# Software Engineering I (02161)

## Week 5

Assoc. Prof. Hubert Baumeister

DTU Compute
Technical University of Denmark

Spring 2018

# Contents

# User stories

- Requirements documentation for agile processes
  - Simplifies use cases
- Contains a ”story” that the user tells about the use of the system
- Focus on features
  - ”As a customer, I want to book and plan a single flight from Copenhagen to Paris”.
- functional + non-functional requirement

  e.g. ”The search for a flight from Copenhagen to Paris shall take less than 5 seconds”
- user story cards: index cards

# Example of user stories

Each line is one user story:

- Students can purchase monthly parking passes online.
- Parking passes can be paid via credit cards.
- Parking passes can be paid via PayPal.
- Professors can input student marks.
- Students can obtain their current seminar schedule.
- Students can order official transcripts.
- Students can only enroll in seminars for which they have prerequisites.
- Transcripts will be available online via a standard browser.

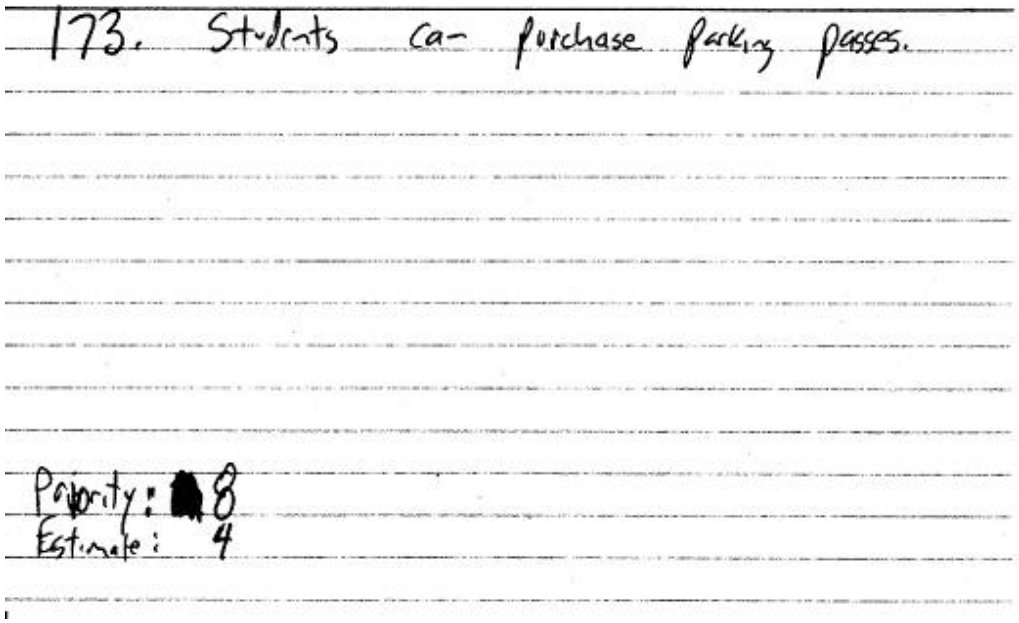
Scott Ambler 2003–2014 `http://www.agilemodeling.com/artifacts/userStory.htm`

# Example of user story cards

”Use the simplest tool possible”

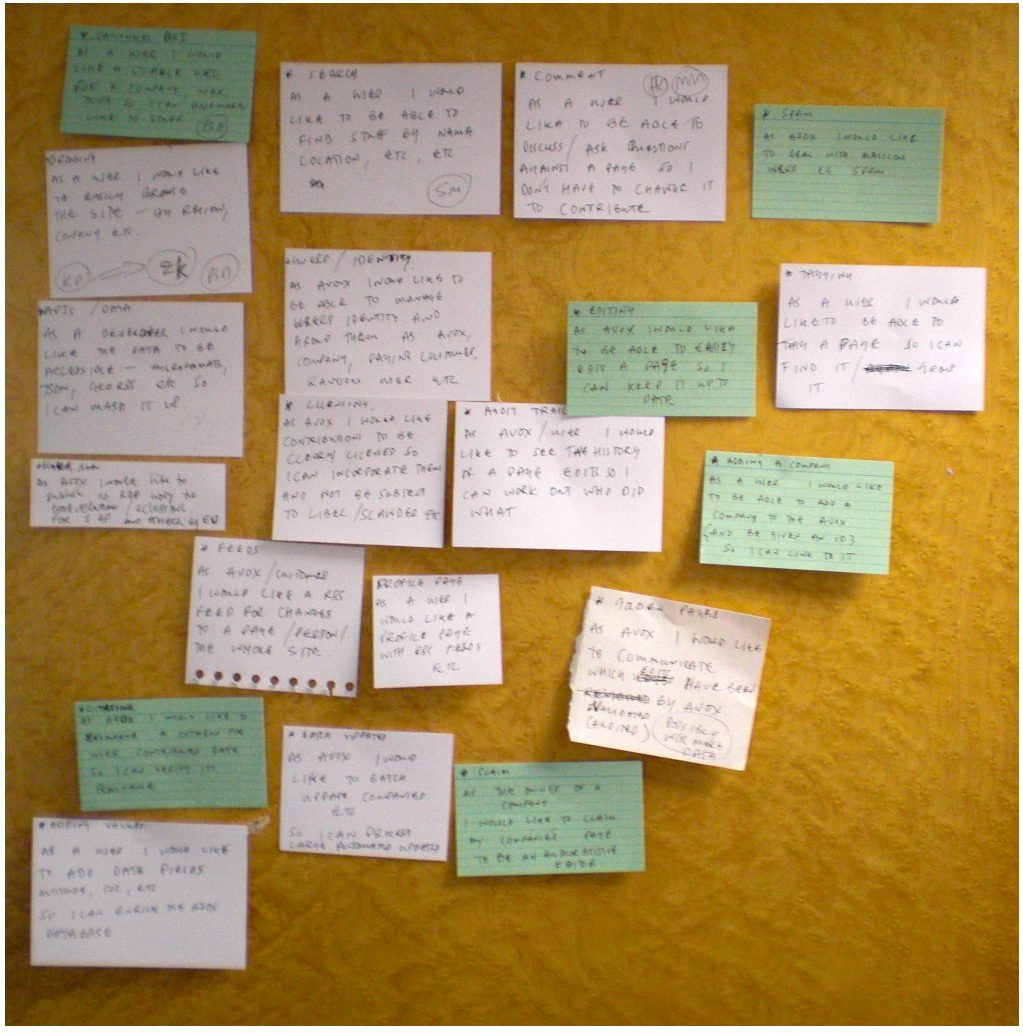
→ index cards, post-its, . . .

- electronically: e.g. Trello (`trello.com`)




Scott Ambler 2003–2014 `http://www.agilemodeling.com/artifacts/userStory.htm`

# Use the simplest tool possible



Paul Downey 2009 https://www.flickr.com/photos/psd/3731275681/in/photostream/

# MoSCoW method for prioritizing requirements

**Must have**: Minimal usable subset to achieve the Minimal Vialble Product

**Should have**: Important requirments but not time critical, i.e. not relevant for the current delivery time frame

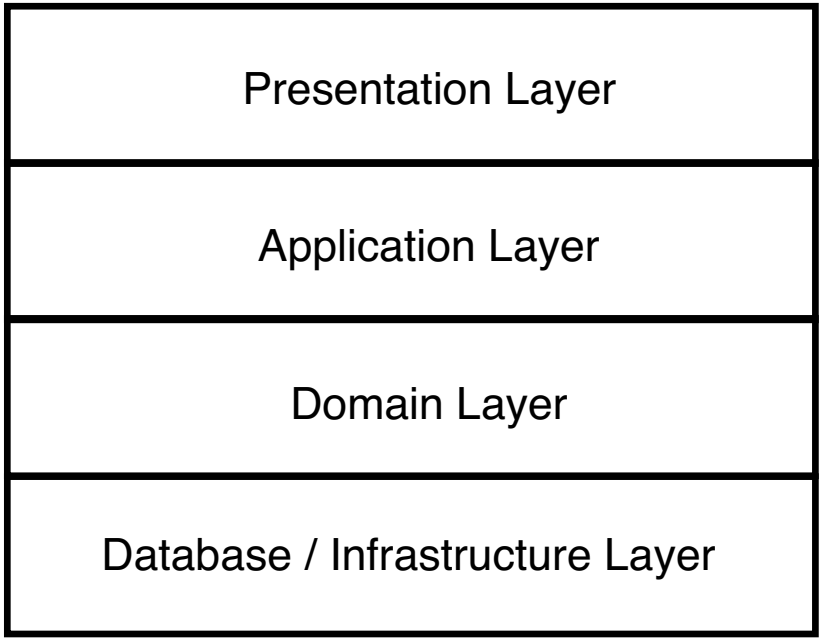
**Could have**: Desireable features; e.g. can improve usability

**Won't have/Would like**: Features explicitly excluded for the current delivery time frame

Wikipedia: `https://en.wikipedia.org/wiki/MoSCoW_method`

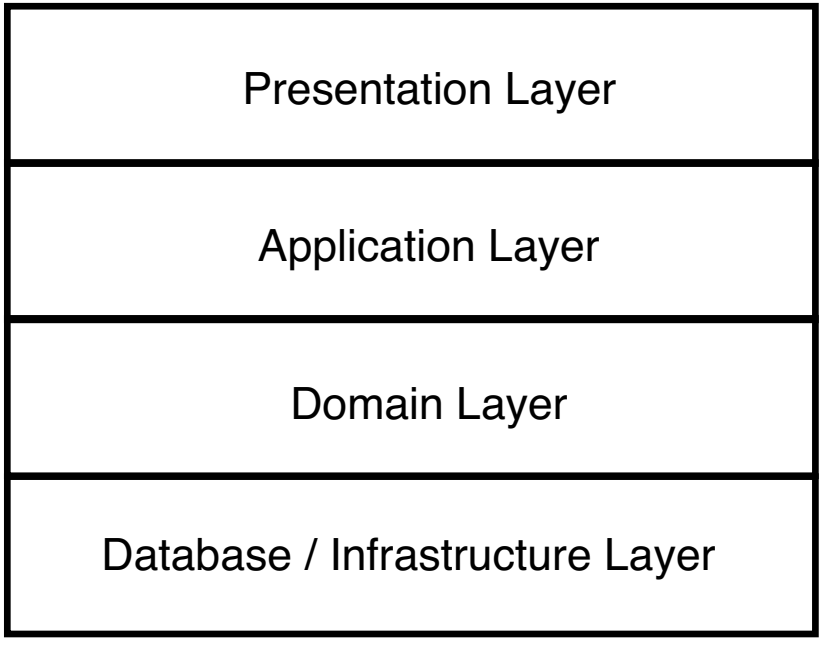
# Reminder: Two different ways of building the system

Build the system by layer/framework (traditional approach)

