

Instructions

Today's topics

- Software Development Life Cycle (SDLC)
- Requirements analysis
- AI assisted development
- Student Project - Analysis of brief - exercise
- Common development models
- Risk assessment
- UML
- Use Case Diagrams
- Student Project Use case model
- Activity diagram
- Student Project Activity diagram



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Design and Development

Paradigms and common models



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Utilising The formal process of
Development
Turns our software process form a
unformed chaos with low chance of
success into a well ordered shareable
software solution.



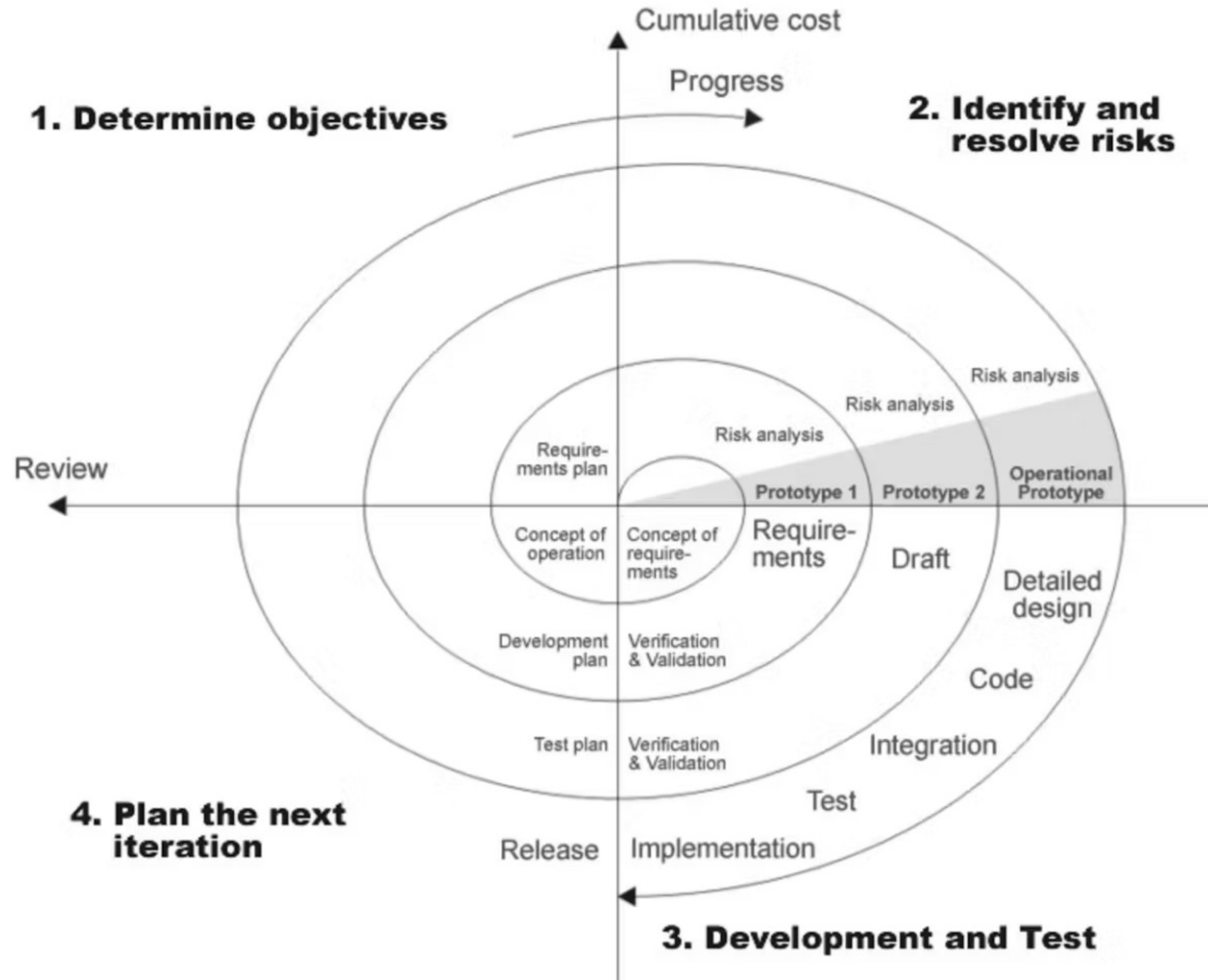


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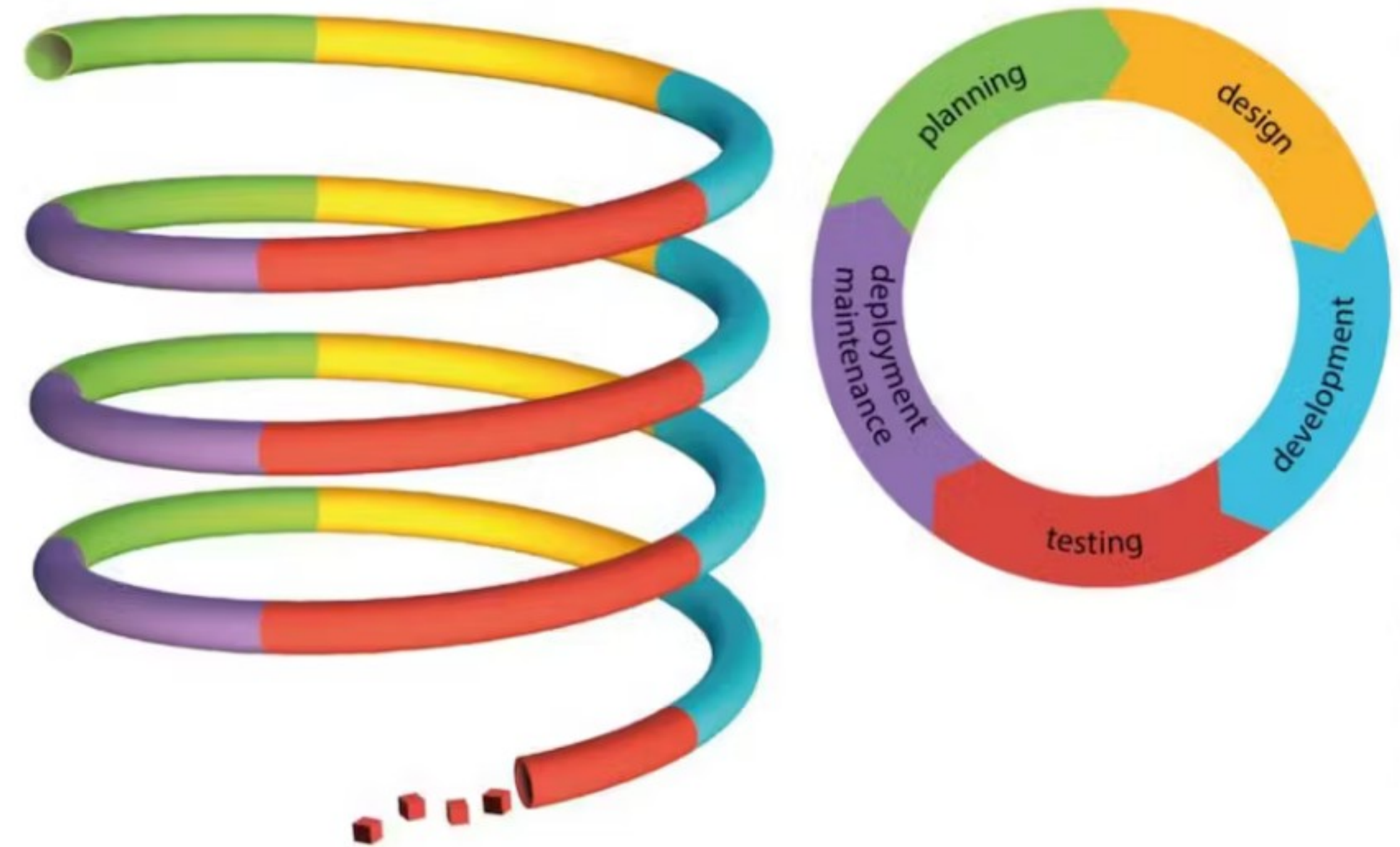
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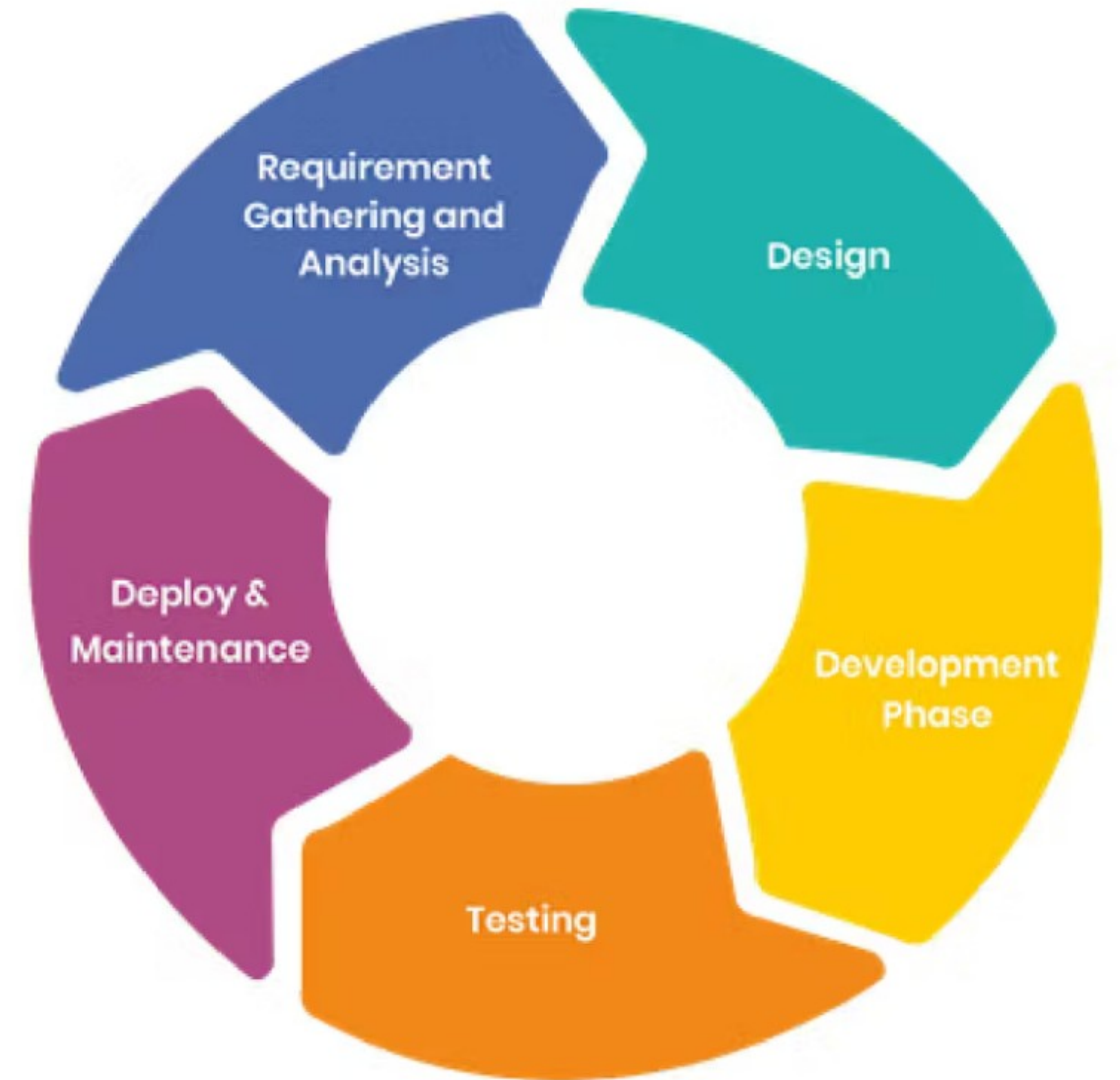


SDLC

Iterations build software over time until the cost of the next phase exceeds the cost we are willing to pay.

