

AGILE NETWORK SERVICE DEVELOPMENT (NETWORK SERVICE DEVELOPMENT IN AGILE WAY)

VITMMA01

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Agile Network Service Development

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TÁVKÖZLÉSI ÉS MÉDIAINFORMATIKAI TANSZÉK
Budapesti Műszaki és Gazdaság tudományi Egyetem -
Villamosmérnöki és Informatikai Kar



HALLGATÓKNAK RÓLUNK OKTATÁS K-FI LABORCSOPORTOK MÉDIATÁR FUTÓ PHD TÉMÁINK SAJTÓTŰKÖR



HALLGATÓINK SIKERE A SIGCOMM 2017 KONFERENCIÁN

A MAGYAR TUDOMÁNY ÜNNEPÉN VICSİ KLÁRÁT KIEMELT ELŐADÁS MEGTARTÁSÁRA KÉRTÉK FEL


Az MTA Székház Dísztermében megtartott előadásának címe "A beszél rejtett rétegeinek felfázása mesterséges intelligenciával"

HEGEDÜS CSABA - TDK ÉS OTDK UTÁN SIKER AZ ÚNKP PÁLYÁZATON IS


Hegedüs Csaba, tanszékünk hallgatója az idei Országos TDK-n I. helyezést ért el - villamosmérnökként az Informatika tudományi szekcióban, Infokommunikációs és hálózati infrastruktúrák tagozaton.

KÓCZY T. LÁSZLÓ PROFESSZOR ÚR A LENGYEL TUDOMÁNYOS AKADEMIA TAGJA LETT


A Lengyel Tudományos Akadémia Közvölgye tagjainak sorába

DR. CINKLER TIBOR AZ MTA TÁVKÖZLÉSI TUDOMÁNYOS BIZOTTSSÁGÁNAK ÚJ ELNÖKE


Dr. Cinkler Tibor, a TMIT professzora lett az MTA Távközlesi Tudományos

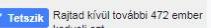
ESZKÖZÖK

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- Távollét bejelentése →
- Kilépés

AKTUÁLIS

Zárvizsgák 2018
Szakmai gyakorlat tudnivalók

TMIT A FACEBOOKON


Tetszik Rajtad kívül további 472 ember kedveli ezt.


Követem Rajtad kívül további 481 ember követi: BME Távközlesi és Médiainformatikai Tanszék.

PARTNEREINK



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Faculty of Electrical Engineering and Informatics
Budapest University of Technology and Economics

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EDUCATION R-D-I LABORATORIES FUTÓ PHD TÉMÁINK

SUBJECTS

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OUR PARTNERS

TELCALM- TELECARE SYSTEM PROTOTYPE READY

NVIDIA DEEP LEARNING INSTITUTE (DLI) INSTRUCTOR CERTIFICATION

Our colleague, Dr. Gyires-Tóth Bálint has been certified as NVIDIA Deep Learning Institute (DLI) Instructor and University Ambassador.

NVIDIA GPU EDUCATION CENTER GRANT

BME TMIT was officially nominated to NVIDIA GPU Education Center thanks to our successful application from our department.

5GEX - OUR FIRST WINNING H2020 PROJECT

The European Commission has granted approval for the project Exchange" (5GEX).

TELCALM- TELECARE SYSTEM PROTOTYPE READY

"By looking out the window and seeing the smoking chimney, I know that everything is just fine" - A new

https://www.tmit.bme.hu/oktatas

EN 15:35

Agile Network Service Development | Edit Kurzus Agile Network | List of subjects | Department | [GuruV](#) | [Logout](#)

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LIST OF SUBJECTS

Major: - Any - Level (BSc/MSc/PhD): - Any - Availability: - Any - Semester: - Any - List

Type: - Any -

Neptun code	Course name
vitmma01	Agile Network Service Development
GT35M403	Business and Financial Analytics
vitmm199	Customer Analytics
vitmma00	Internet Ecosystem and Evolution
vitmma04	Internet services and applications
vitmab01	Kommunikációs hálózatok 2
vitmm275	Media and Text Mining
vihim277	Risk Analysis and Management
vitmma09	Sensor networks and applications
vitmm246	Trend Analysis and Visualization

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SUBJECTS

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FOR EMPLOYEES
PHONEBOOK
INTRAWEB
NEPTUN (LECTURERS)
TMIT OLD HOMEPAGE

FOR PARTNERS
COLLABORATION

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1117 Budapest,
Magyar tudósok körútja 2.
Telephone: +36 1 463-2448
Fax: +36 1 463-3107
E-mail: titkarsag_at_tmit.bme.hu

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AGILE NETWORK SERVICE DEVELOPMENT