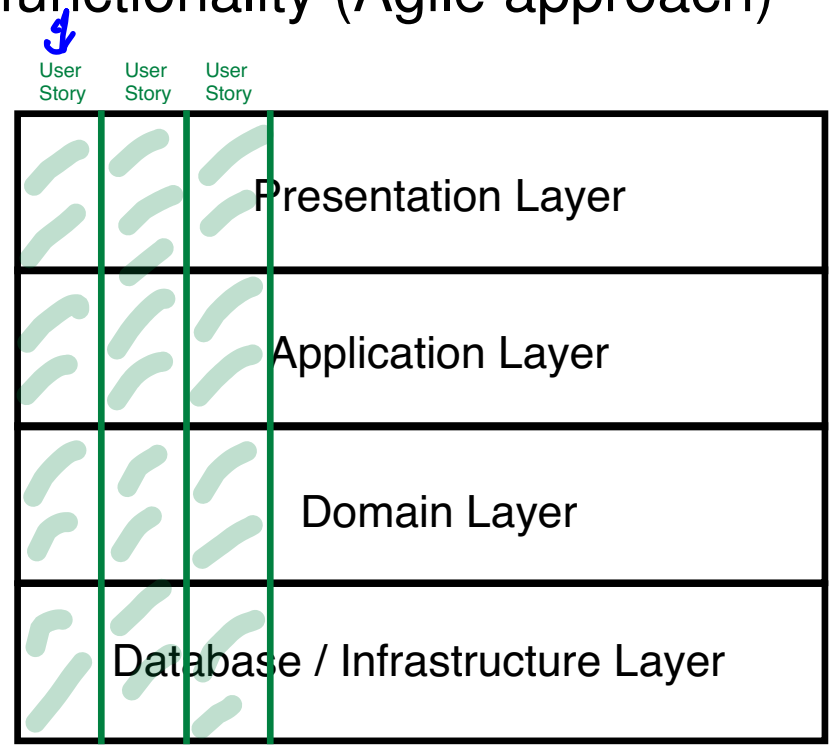


# Reminder: Two different ways of building the system

Build the system by layer/framework (traditional approach)




Build the system by functionality (Agile approach)




→ User story driven: After every implemented user story a functional system

# Comparision: User Stories / Use Cases

User Case

- several abstract scenarios with one goal
- only functional requirements

Use Story

- one concrete scenario/feature
- Alternative scenarios of a use case are their own user story
- functional + non-functional requirement

  e.g. ”The search for a flight from Copenhagen to Paris shall take less than 5 seconds”

# Comparision: User Stories / Use Cases

Use Case

- Advantage
  - Overview over the functionality of the system
- Disadvantage
  - Not so easy to do a use case driven development
  - E.g. Login use case

Use Story

- Advantage
  - Easy software development process: user story driven
- Disadvantage
  - Overview over the functionality is lost

# Example: Login

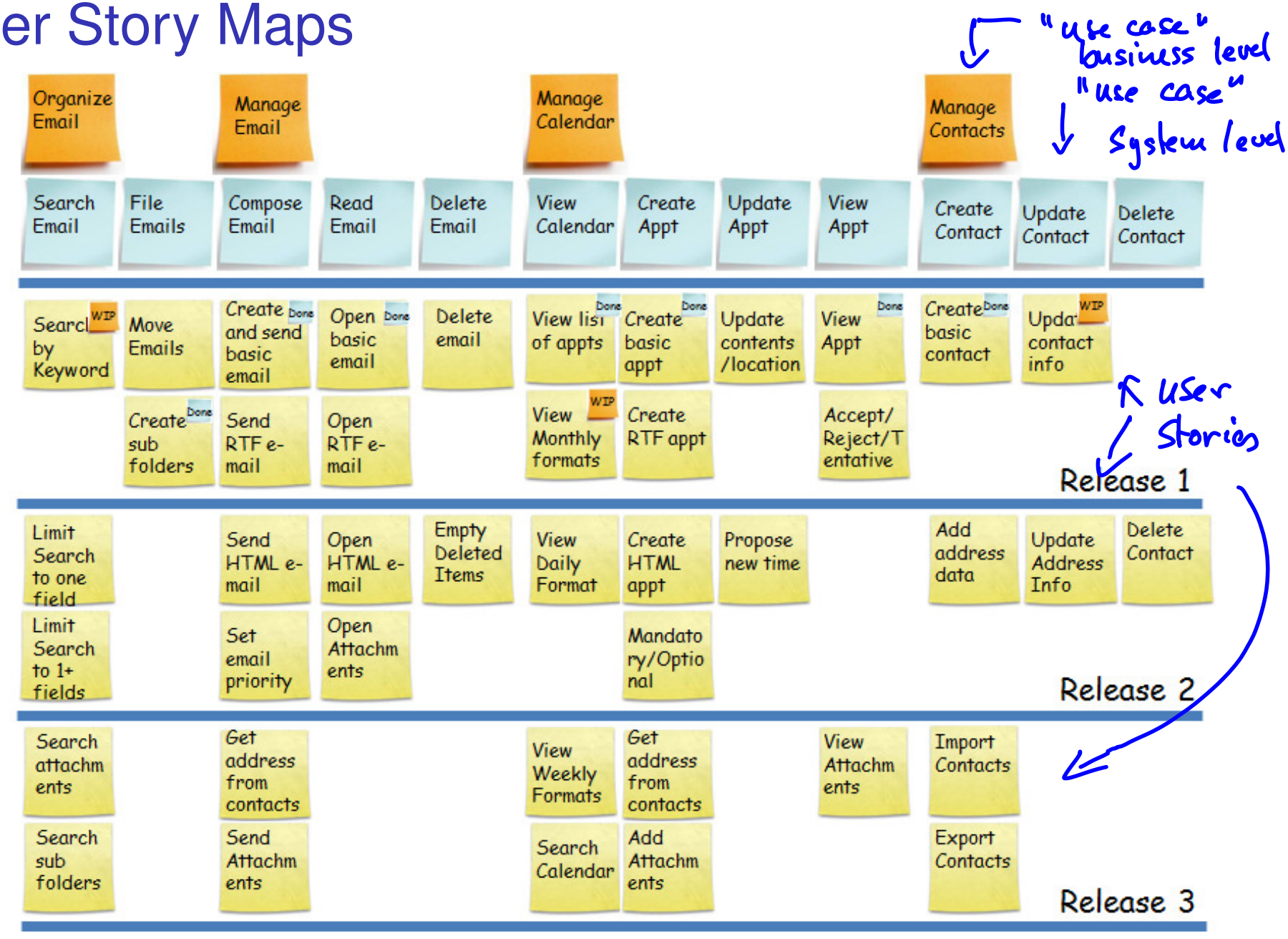
Use case

- name: Login
- actor: User
- main scenario
  1. User logs in with username and password
- alternative scenario
  1’. User logs in with NEMID

User stories

1. User logs in with username and password
2. User logs in with NEMID

# User Story Maps




Shrikant Vashishtha `http://www.agilebuddha.com/wp-content/uploads/2013/02/IMAG0144.png`

# Combining Use Cases and User Stories

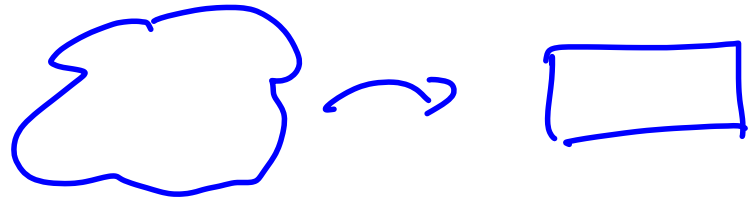
1. Use cases:
   - Gives an overview over the possible interactions

   → use case diagram
2. Derive user stories from use case scenarios (i.e. main- and alternative)
3. Implement the system driven by user stories
   - Note that different scenarios in use cases may have different priorities

     → Not necessary to implement all scenarios of a use case immediately

# Contents

# UML



- Unified Modelling Language (UML)
- Set of graphical notations: class diagrams, state machines, sequence diagrams, activity diagrams, . . .
- Developed in the 90's
- ISO standard

# Class Diagram

- Structure diagram of object oriented systems
- Possible level of details

  Domain Modelling: typically low level of detail

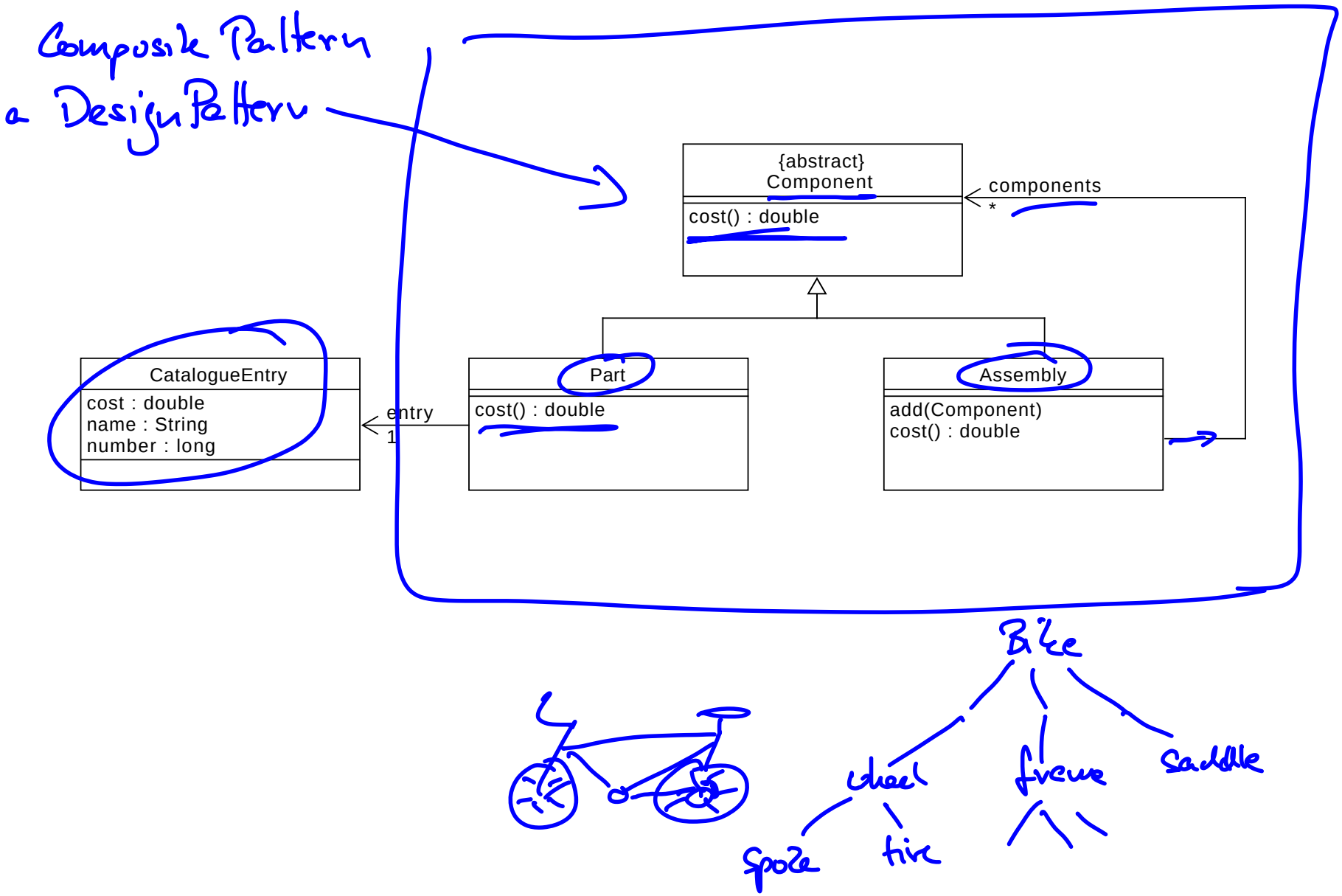
  Implementation: typically high level of detail
- Purpose:
  - Documenting the domain
  - Documenting the design of a system
  - A language to talk about designs with other programmers