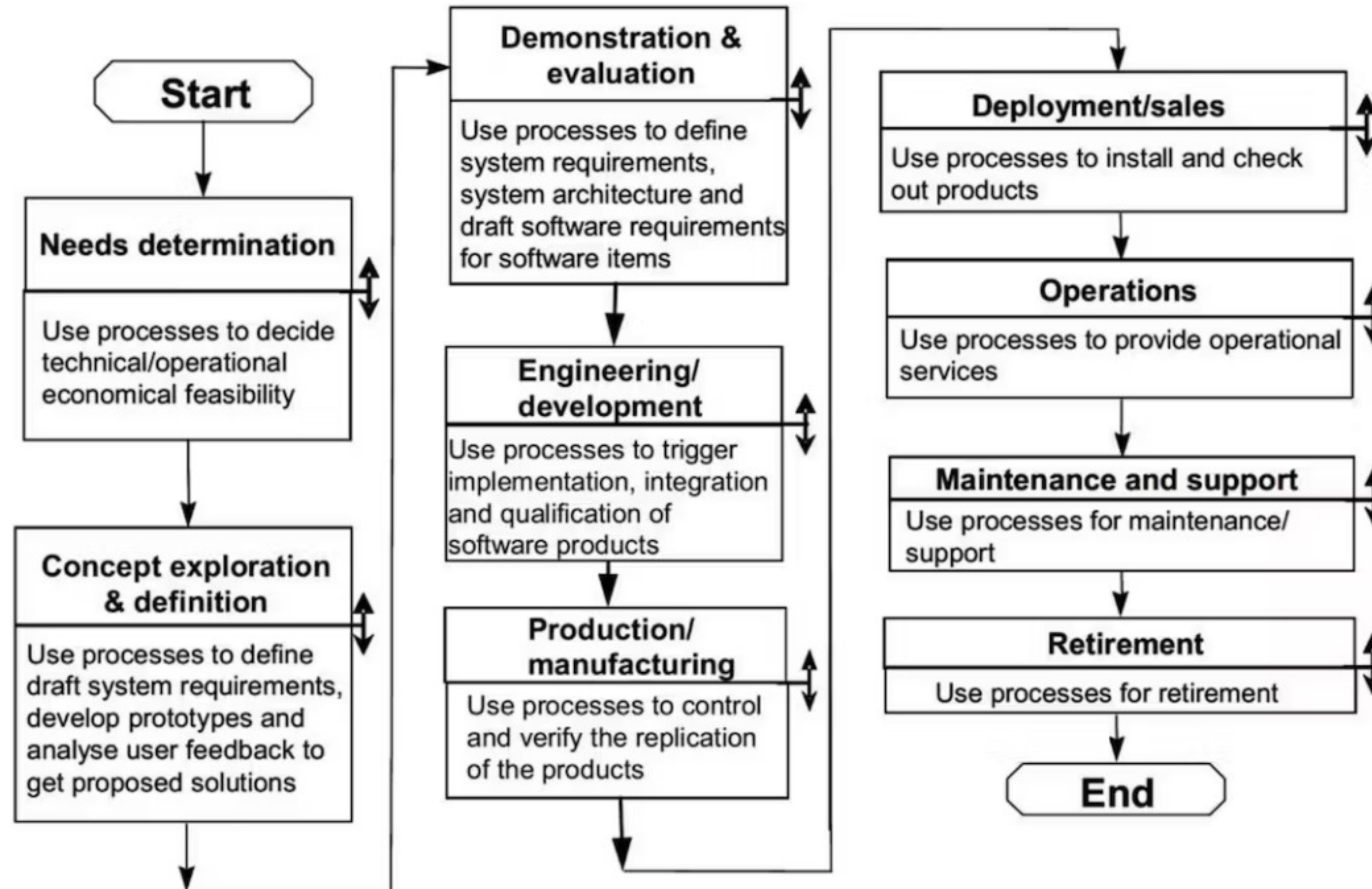


AI assisted development



What is AI assisted Development

- Using Genreative AI like CHATGPT or GitHUB copilot throughtout your development process
- NOT the computer has the answers
- Faster development through generating parts of your design or code using generative AI



Requirements analysis

- Mark all verb -> Actions for your system
- Subjects -> Properties of your system
- Objects -> Targets of your system
- Find Non functional requirments
- Find technical Requirments(sub set of previous)
- Find non expressed (derived requirements)

TOOLS for AI assisted development

- ChatGPT <https://chat.openai.com/>
- GitHub co-pilot <https://github.com/features/copilot>
- CodiumAI <https://www.codium.ai/>
- <https://www.codium.ai/blog/10-best-ai-coding-assistant-tools-in-2023/>

What are common needs for scientific software

Waiting for responses ...

Student Project

To start of the Student project you are going to be the Requirement Analysis team Your Job is to take the Project brief and analyse it for Requirments. You can use or not use AI-Assistance or both in order to find atleast 10 requirments for your software.

https://github.com/programming-formalisms/programming_formalisms_project_autumn_2023

Student Project Brief

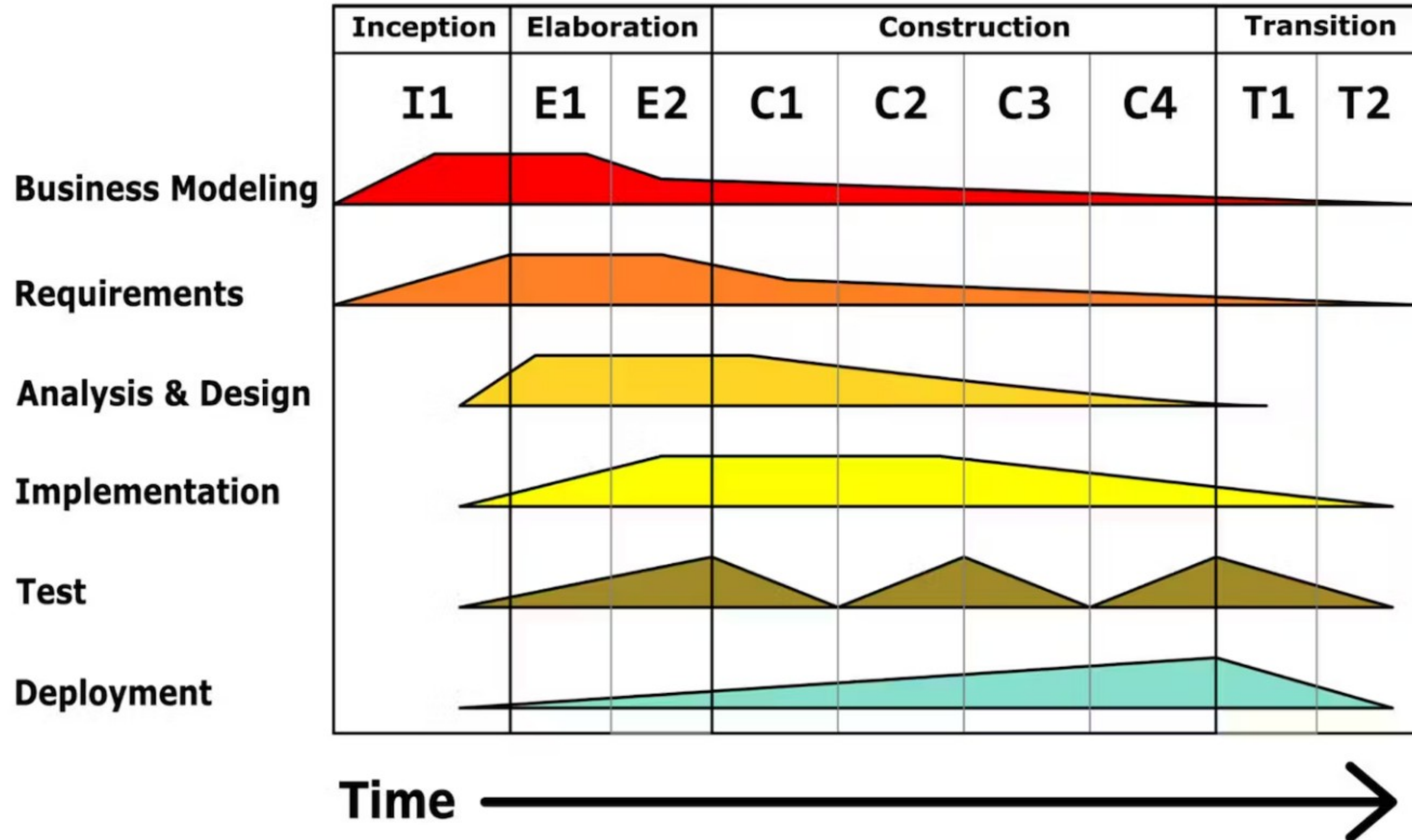
To simulate bacterial movement in 2D space.

