider.java				

Violation	Line
Avoid unused imports such as 'Vector'	46
Avoid unused private fields such as 'm_bKey'	100
Avoid unused local variables such as 'dynaProp'	213

Continuous builds



- Continuous builds are like watchdogs
- Take the pain out of building code
- Send daily status messages
- Keep log archives, to help you monitor your progress
- Inform whoever last contributed that there's a problem

Cruise Control



- Continuous build tool
- Very simple to install and run
- Works with many building tools (Ant, Maven, NAnt)
- Publishes results via :
 - Email
 - Scp
 - Instant Messaging
 - X10 (Heating control, lava lamp, alarm etc...)





BUILD FAILED

Ant Error Message: E:\Projects\cvs\cruisecontrol\main\sample project\build.xml:75: Compile failed,

messages should have been provided.

Date of build: 20020507023938

Time to build: 6 seconds

Last changed: 05/07/2002 04:25:33

Last log entry:

Errors/Warnings: (7)

 $E: \label{lower} \parbox{$E:$Projects\cvs\cruisecontrol\color=project\src\cite{lava}$ allowed by the lower of the lowe$

À roje

E:\Projects\cvs\cruisecontrol\main\sample_project\src\java\hello\Hello\Vorld.java:7: \frac{1}{1} expected

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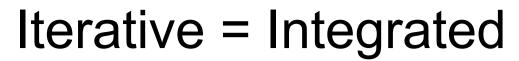
2 errors

Unit Tests: (1)

All Tests Passed

Modifications since last build: (1)

change User E:\Projects\cvs\cruisecontrol\main\sample_project\src\java\hello\Hello\Vorld.java/Hello\Vorld.java





- For iterative development you need
 - The right tools
 - The right practices
 - The right project model
- Do not focus on a tool, but on what you really need
- Iterative Development is contagious once you start somewhere, the rest of your projects have to follow



And to follow up...

- . Q&A
- Semi-interactive demo on build integration
- Panel discussion



Bibliography Recommended links

- Pragmatic Project Automation by M. Clark (Pragmatic Bookshelf, July 2004)
- The resource on agile / iterative development <u>http://www.agilealliance.org/articles/index</u>
- Testing practices blog <u>http://www.developertesting.com/</u>
- Maven User Reference
 http://maven.apache.org/reference/user-guide.html