# Why a graphical notation?

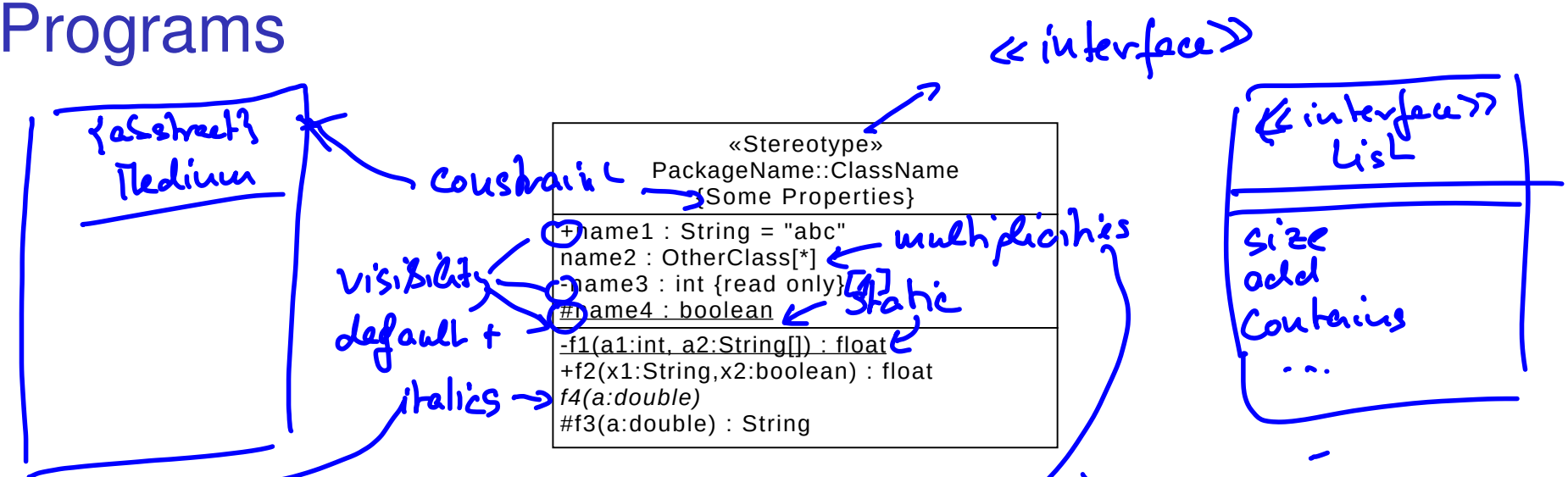
```
public class Assembly
            extends Component {
 public double cost() {   }
 public void add(Component c) {}
 private Collection<Component>
      components;
}

public class CatalogueEntry {
 private String name = "";
 public String getName() {}
 private long number;
 public long getNumber() {}
 private double cost;
 public double getCost() {}
}
```

```
public abstract class Component {
 public abstract double cost();
}

public class Part extends Component
 private CatalogueEntry entry;
 public CatalogueEntry getEntry() {}
 public double cost(){}
 public Part(CatalogueEntry entry){}
```

# Why a graphical notation?



# General correspondence between Classes and Programs

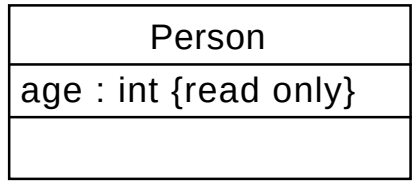



name2: ~~List<OtherClass>~~ ✓
name2: OtherClass[*]

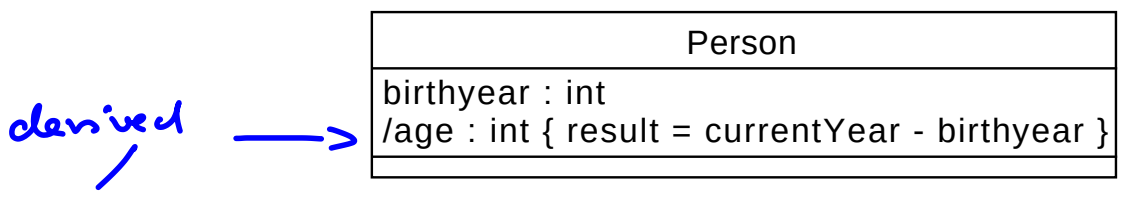
name2: OtherClass[*] {ordered}

```
package packagename
public class ClassName
{
   private String name1 = "abc";
   public List<OtherClass> name2 = new ArrayList<OtherClass>();
   private int name3;
   protected static boolean name4;

   private static float f1(int a1, String[] a2) { ... }
   public void f2(String x1, boolean x2) { ... }
   abstract public void f4(a:double);
   protected String f3(double a) { ... }
}
```

# Java: Public attributes

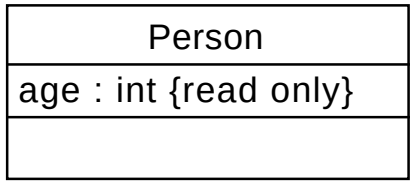



```
public class Person {
   public int age;
}

for (Person p : persons) {
   System.out.println("age = ",p.age);
}
```

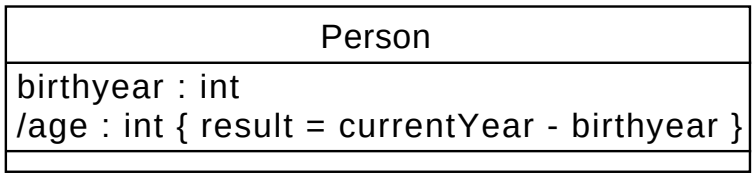



```
public class Person {
   public int birthyear;
   public int age;
}

for (Person p : persons) {
   System.out.println("age = ",p.age);
}
```

# Java: Private attributes and getter and setter



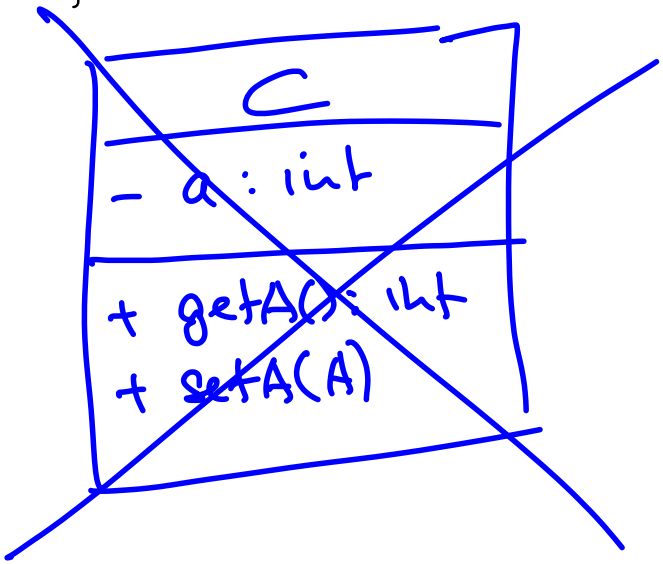

```
public class Person {
   private int age;
   public int getAge() { return age; }
}

for (Person p : persons) {
   System.out.println("age = ",p.getAge());
}
```

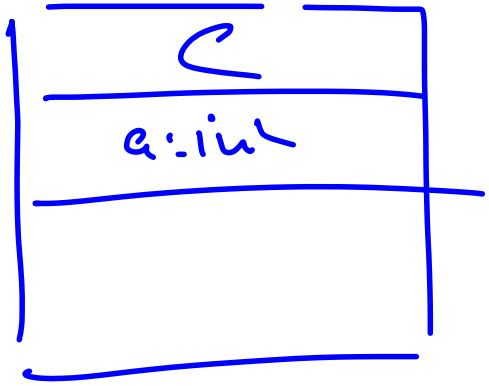



```
public class Person {
   private int birthyear;
   private int age;
   public int getAge() { return ... ; }
}

for (Person p : persons) {
   System.out.println("age = ",p.getAge());
}
```

# Class Diagram and Program Code

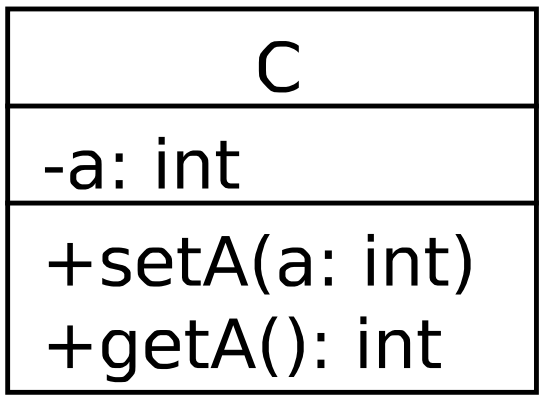
```
public class C {
   private int a;
   public int getA() { return a; }
   public void setA(int a) { this.a = a; }
}
```



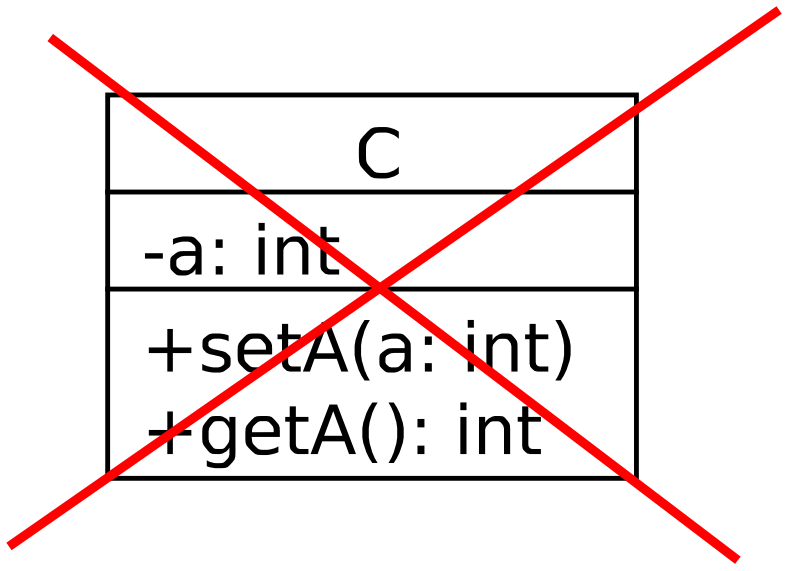
# Class Diagram and Program Code

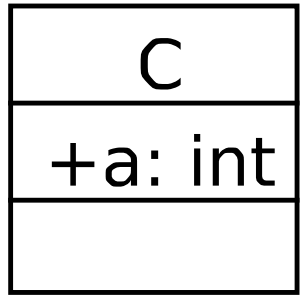
```
public class C {
  private int a;
  public int getA() { return a; }
  public void setA(int a) { this.a = a; }
}
```