One way to model bacterial movement is the run and tumble model, where 'run' is going straight in a direction, and 'tumble' is picking a random direction. The 'run' lasts longer when a bacterium finds more and more nutrients (e.g. dissolved sugars), and lasts shorter when finding less and less nutrients.

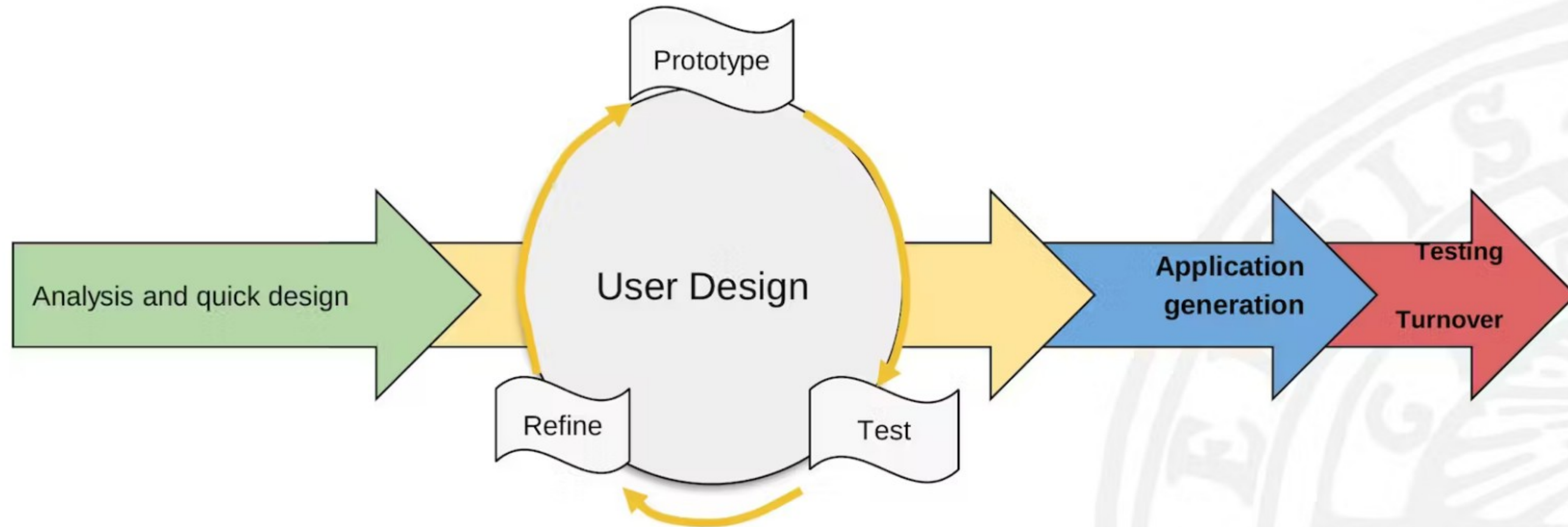


Iterative Development

Business value is delivered incrementally in time-boxed crossdisciplinary iterations.