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BASIC INFORMATION

Neptun code: [vitmma01](#)
Hosting department: TMIT
Data sheet: <https://portal.vik.bme.hu/kepzes/targyak/VITMMA01/>
Major: BME-VIK Engineering Information Technology
Related specialization programme: *Inf MSc Internet architektúra és szolgáltatások főspecializáció (2015-től)*
Level: MSc - Master of Science
Type: Specialization subject
Availability: active

Course coordinator: [Gusztáv Adamis](#)

Objective:
Hálózati infrastruktúrát használó alkalmazások, szolgáltatások fejlesztési lépései mutatja be a hallgatók számára: a specifikáció értelmezését, a szolgáltatás viselkedésének szisztematikus megtérvezését, a szolgáltatás funkcionalitásának ér teljesítékeességeinek ellenőrzését. A módszertan tetszőleges alkalmazás - mint például egy távközlő hálózati szolgáltatás, egy webportál, egy szolgáltatásorientált architektúra egy vagy több komponense - fejlesztése esetén alkalmazható. A tárgy a módszertanon felül áttekinti a tervezés, fejlesztés és tesztelés során felhasználható legfontosabb modellező nyelvket, eszközöket, metodológiákat és példákon, esettanulmányokon keresztül bevezeti azok használatába a hallgatókat.

Semester: Spring

Kurzus	Szemeszter
Agile Network Service Development (2018)	2017/2018 2. félév (tavasz)

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SCHEDULE

Mondays:

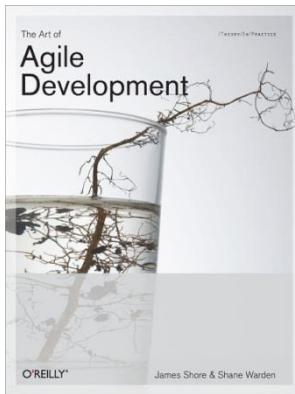
8:30 – 10:00 IB 139

Wednesdays on odd weeks:

10:15 – 11:45 IB 154

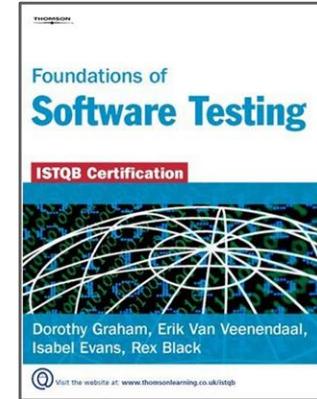
2018. 02. 05. (YYYY.MM.DD)	Agile, Lean
2018. 02. 07.	XP
2018. 02. 12.	Scrum, Kanban
2018. 02. 19.	Team formation, task choice
2018. 02. 21.	Continuous Integration environment
2018. 02. 26.	Sprint Planning 1
2018. 03. 05.	Continuous Integration, practice
2018. 03. 07.	Introduction to testing
2018. 03. 12.	TDD
2018. 03. 19.	Demo1, Sprint Planning 2
2018. 03. 21.	Planning of architecture and interactions
2018. 03. 26.	
2018. 04. 09.	Data modeling and encoding
2018. 04. 11.	Refactorisation, documentation, reporting
2018. 04. 16.	Demo 2, Retro
2018. 04. 21. SATURDAY (instead of 04.30.)	Refactorisation 2
2018. 04. 23.	MBT, Test languages
2018. 04. 25.	Test
2018. 04. 30.	This day has changed to 04.21. !!!!
2018. 05. 07.	Repeated test
2018. 05. 09.	Demo 3, Retro
2018. 05. 14.	Evaluation, Retro

REFERENCES



**The Art of Agile Development,
James Shore & Shane Warden**

**Foundations of Software Testing,
Dorothy Graham, Erik van Veenendaal,
Isabel Evans, Rex Black**



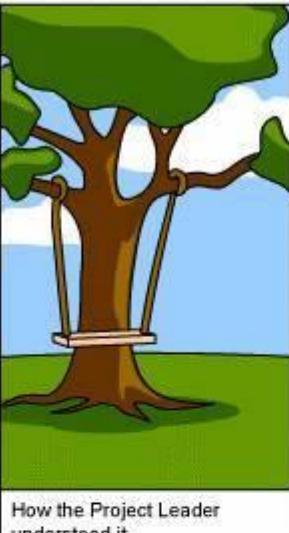
**Foundation Level Extension Syllabus,
Agile Tester, 2014, International
Sowftware Testing Quality Board (ISTQB)**