# Class Diagram and Program Code

```
public class C {
  private int a;
  public int getA() { return a; }
  public void setA(int a) { this.a = a; }
}
```



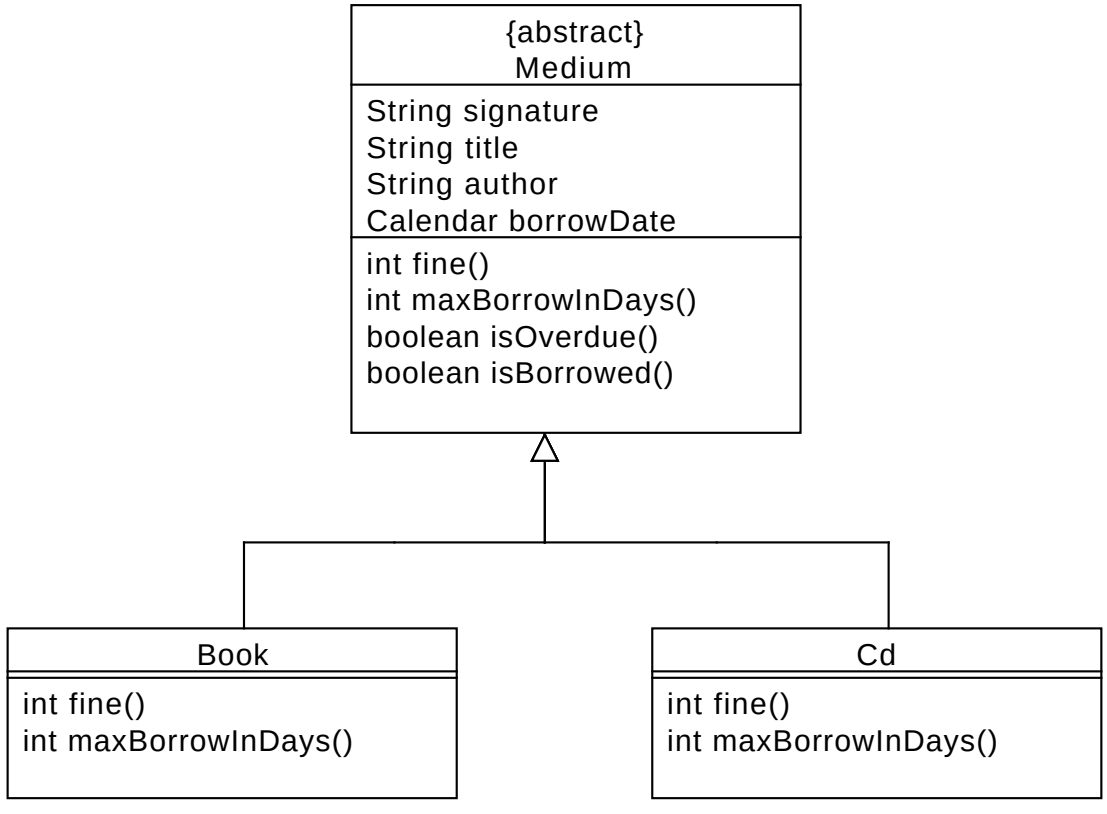



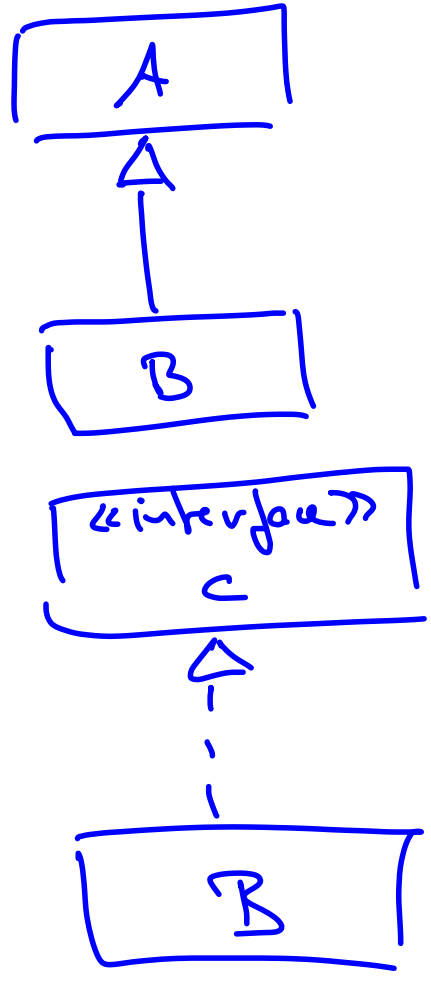
# Generalization / Inheritance

- Programming languages like Java: Inheritance

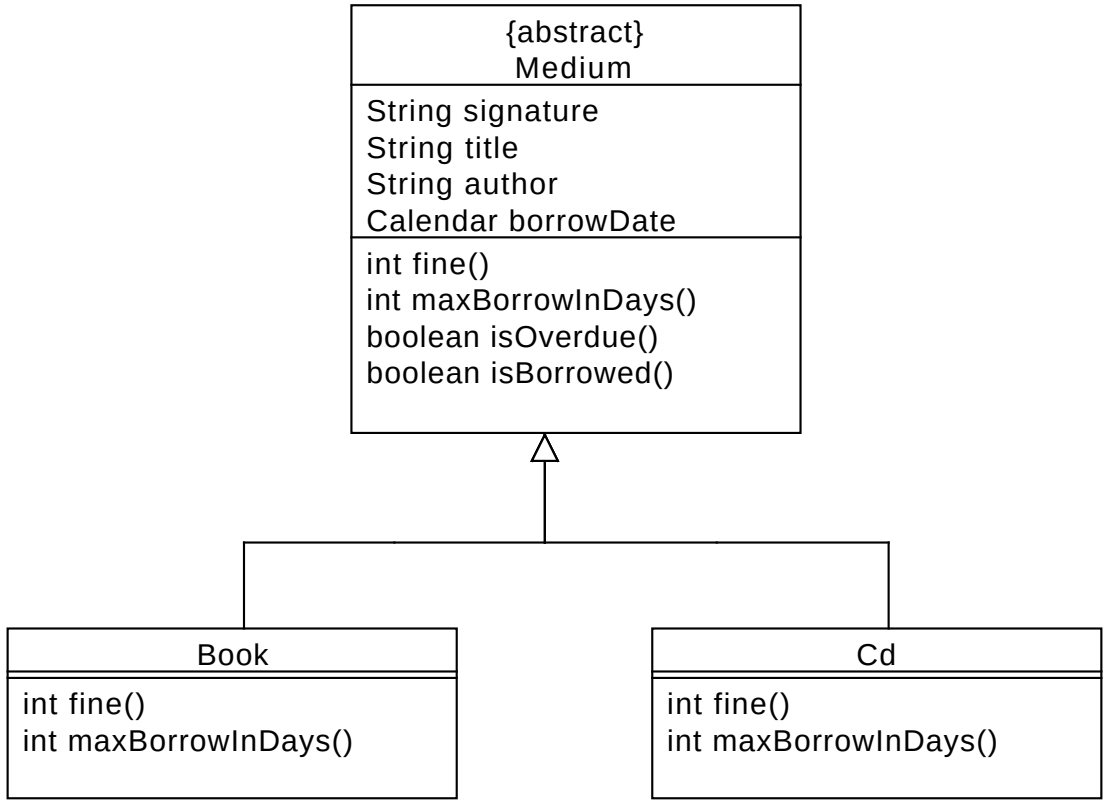
```
abstract public class Medium { ... }
public class Book extends Medium { ... }
public class Cd extends Medium { ... }
```