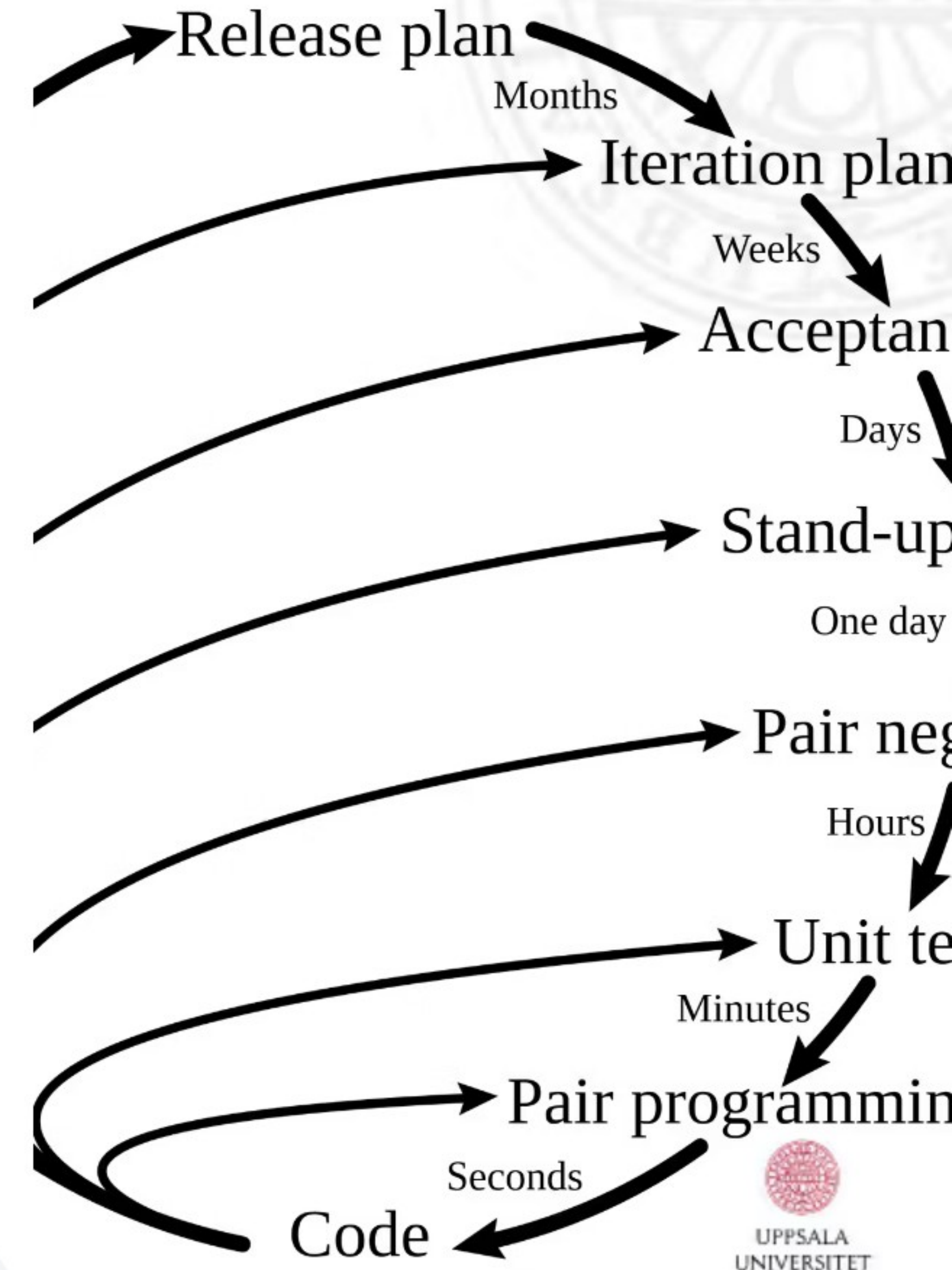
Rapid Application Development process

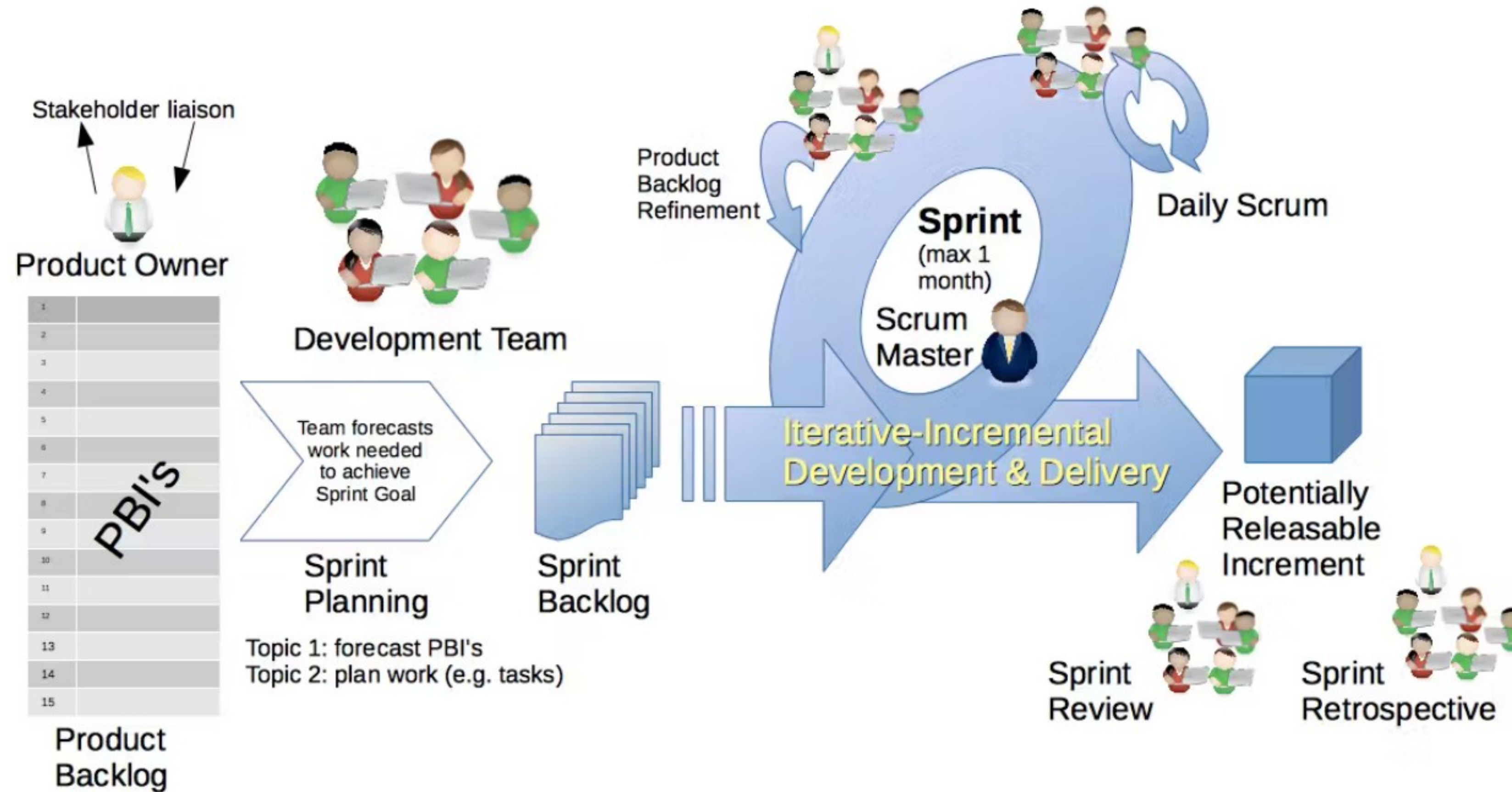


eXtreme Programming(XP)

- Key Practice #1 – Pair Programming
- Key Practice #2 – Planning Game, precursor to what many of us know as “Sprint Planning”
- Key Practice #3 – Continuous Process
- Key Practice #4 – Coding Standards
- Key Practice #5 – Sustainable Pace
- Key Practice #6 – Test Driven Development (TDD)