LEAN & AGILE DEVELOPMENT

THE PROBLEM



How the customer explained it



How the Project Leader understood it



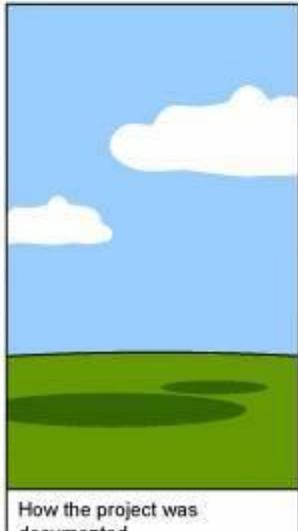
How the Analyst designed it



How the Programmer wrote it



How the Business Consultant described it



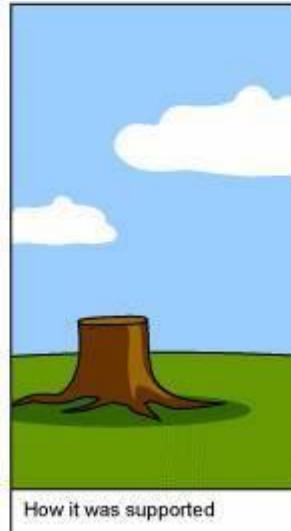
How the project was documented



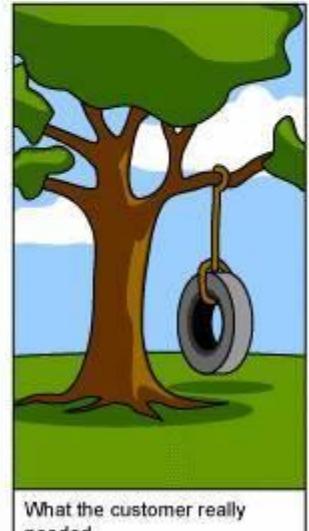
What operations installed



How the customer was billed



How it was supported



What the customer really needed

INTRODUCTION

Software development has been changed

Need to follow fast changes requested by the customer

Most software development is a chaotic activity, often characterized by the phrase "code and fix"

Requirement engineering getting more and more important!



CHANGE FROM THIS...

Defined process control



... TO THIS

R&D-based process

SOFTWARE DEVELOPMENT PROCESS

1970s

- Structured programming since 1969

1980s

- Structured systems analysis and design method (SSADM) from 1980 onwards
- Information Requirement Analysis/Soft systems methodology

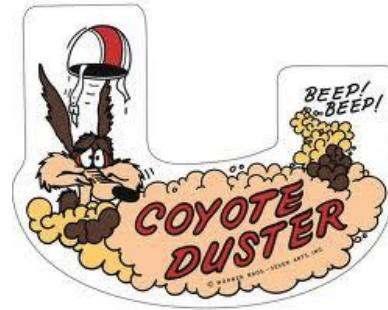
1990s

- Object-oriented programming (OOP) developed in the early 1960s, and became a dominant programming approach during the mid-1990s
- Rapid application development (RAD), since 1991
- Scrum, since 1995
- Extreme programming (XP), since 1999

2000s

- Agile Unified Process (AUP) maintained since 2005 by Scott Ambler

WHAT SPEED CAN LOOK LIKE



“New application from concept to production: 2 months“

“Every IT system fully regression-tested by the end of every iteration“

“Every IT system built & fully tested at least twice a day“

“An incident is fully resolved within 24h and the long-term improvement for addressing the root-causes handled within a week.“

“All testing of integration contracts is fully automated.“

“Development & test environments delivered within 30 minutes from initial order.“

“A new car can be produced 20 hours after receiving the customer order..“

“A new fully automated stock trading strategy can be implemented every week.“

“A stock trade can be cleared in seconds.“

RAPID SOFTWARE DEVELOPMENT

Rapid development and delivery is now often the most important requirement for software systems

- Businesses operate in a fast-changing requirement and it is practically impossible to produce a set of stable software requirements
- Software has to evolve quickly to reflect changing business needs.

Rapid software development

- Specification, design and implementation are interleaved
- System is developed as a series of versions with stakeholders involved in version evaluation
- User interfaces are often developed using an IDE and graphical toolset.

(IDE = Integrated development Environment)

SOFTWARE DEVELOPMENT LIFE CYCLE (SDLC) MODEL

There are various software development approaches defined and designed which are used/employed during development process of software, these approaches are also referred as **“Software Development Process Models”**

- Waterfall model
- V-model
- Incremental model
- Iterative model
- etc.

Each process model follows a particular life cycle in order to ensure success in process of software development.