- UML: Generalization / Specialization



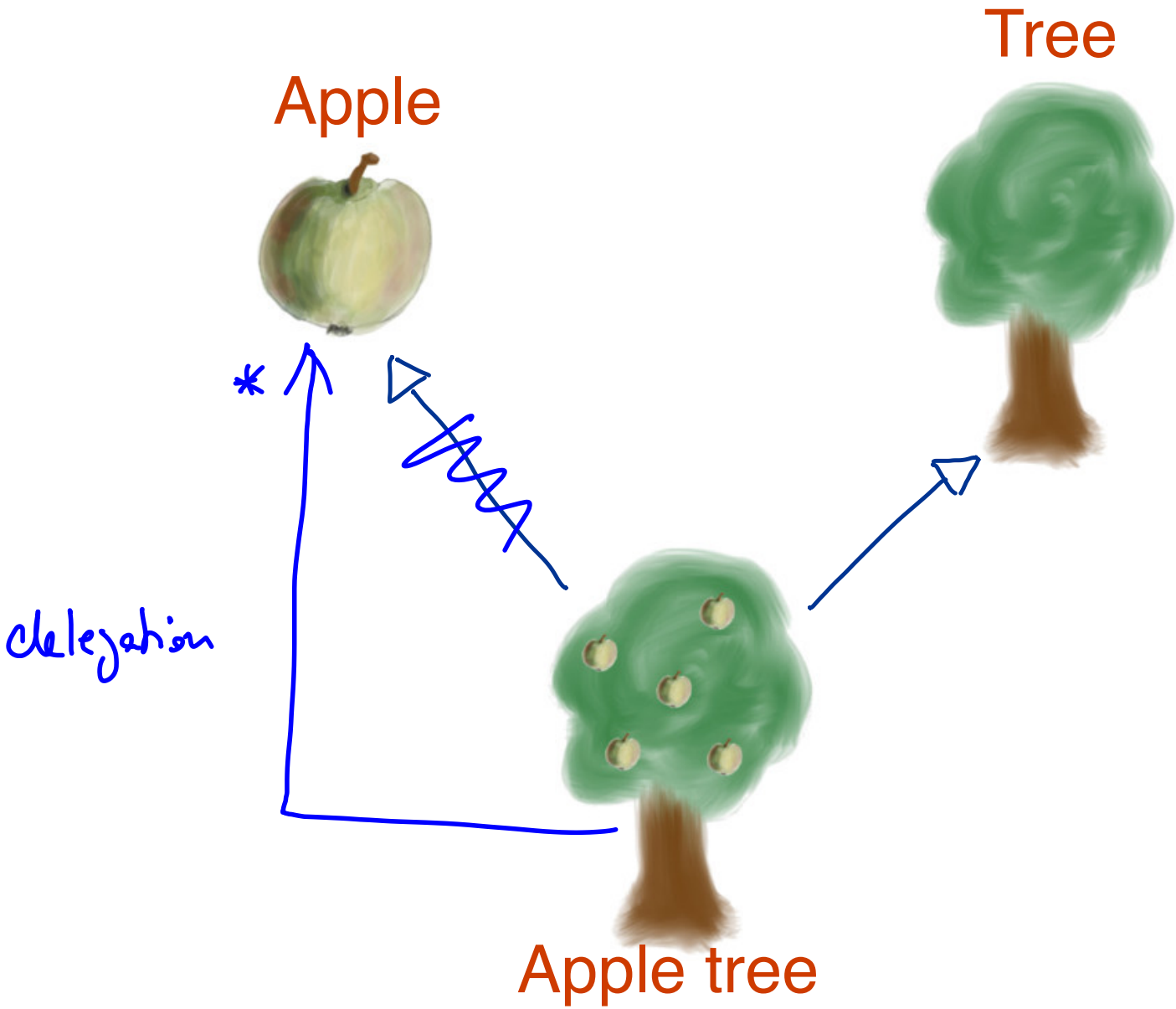
# Generalisation Example




Liskov-Wing Substitution Principle

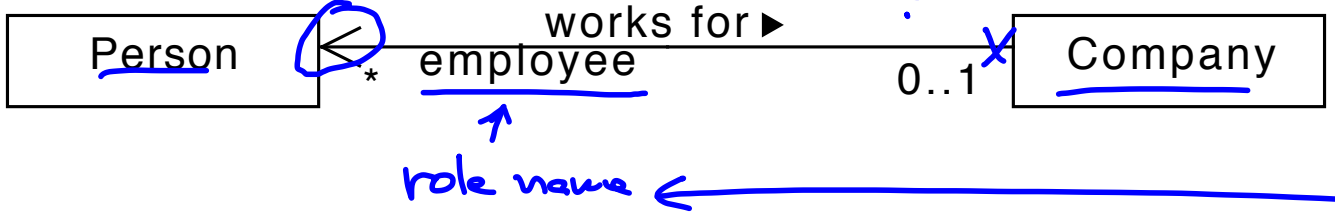
> "*If S is a subtype of T, then objects of type T in a program may be replaced with objects of type S without altering any of the desirable properties of that program (e.g., correctness).*"

# Appletree



# Associations between classes

- Unidirectional (association can be navigated in one direction)



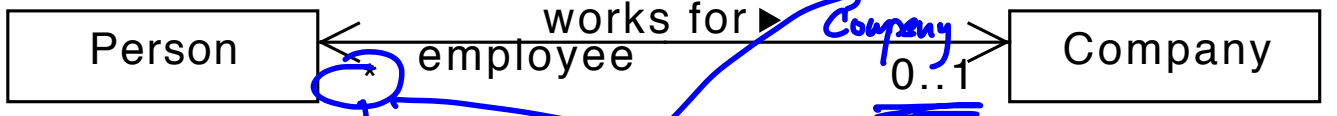

  - Company has a field employees

```
public class Person
{
    ....
}
```

```
public class Company
{   ....
    private Set<Person> employees;
    ....
}
```

# Associations between classes

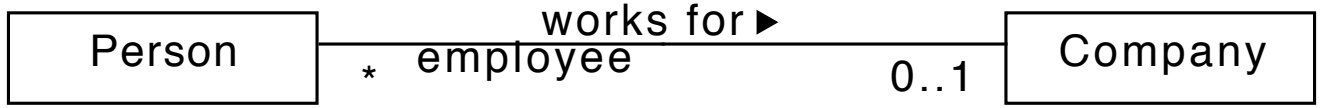
- Bidirectional (association can be navigated in both directions)



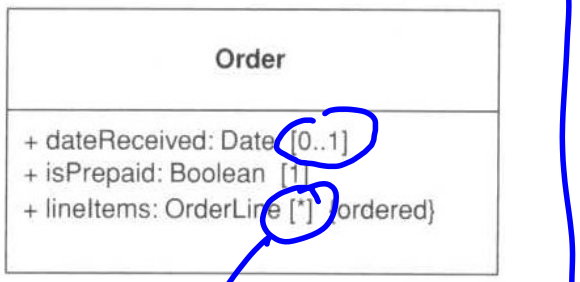

```
public class Person
{    ....
     private Company company;
     public getCompany() {
       return company;
     }
     public setCompany(Company c) {
       company = c;
     }
     ....
}
```

```
public class Company
{    ....
     private Set<Person> employees;
     ....
}
```

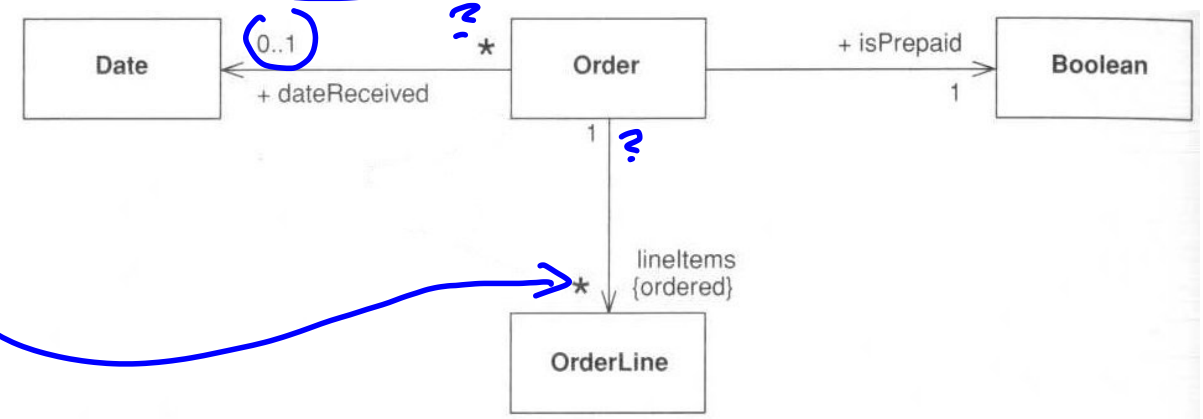
- Bidirectional or no explicit navigability
  - no explicit navigability ≡ no fields



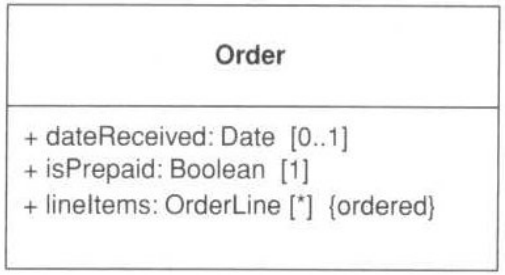
# Attributes and Associations



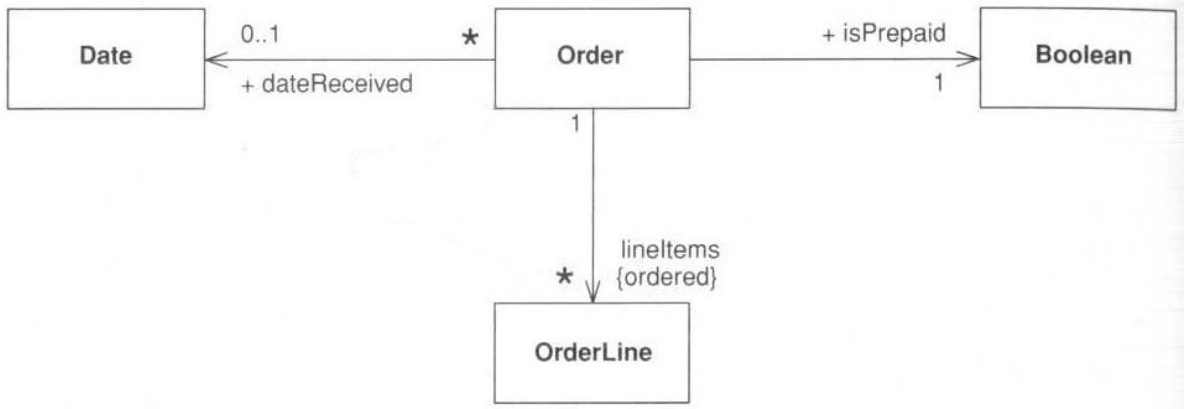

```
public class Order {
  private Date date;
  private boolean isPrepaid = false;
  private List<OrderLine> lineItems =
    new ArrayList<OrderLine)();
  ...
}
```

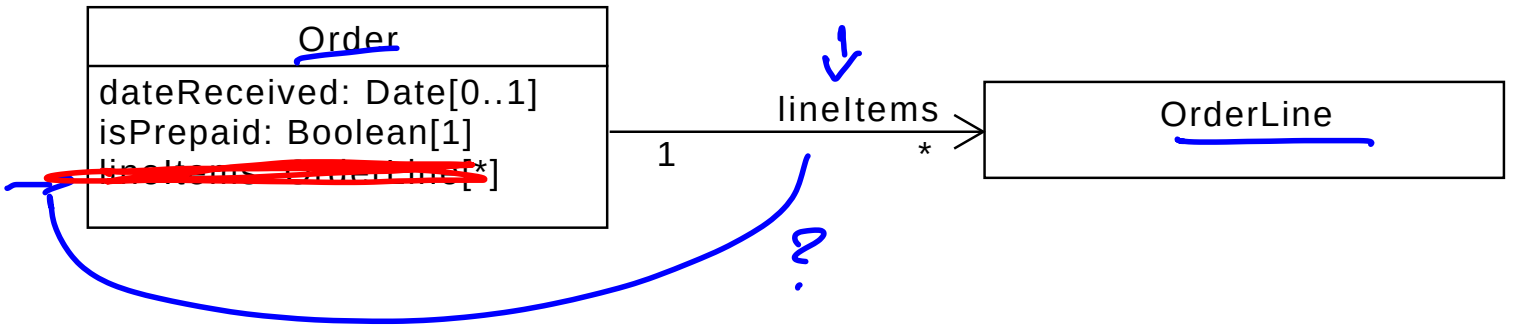


# Attributes and Associations




```
public class Order {
  private Date date;
  private boolean isPrepaid = false;
  private List<OrderLine> lineItems =
    new ArrayList<OrderLine)();
  ...
}
```



# Contents

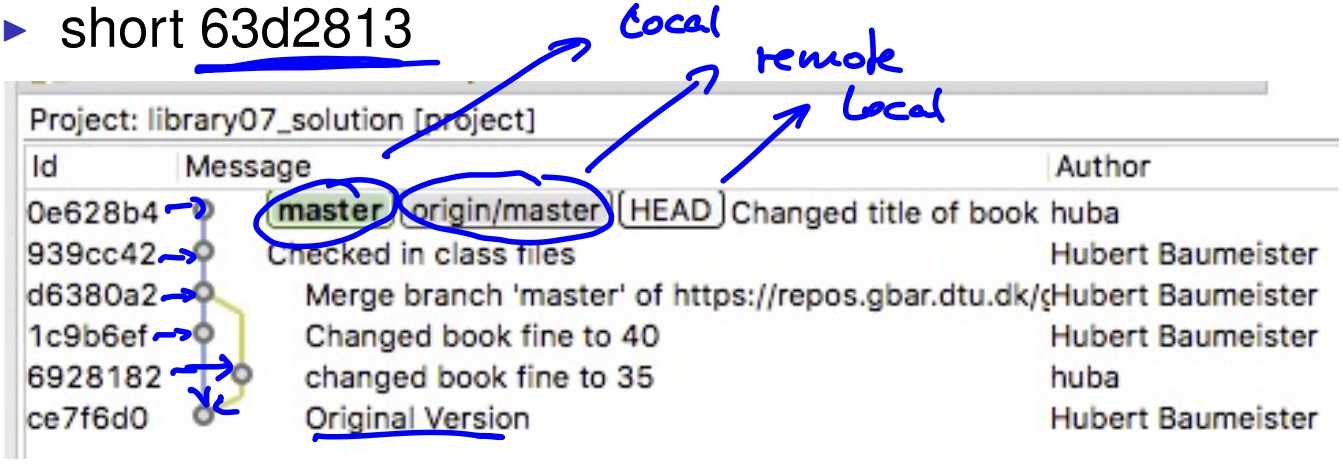
# What is version control?