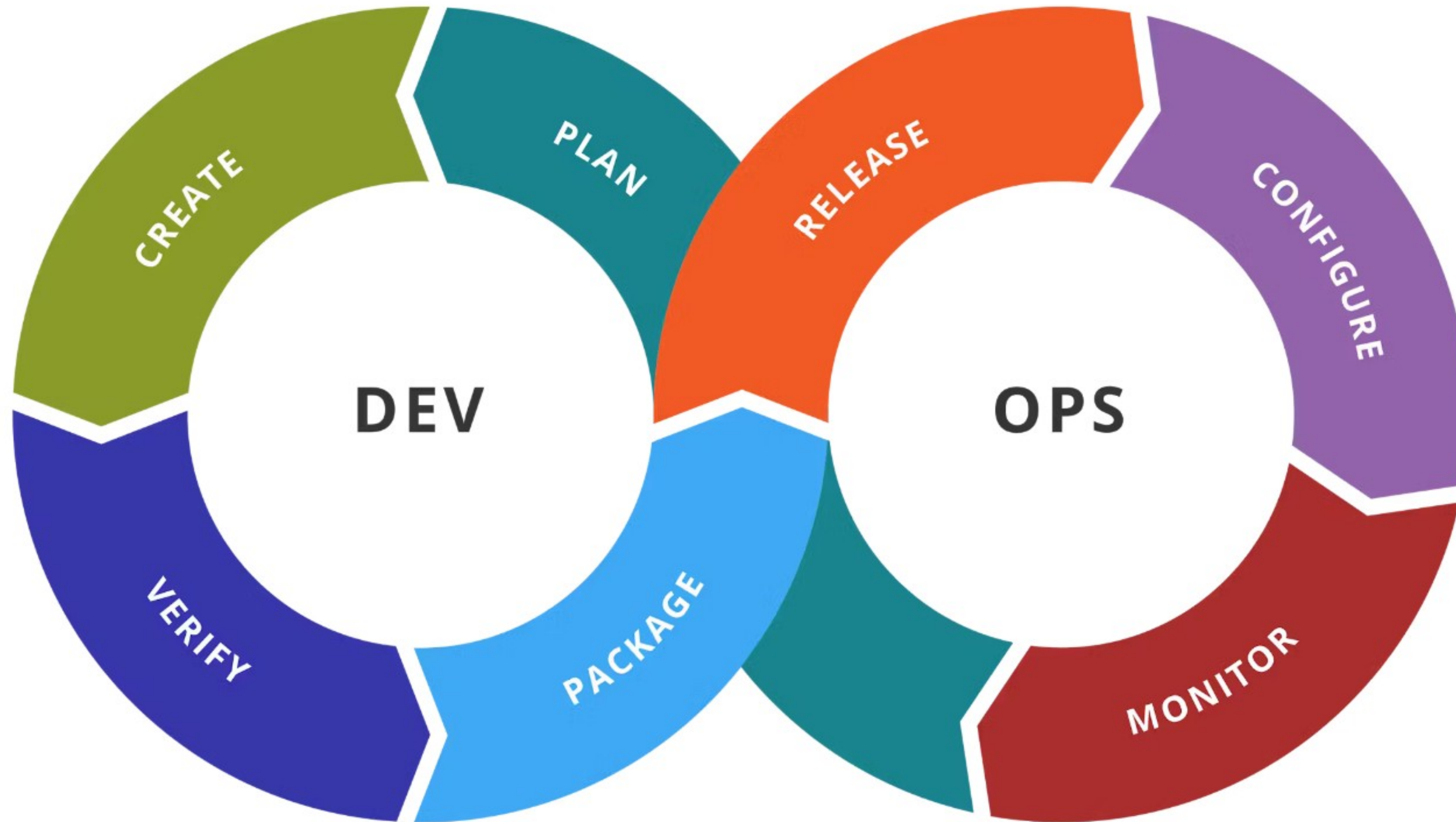
Planning/feedback loops





The Scrum process,

https://upload.wikimedia.org/wikipedia/commons/d/df/Scrum_Framework.png



DevOps combines development and operations

Principles behind the Agile Manifesto

Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.

Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.

Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

Business people and developers must work together daily throughout the project.

Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.



We are uncovering better ways of developing
software by doing it and helping others do it.
Through this work we have come to value:

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

That is, while there is value in the items on
the right, we value the items on the left more.

Kent Beck , James Grenning , Robert C. Martin
Mike Beedle, Jim Highsmith, Steve Mellor
Arie van Bennekum, Andrew Hunt, Ken Schwaber
Alistair Cockburn, Ron Jeffries , Jeff Sutherland
Ward Cunningham , Jon Kern, Dave Thomas
Martin Fowler, Brian Marick





Risk analysis

Likelihood of residual risk

Likelihood of residual risk	Almost Certain 5					
	Probable 4					
	Possible 3					
	Unlikely 2					
	Rare 1					
		Insignificant 1	Minor 2	Moderate 3	Major 4	Catastrophic 5
		Consequence				
5	Supplementary Issue	10 Issue	15 Unacceptable	20 Unacceptable	25 Unacceptable	
3	Acceptable	8 Supplementary Issue	12 Issue	16 Unacceptable	20 Unacceptable	
3	Acceptable	6 Supplementary Issue	9 Issue	12 Issue	15 Unacceptable	
2	Acceptable	4 Acceptable	6 Supplementary Issue	8 Supplementary Issue	10 Issue	
1	Acceptable	2 Acceptable	3 Acceptable	4 Acceptable	5 Issue	



Identify Risks

1. Risk analysis scenarios

The risk **team** “brain storm” using mind maps, miro boards or whiteboard (post-it notes) potential application risks

1. Risk Checklist

The risk **team** uses preprepared check lists of common risks and the team selects the risks that are applicable to their system

Risks of Risk methods

1. Risk analysis scenarios

Highly dependent on team experience and knowledge in order to identify pertinent scenarios