SOFTWARE DEVELOPMENT LIFE CYCLE MODEL PHASES

There are the following six phases in every Software Development Life Cycle model:

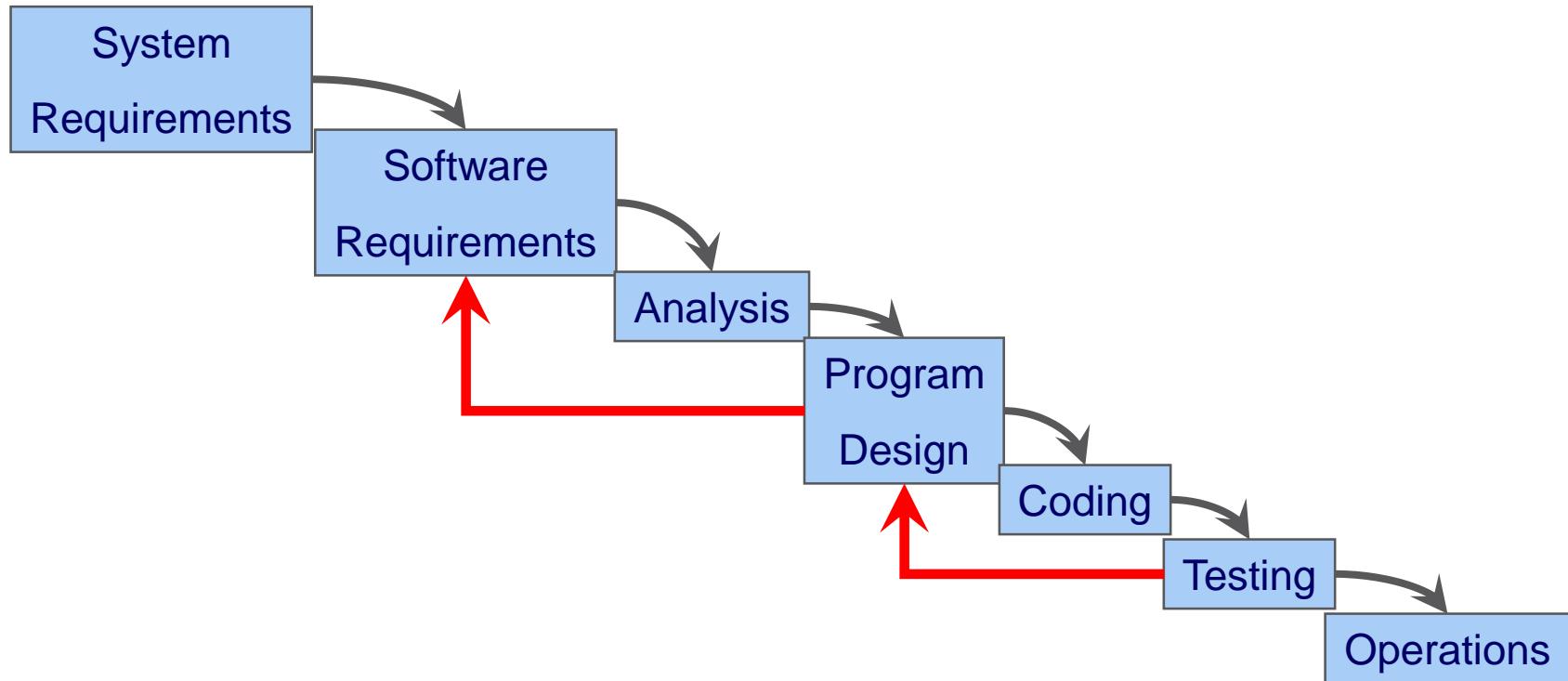
- Requirement gathering and analysis
- Design
- Implementation or coding
- Testing
- Deployment
- Maintenance

THE WATERFALL DEVELOPMENT PROCESS



THE WATERFALL PROCESS

- › The traditional development process: Sequential design!



WATERFALL MODEL

The Waterfall Model was first Process Model to be introduced. It is also referred to as a **linear-sequential life cycle model**.

It is very simple to understand and use.

In a waterfall model, each phase must **be completed fully** before the next phase can begin.

This type of model is basically used for the project which is **small** and there are no uncertain requirements.

At the end of each phase, a review takes place to determine if the project is on the right path and whether or not to continue or discard the project.

In this model the **testing starts only after the development is complete**. In **waterfall model phases** do not overlap.

WATERFALL MODEL

Advantages of waterfall model:

- This model is simple and easy to understand and use.
- It is easy to manage due to the rigidity of the model – each phase has specific deliverables and a review process.
- In this model phases are processed and completed one at a time. Phases do not overlap.
- Waterfall model works well for smaller projects where requirements are very well understood.