Version Control

- Snapshots of project files (e.g. .java files)
- Project History
- Project Backup
- Concurrent work on project files
- Various systems: Git, Concurrent Versions System (CVS), Subversion (SVN), Team Foundation Server (TFS) ...

# Git

- Developed by Linus Torvalds for Linux
- Command line tools but also IDE support
- Commit: Snapshot of the project
- Commit: differences to previous snapshot + pointer to snapshot
- Names of commits: SHA1 hashes of their contents
  - 63d281344071f3ae1054bca63f1117f76a3d5751
  - short 63d2813




- Branch: Two commits with same parent
- Merging branches: Merging the changes of two commits into one

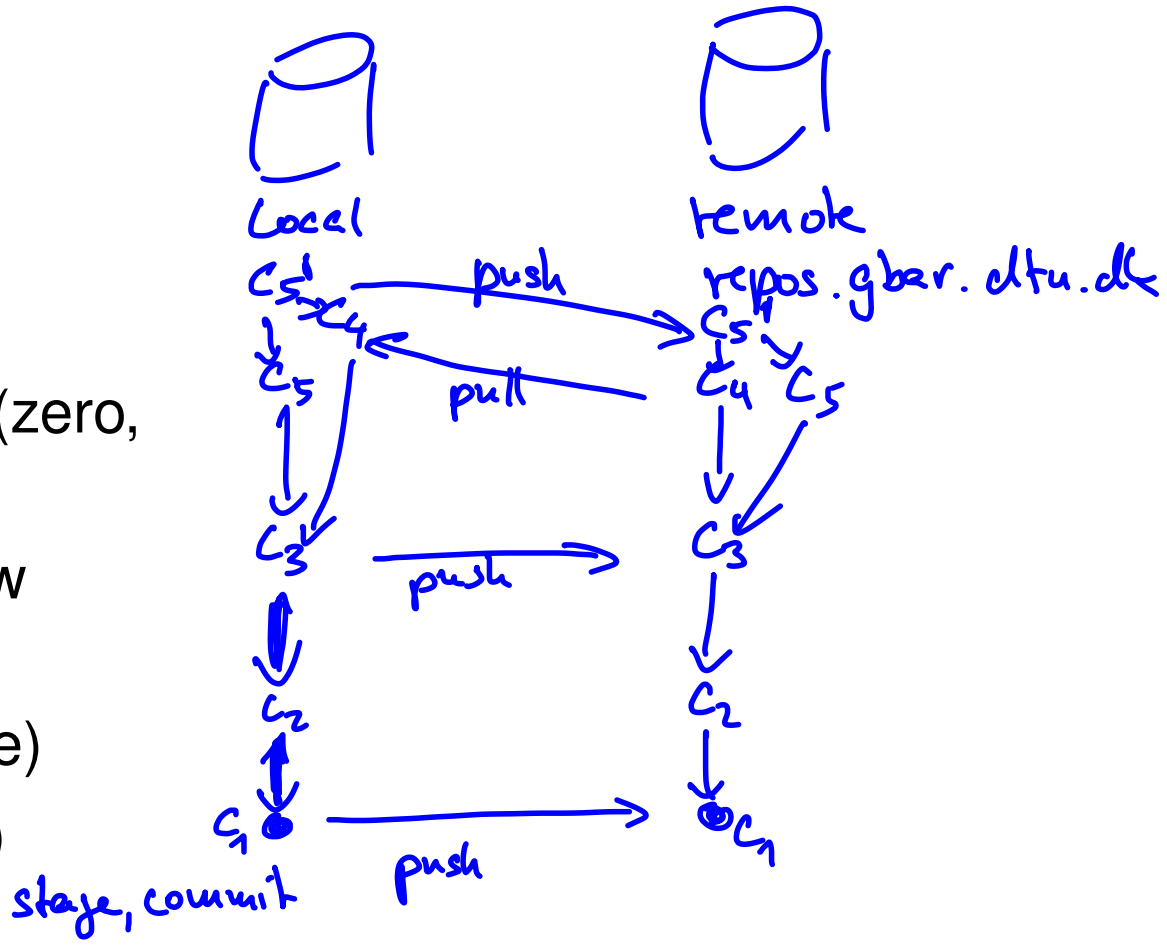
# Git: Distributed repository

- Local repository
- Remote repositories (zero, one or more)

→ **Stage** + **commit** (new local snapshot)

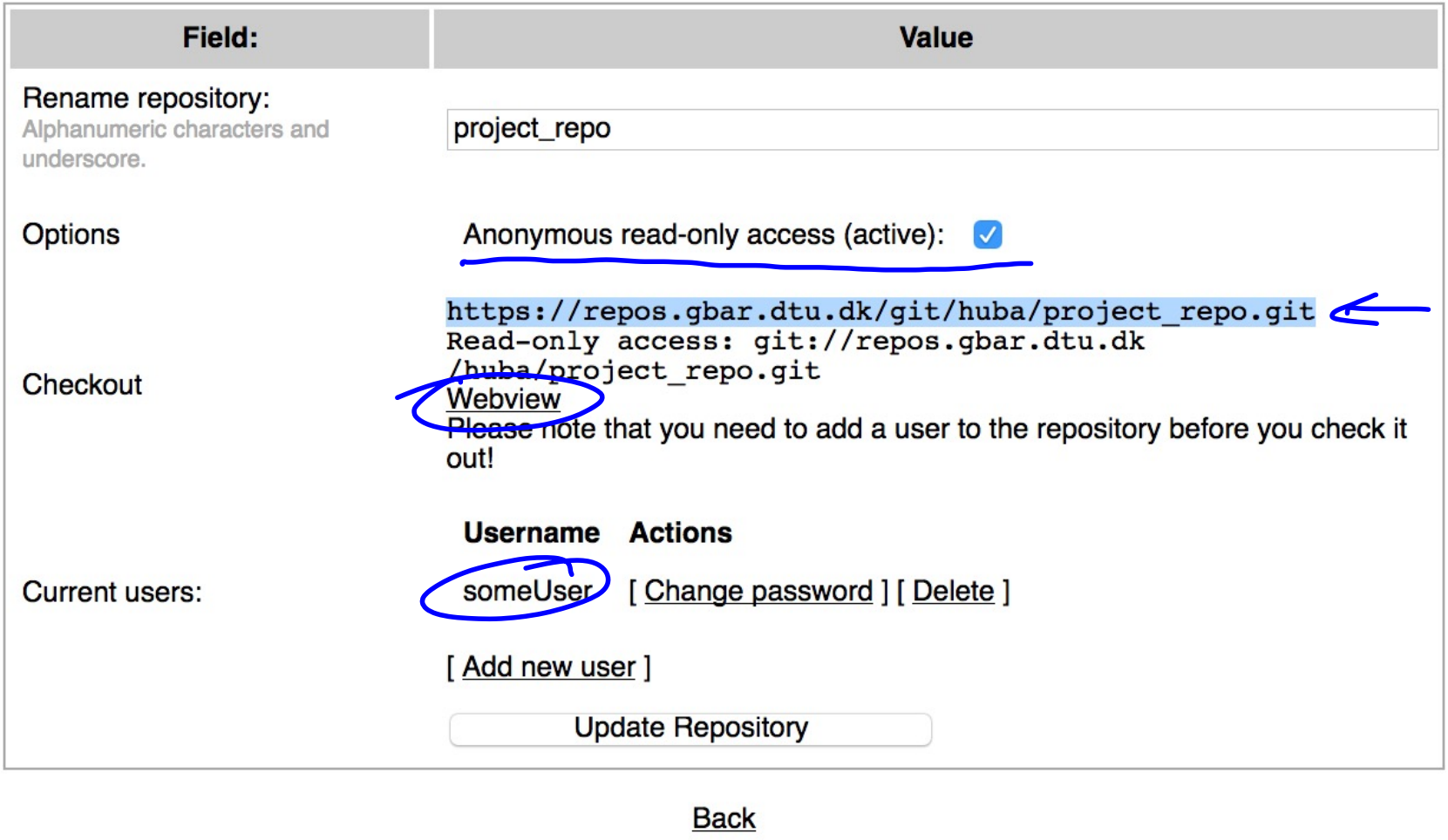
→ **Push** (local → remote)

→ **Pull** (remote → local)