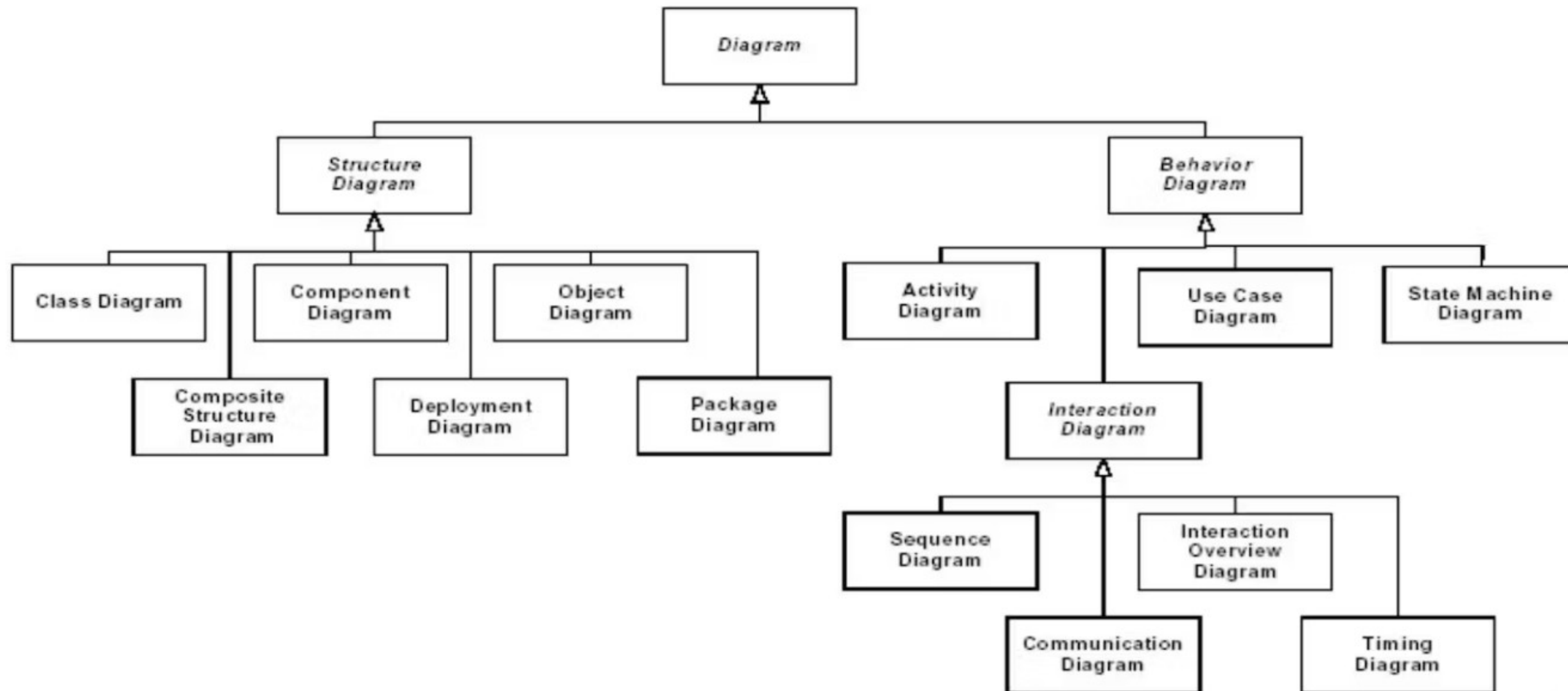
1. Risk Checklists

Dependant of access to good curated lists, may result in missing risks if too stringent

Typical Risk when developing Scientific software

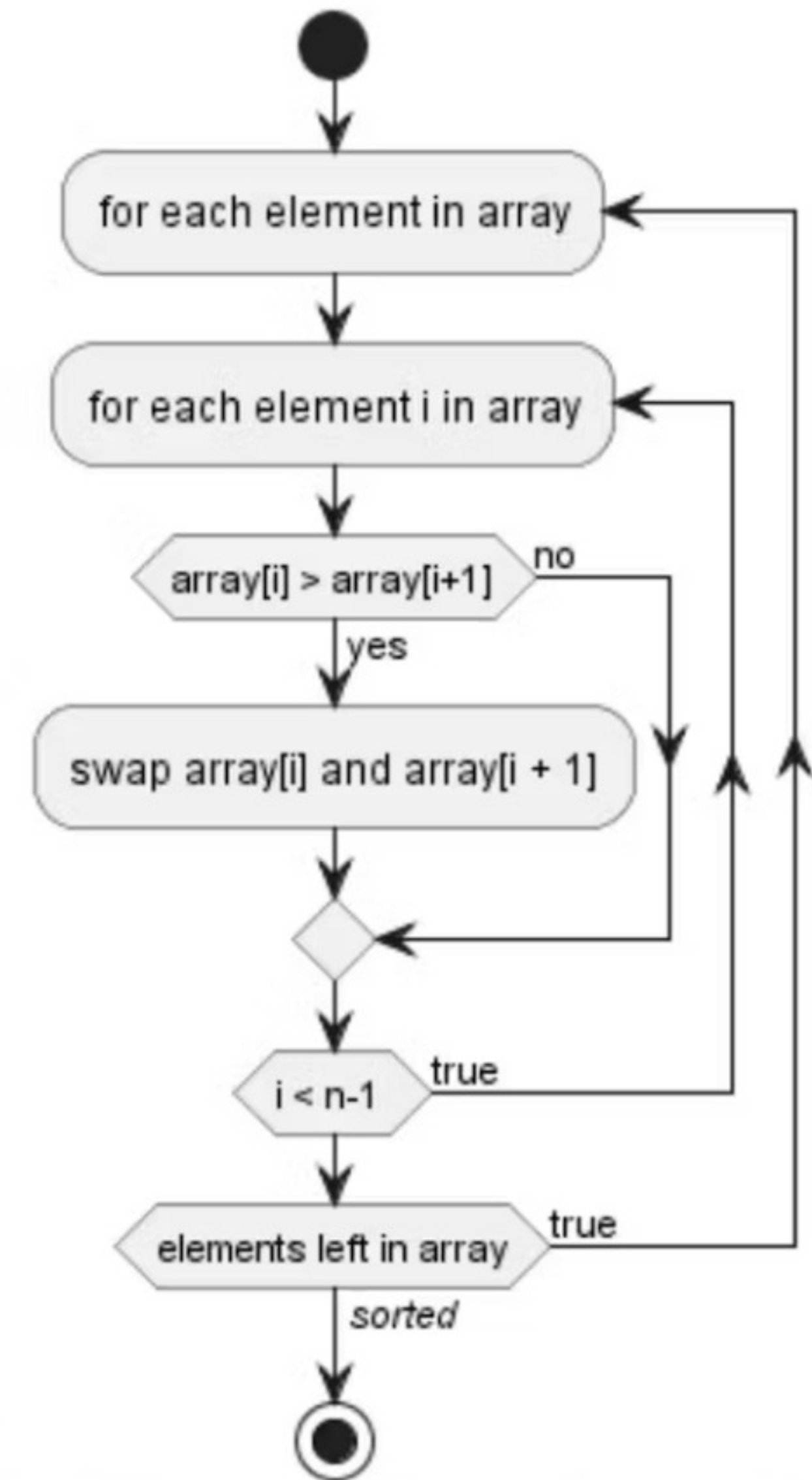
Waiting for responses ...