Disadvantages of waterfall model:

- Once an application is in the testing stage, it is very difficult to go back and change something that was not well-thought out in the concept stage.
- No working software is produced until late during the life cycle.
- High amounts of risk and uncertainty.
- Not a good model for complex and object-oriented projects.
- Poor model for long and ongoing projects.
- Not suitable for the projects where requirements are at a moderate to high risk of changing.

WHERE DOES WATERFALL WORK WELL?

Organizations where requirements don't change

- Stable requirements leads to stable design...
- Stable design leads to “no surprise” implementation

Extremely high-reliability systems (product or custom projects), where functions are very well understood and no changes in requirements during a project are desired

Who has requirements like this?

- NASA

Embedded products with hardware constraints that cannot be easily changed

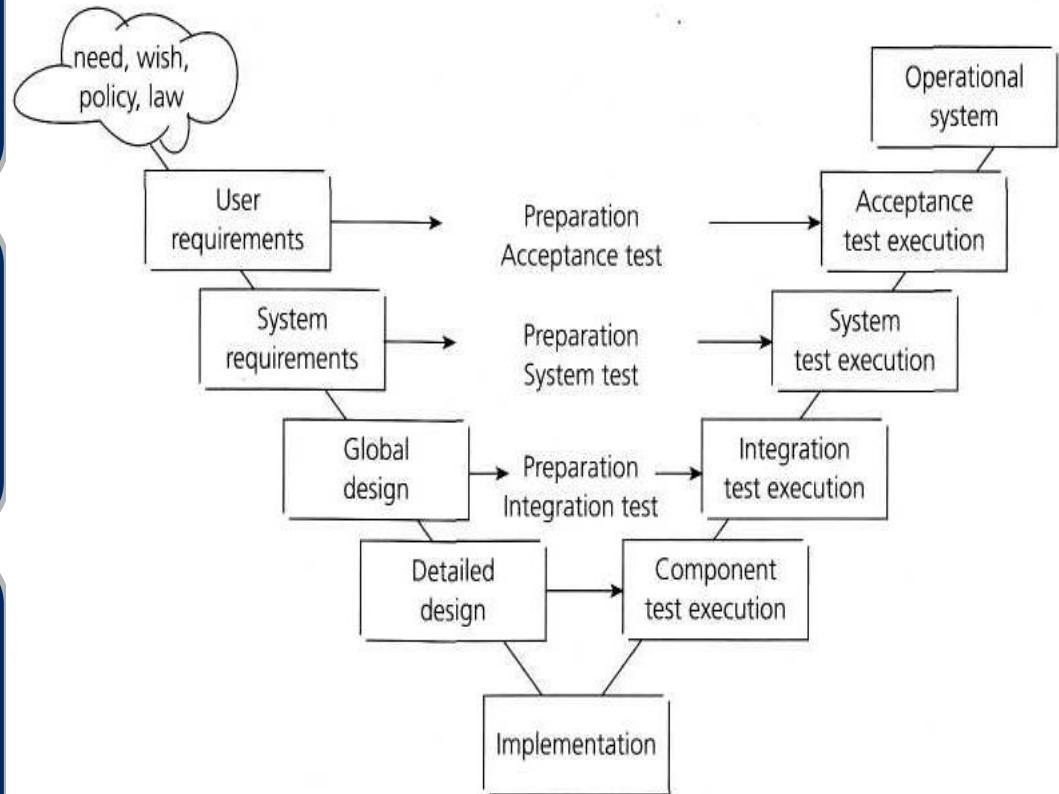
Complex projects (product or custom) where parts of design & coding are outsourced, off-shored, or done in multiple sites, AND there are weak mechanisms to synchronize and manage distributed teams

V-MODEL (VERIFICATION AND VALIDATION)

The V-model is an extension of the waterfall model.

Show the relationships between development phases and test phases

Time and project completeness vs. level of abstraction



V-MODEL

V-model means **Verification and Validation model**

Just like the waterfall model, the V-Shaped life cycle is a **sequential** path of execution of processes.

Each phase must be completed before the next phase begins.

Testing of the product is planned in **parallel** with a corresponding phase of development.

V-MODEL

Advantages of V-model:

- Simple and easy to use.
- **Testing activities** like planning, test designing happens well before coding. This saves a lot of time. Hence higher chance of success over the waterfall model.
- Proactive defect tracking – that is defects are found at early stage.
- Avoids the downward flow of the defects.
- Works well for small projects where requirements are easily understood.

Disadvantages of V-model:

- Very rigid and least flexible.
- Software is developed during the implementation phase, so no early prototypes of the software are produced.
- If any changes happen in midway, then the test documents along with requirement documents has to be updated.

INCREMENTAL MODEL

The whole requirement is divided into various builds. Multiple development cycles take place here, making the life cycle a “multi-waterfall” cycle.