# Starting with a project

1. Create a central repository:
   `http://repos.gbar.dtu.dk`



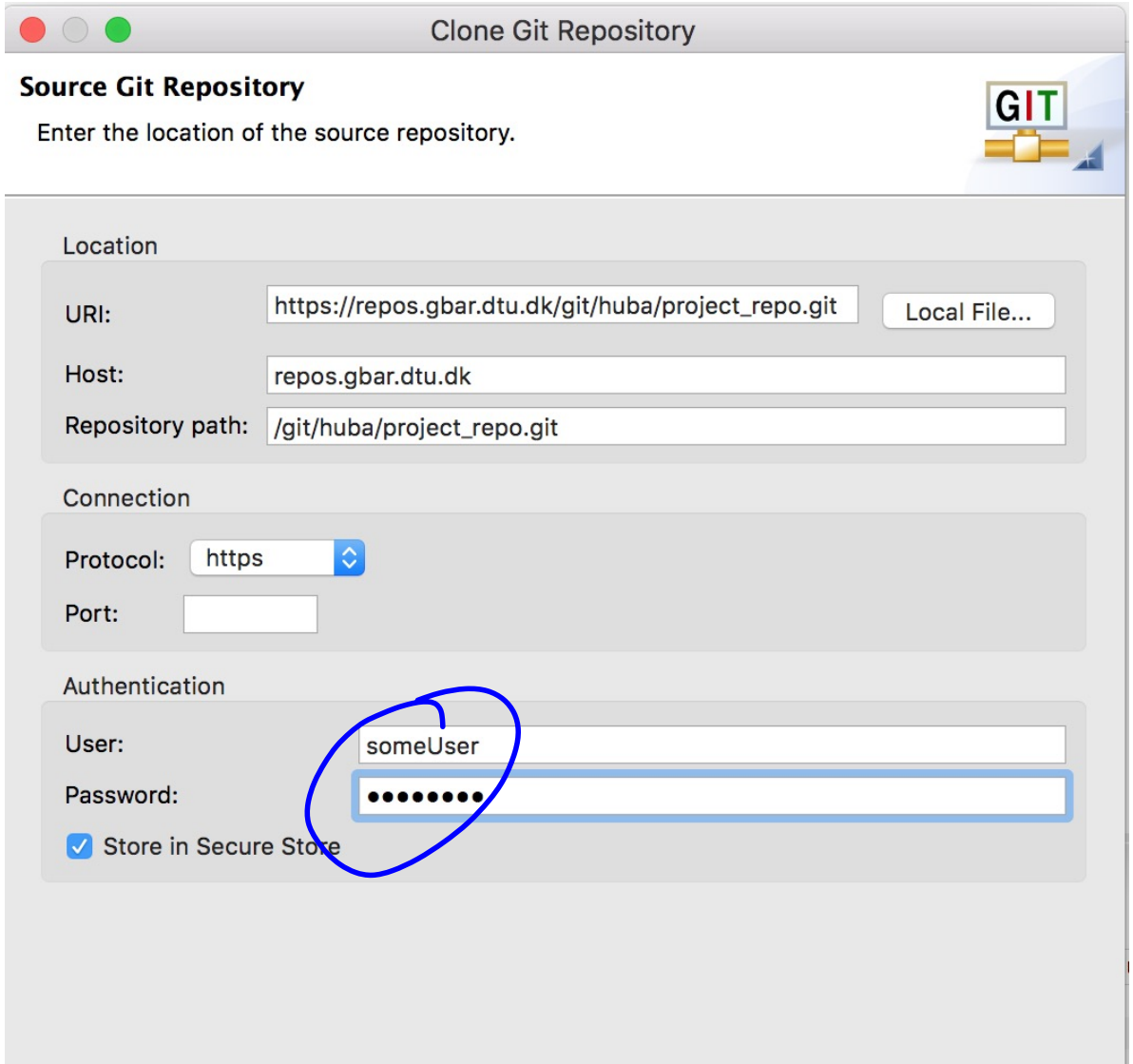
| Field: | Value |
| --- | --- |
| Rename repository:<br>Alphanumeric characters and underscore. | project_repo |
| Options | Anonymous read-only access (active): ☑ |
| Checkout | https://repos.gbar.dtu.dk/git/huba/project_repo.git<br>Read-only access: git://repos.gbar.dtu.dk/huba/project_repo.git<br>Webview<br>Please note that you need to add a user to the repository before you check it out! |
| Current users: | Username Actions<br>someUser [ Change password ] [ Delete ] |
| | [ Add new user ] |
| | Update Repository |

Back

# Starting with a project

2 Open Git perspective in Eclipse (Window::Perspective::Open Perspective::Other::Git)

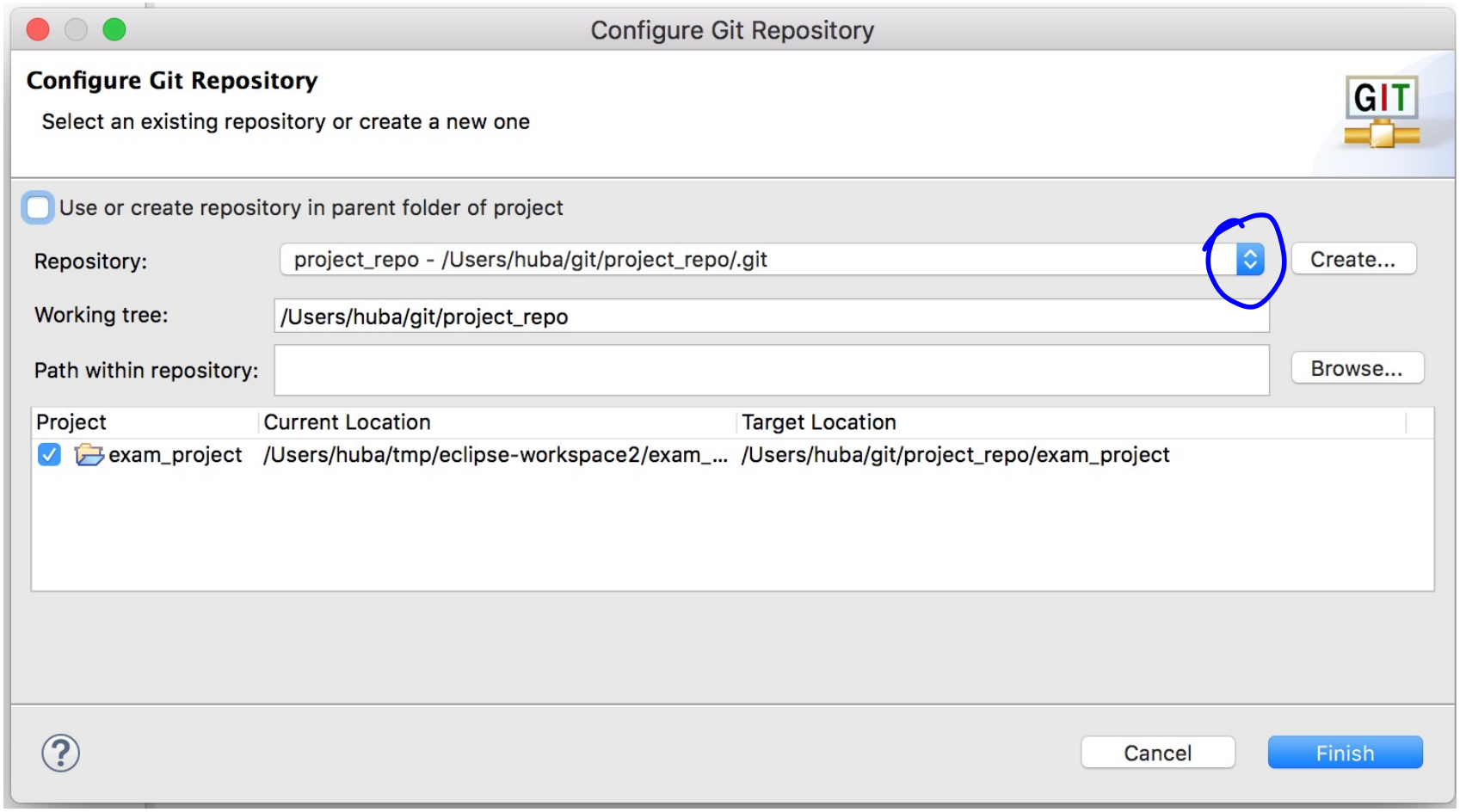
3 Paste repository URL in ”Git Repositories” window