Schema of UML diagram types





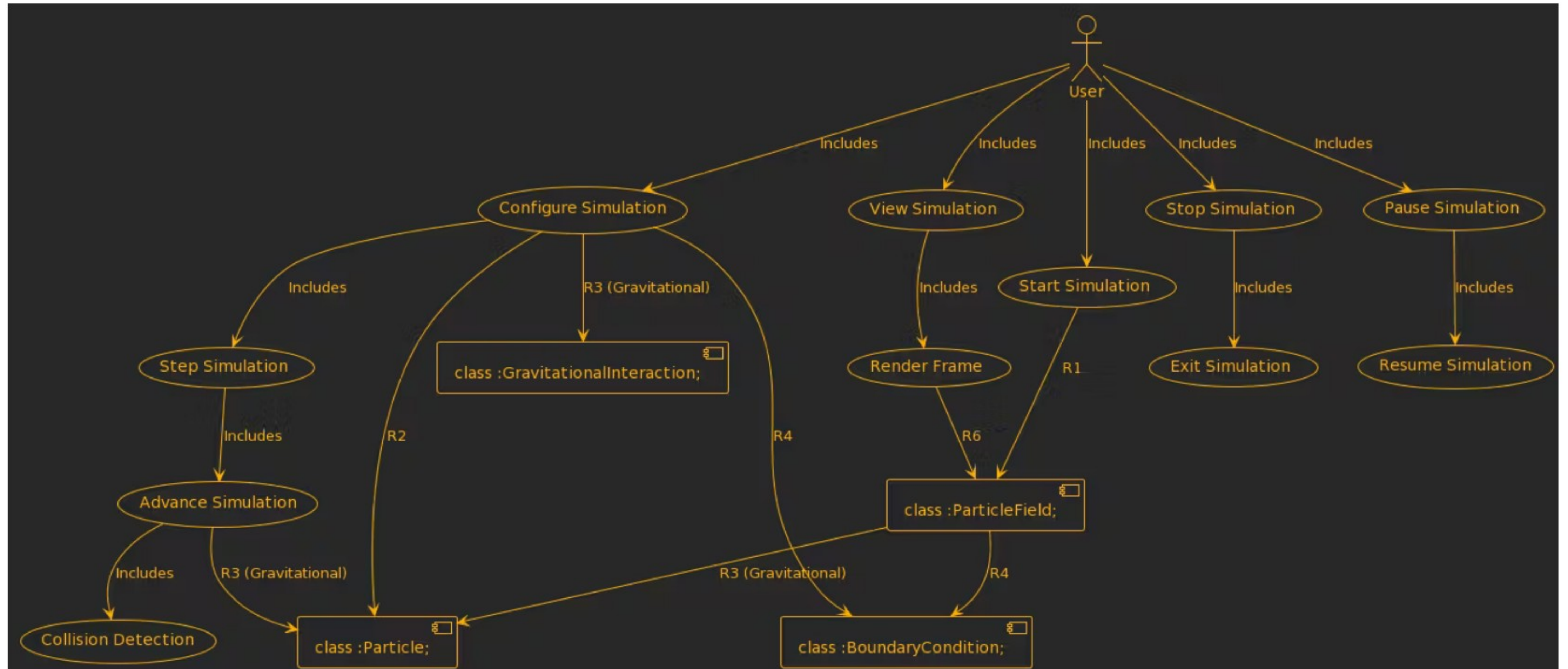
```
``plantuml
@startuml
!pragma useVerticalIf on
start
  repeat:for each element in array;
    repeat:for each element i in array;
      if (array[i] > array[i+1]) then (yes)
        :swap array[i] and array[i + 1];
      else (no)
      endif
    repeat while (i < n-1 ) is (true)
  repeat while (elements left in array) is (true) not
  (//sorted//)
stop
@enduml
``
```



reference sheets

<https://modeling-languages.com/best-uml-cheatsheets-and-reference-guides/>





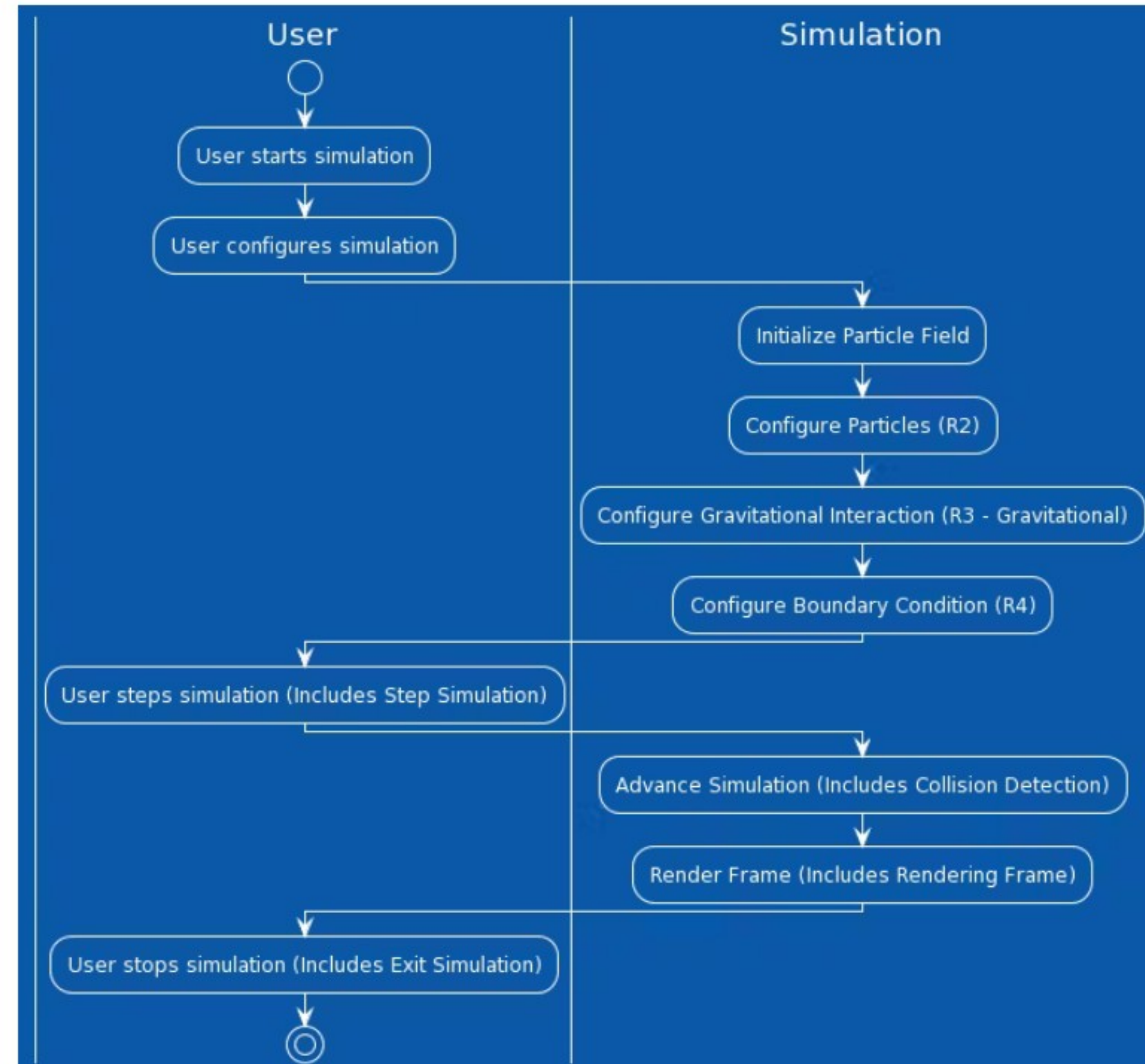
Use Case Diagram

Student Project 2

Make a usecase model for the design of
the Student project



Activity Diagram



Example project activity diagram start simulation

Student Project 3

Design a sequence diagram for the flow of one or more of the interaction in one or more of the usecases for the student project