Cycles are divided up into smaller, more easily managed modules.

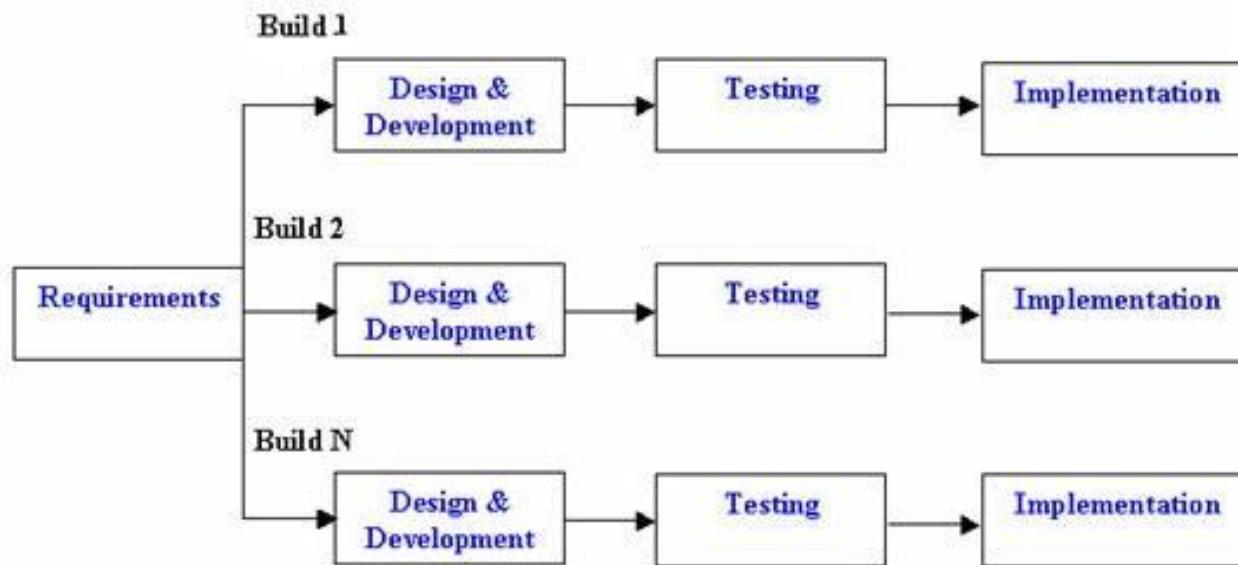
Each module passes through the requirements, design, implementation and testing phases.

A working version of software is produced during the first module, so you have working software early on during the software life cycle.

Each subsequent release of the module adds function to the previous release.

The process continues till the complete system is achieved.

INCREMENTAL MODEL



Incremental Life Cycle Model

INCREMENTAL MODEL

Advantages of Incremental model:

- Generates working software quickly and early during the software life cycle.
- This model is more flexible – less costly to change scope and requirements.
- It is easier to test and debug during a smaller iteration.
- In this model customer can respond to each built.
- Lowers initial delivery cost.
- Easier to manage risk because risky pieces are identified and handled during it'd iteration.

Disadvantages of Incremental model:

- Needs good planning and design.
- Needs a clear and complete definition of the whole system before it can be broken down and built incrementally.
- Total cost is higher than in waterfall

WHEN TO USE THE INCREMENTAL MODEL

This model can be used when the requirements of the complete system are clearly defined and understood.

Major requirements must be defined; however, some details can evolve with time.

There is a need to get a product to the market early.

A new technology is being used

Resources with needed skill set are not available

There are some high risk features and goals.