# Starting with a project

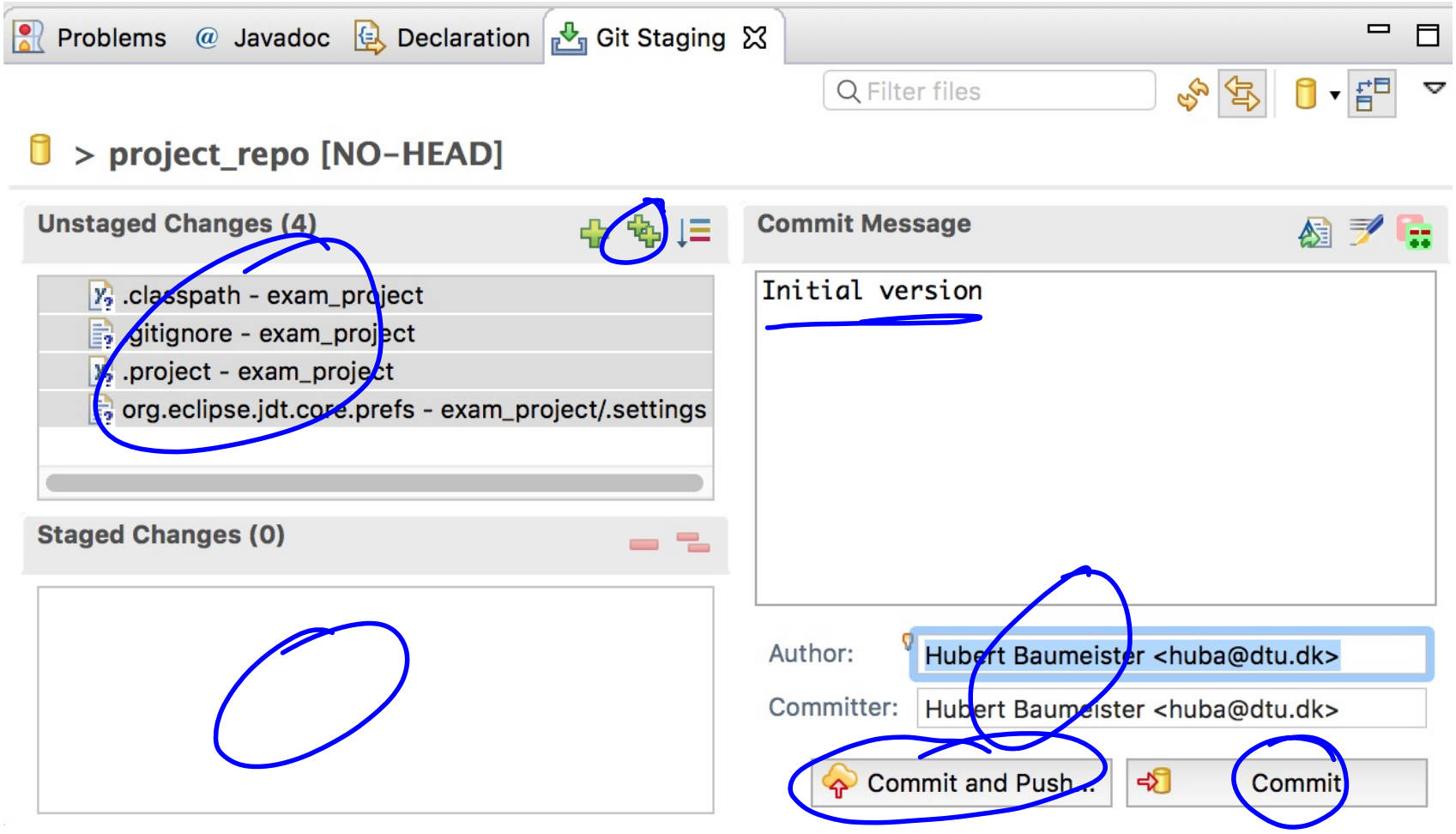
2 Create an initial project in Eclipse

3 Team::Share Project:



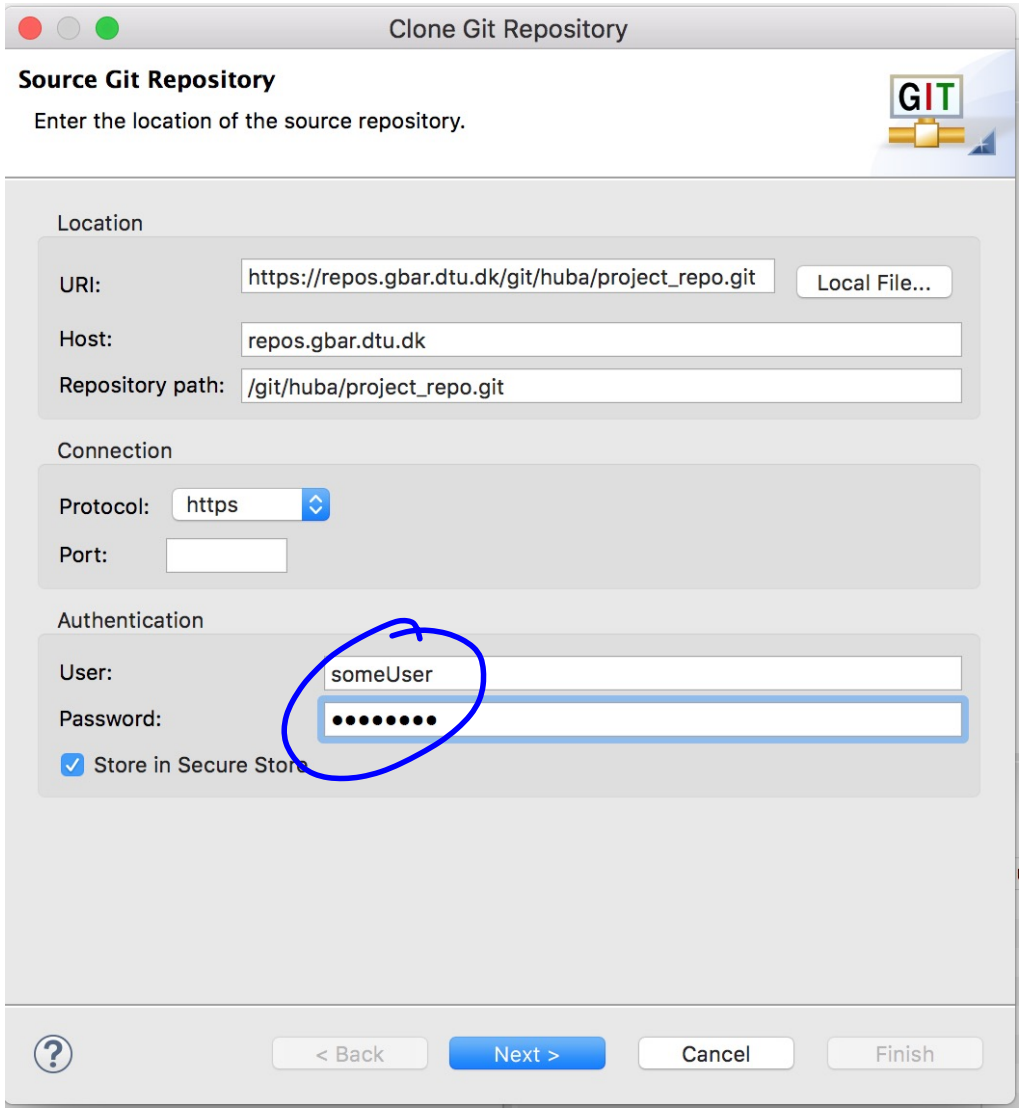
# Starting with a project

4 Stage changed files / commit (/ push)



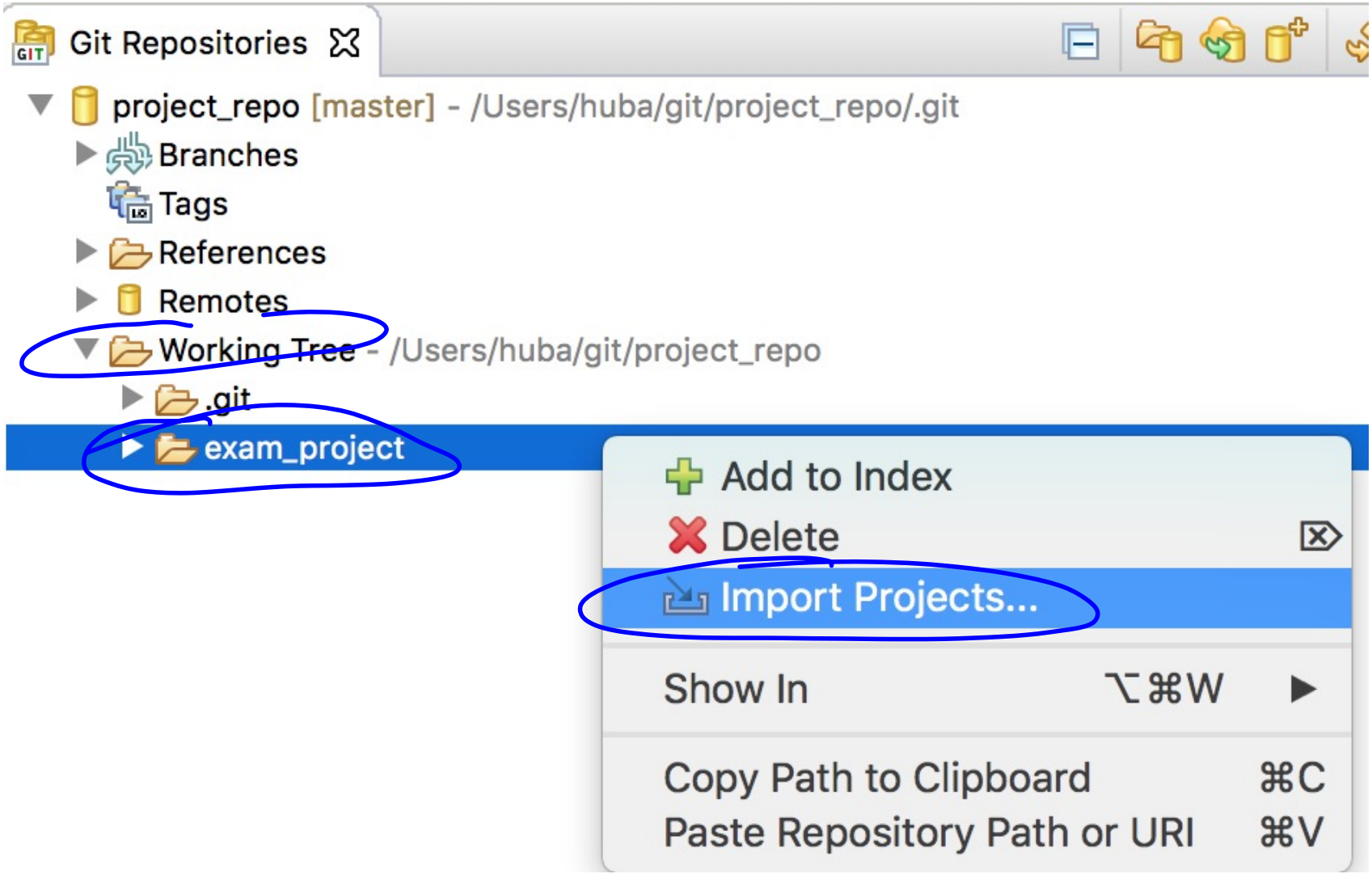
# Starting with a project

5 Clone the repository from the central repository: Git repository view



# Starting with a project

6 Import projects



# Working with Git: Centralized Workflow

# Working with Git: Centralized Workflow

1. Pull the latest changes from the central repository
2. Work on a user story with commits to the local repository as necessary (Team::Commit)
3. Once the user story is done (all tests are green) stage and commit the result
4. Before pushing your commits first pull all commits done in the meantime by others from the central repository
   - → this will merge their commits with the local ones and create a new merged commit
5. Fix any merge conflicts until all tests are green again
6. push your final commit to the central repository

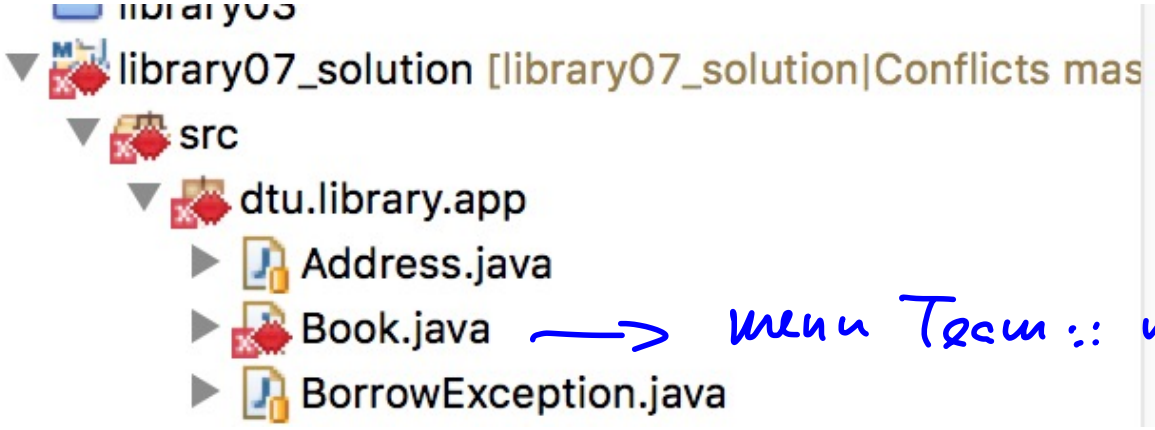
Important: Never push a commit where the tests are failing

Continous Integration: Merge often with the master branch

# When Pushing commits fail

- Pushing fails if someone else as pushed his commits before: No fast-forward merge possible
  1. pull from central repository
     - this automatically tries to merge the changes,
  2. compile: fix possible compilation errors
  3. run the tests: fix failing tests
  4. commit and push again

# Merge conflicts when pulling




```
18
19      public int getFine() {
20  <<<<<<< HEAD
21          return 40;
22  =======
23          return 35;
24  >>>>>>> branch 'master' of https://repos.gbar.dtu.dk/git/huba/project.git
25      }
26
```

1. Resolve conflicts (option: Merge tool)
2. Stage your changes
3. Commit and push changes

# Working with Git: Feature Branch Workflow

# Working with Git: Feature Branch Workflow

- Create a branch for each feature, bug, group of work, etc.
- Only when the feature is done, merge to master branch
- Keeps master branch *clean*.
- Work on feature can be shared

# Git resources

- Git tutorial
  `https://www.sbf5.com/~cduan/technical/git/`
- Git Book: `https://git-scm.com/book/en/v2`

# Exam project


- Exam project
  - Week 06: Project introduction and forming of project groups (4); participation mandatory
  - Week 13: Demonstration of the projects (each project 10 min.) This is not an oral examination!
- Group forming
  - Group forming: **mandantory** participation in the lecture next week
    - Either you are **personally** present or someone can **speak for you**
    - *If not, then there is no guarantee for participation in the exam project*