

# NOTICE!

- These materials are prepared only for the students enrolled in the course Distributed Software Development (DSD) at the Department of Computer Science and Engineering, University of Mälardalen, Västerås, Sweden and at the Faculty of Electrical Engineering and Computing, University of Zagreb, Croatia (year 2010/2011).
- For all other purposes, authors' written permission is needed!
- The purpose of these materials is to help students in better understanding of lectures in DSD and not their replacement!

# Distributed Software Development





# Beta Prototype

Software Patterns Team

# Overview

- **Project schedule**
  - General state of the project
  - Improvement since Alpha prototype
- **Process**
- **Experiences in project work**
  - Problems
  - Experiences
  - Work distribution
- **Beta Demo**

# Project Schedule



- **General state**

- Worked according to the plan
- Revisioned documents
- Editor page for manipulation of catalog content
- Views for browsing catalog content and view for searching patterns
- Editor for Create, Edit and Delete of Pattern, Pattern Category variant, keyword and relation

General Project Status	Fulfillment of Next Milestone
On track	On track

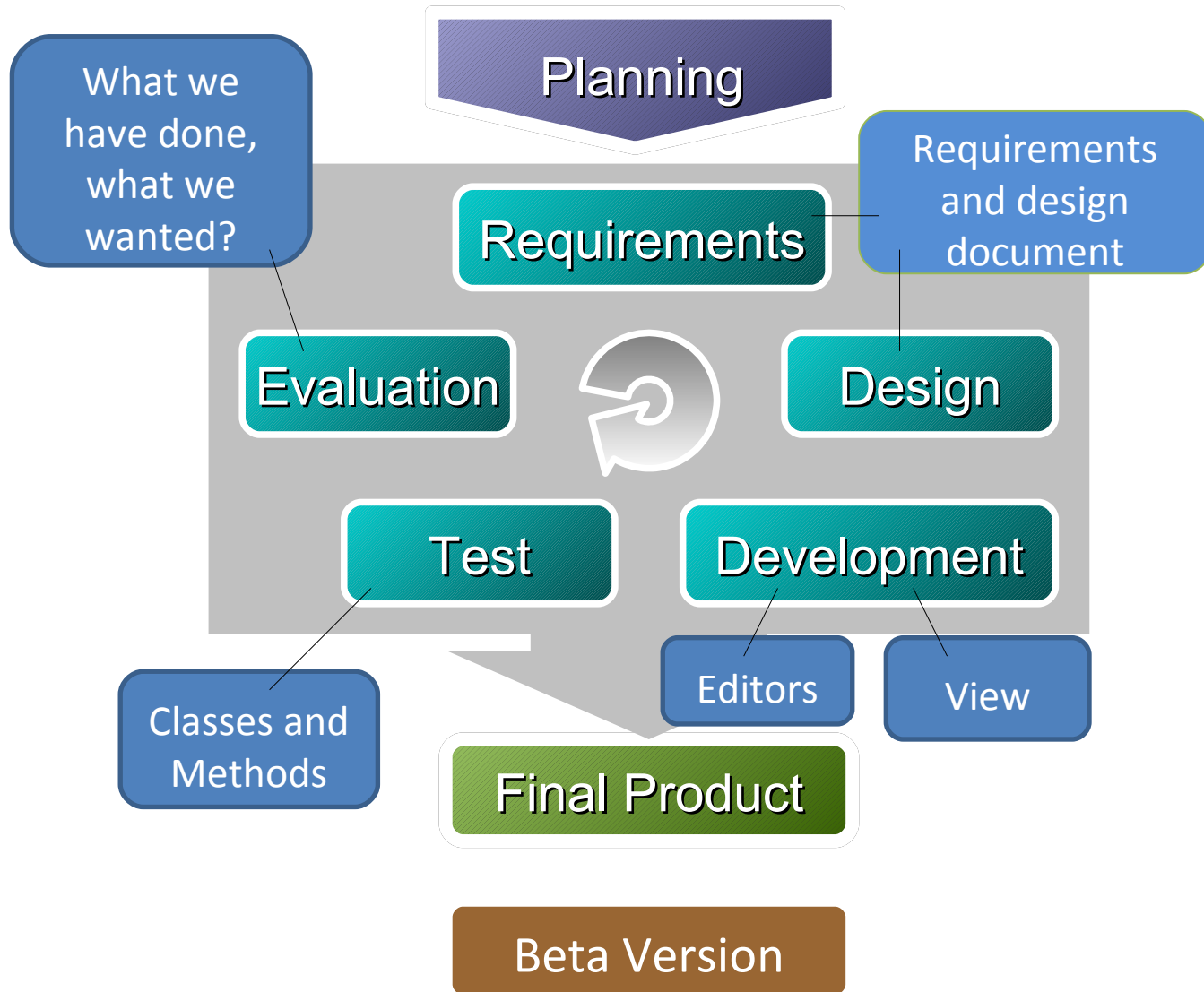
# Project Schedule

- Improvement since Alpha prototype
  - Eclipse views
    - Pattern Catalog – Load pattern catalog from catalog file (\*.ctlg)
    - Patterns description – show description of pattern
    - Pattern search
      - Search by options
      - Show selected pattern description in description view

# Project Schedule

- Improvement since Alpha prototype
  - Eclipse editor
    - Implemented an editor with one page
    - Features (some are not fully supported):
      - Add/edit/delete pattern
      - Add/edit/delete pattern variant
      - Add/edit/delete category
      - Assign pattern to category
      - Add relation to pattern
      - Add keyword to pattern
      - Save catalog

# Development Process





# Process-Rational Unified Process

- Develop iteratively
- Manage requirements.
- Employ a component-based architecture
- Model software visually
- Continually verify quality
- Control changes

# Problems

- **Technical problems**
  - How to handle different views at a time
  - Synchronization of catalog content in the editor page with the catalog content in data access layer
  - Implemented code needs testing
- **Risk**
  - Little time frame
  - Meet the deadline

# Experience

- **Motivation**

- Successfully completed tasks improve motivation
- Motivation to do more and better next time

- **Work habits**

- More comfortable with the implementation
- Getting used to the working system
  - SVN, Eclipse plugins, collaboration, concurrent work, ... etc.

- **Helpful team members**

- Sharing knowledge and useful informations



# Work Distribution

- Swedish team
  - GUI design
  - View implementation
  - Controller implementation for views
- Croatian team
  - Editor implementation
  - Controller implementation for editors
  - Implementation of dialogs for manipulation of content
- Both Croatian and Swedish team worked on documentation revision
- No work conflicts



# Communication-Collaboration

- Three weekly meetings after alpha prototype with Croatia, Sweden and Germany
- Two meetings between Croatia and Sweden
- Individual meetings among team members when needed
- Communication - e-mails, Skype, Wiki, IRC channel, Adobe connect, ... etc.
- Redmine project management tool to manage activity.

# Beta Demo



# Future development

- Implement:
  - Compare view and compare page in editor
  - Relations view and relations page in editor
  - Search page in editor
  - EMF commands for undo and redo functionality
  - Test system
  - Add validation
  - Object based menus
  - Improve GUI appearance

# Q&A