AGILE MODEL

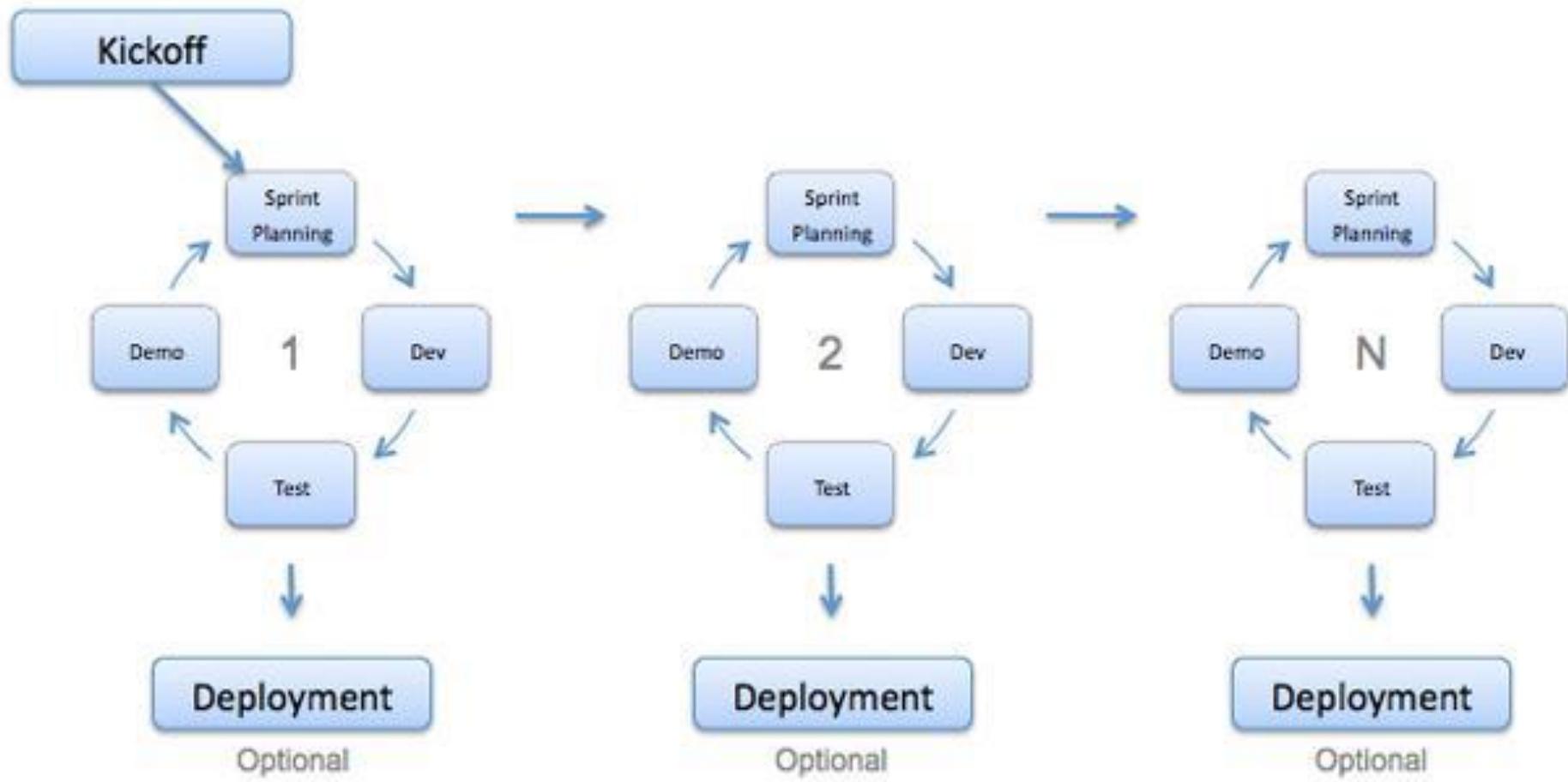
Type of Incremental model

Software is developed in incremental, rapid cycles. This results in small incremental releases with each release building on previous functionality

Each release is thoroughly tested to ensure software quality is maintained

It is used for time critical applications. Extreme Programming (XP) is currently one of the most well known agile development life cycle model

AGILE MODEL



ADVANTAGES OF AGILE MODEL

Customer satisfaction by rapid, continuous delivery of useful software.

People and interactions are emphasized rather than process and tools. Customers, developers and testers constantly interact with each other.

Working software is delivered frequently (weeks rather than months).

Face-to-face conversation is the best form of communication.

Close, daily cooperation between business people and developers.

Continuous attention to technical excellence and good design.

Regular adaptation to changing circumstances.

Even late changes in requirements are welcome

DISADVANTAGES OF AGILE MODEL

In case of some software deliverables, especially the large ones, it is difficult to assess the effort required at the beginning of the software development life cycle.

There is lack of emphasis on necessary designing and documentation.

The project can easily get taken off track if the customer representative is not clear what final outcome that they want.

Only senior programmers are capable of taking the kind of decisions required during the development process. Hence it has no place for newbie programmers, unless combined with experienced resources.

WHEN TO USE AGILE MODEL

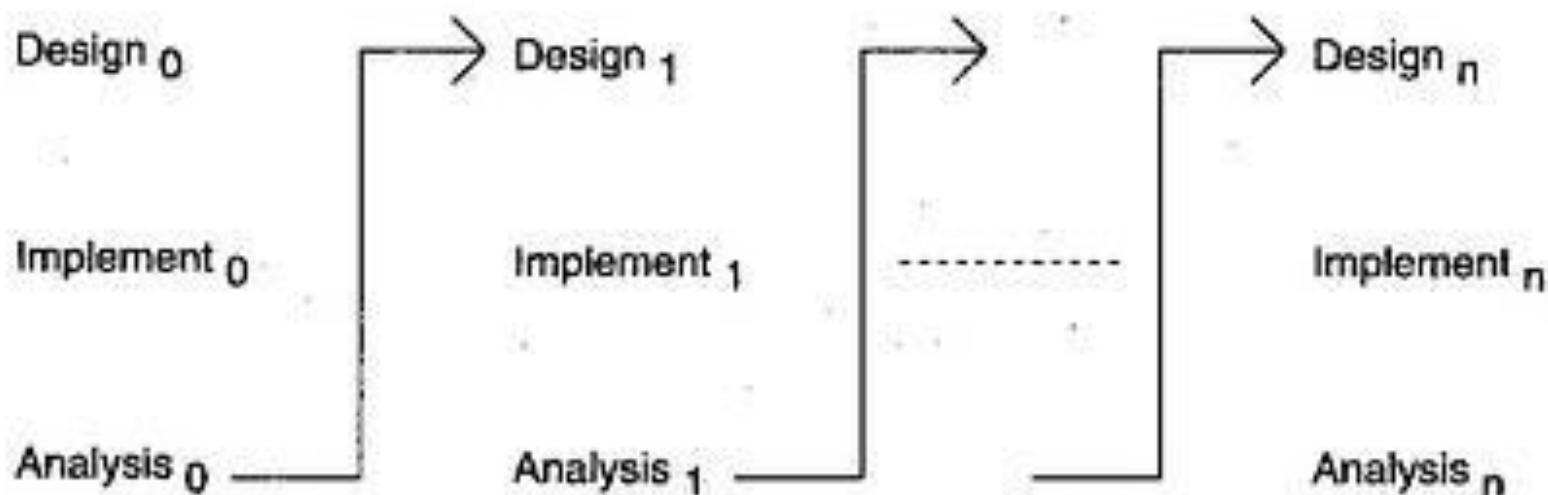
When new changes are needed to be implemented.

To implement a new feature the developers need to lose only the work of a few days, or even only hours, to roll back and implement it.

Unlike the waterfall model in agile model very limited planning is required to get started with the project.

Both system developers and stakeholders alike, find they also get more freedom of time and options than if the software was developed in a more rigid sequential way.

ITERATIVE LIFE CYCLE MODEL



ITERATIVE LIFE CYCLE MODEL

Does not attempt to start with a full specification of requirements

Instead, development begins by specifying and implementing just part of the software, which can then be reviewed in order to identify further requirements

This process is then repeated, producing a new version of the software for each cycle of the model

ADVANTAGES OF ITERATIVE MODEL

In iterative model we can only create a high-level design of the application before we actually begin to build the product.

In iterative model we are building and improving the product step by step.

In iterative model we can get the reliable user feedback.

In iterative model less time is spent on documenting and more time is given for designing.

DISADVANTAGES OF ITERATIVE MODEL

Each phase of an iteration is rigid with no overlaps

Costly system architecture or design issues may arise because not all requirements are gathered up front for the entire lifecycle

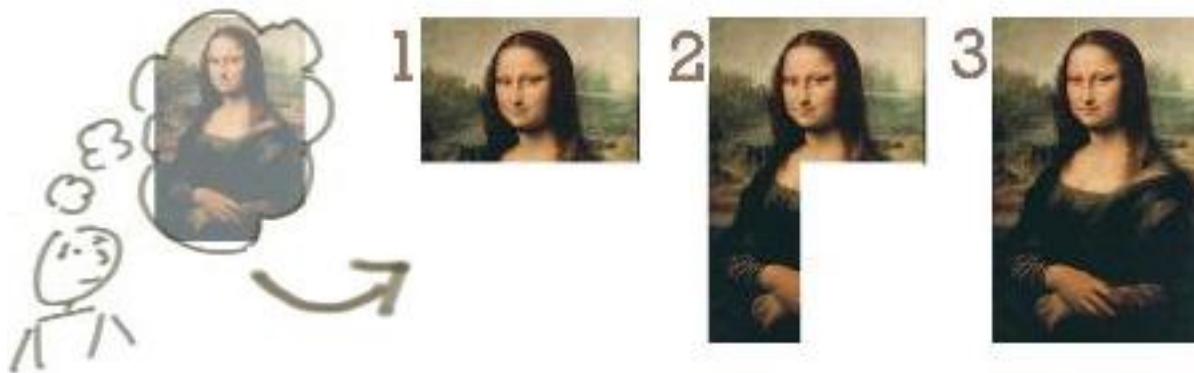
WHEN TO USE ITERATIVE MODEL

When the project is big.

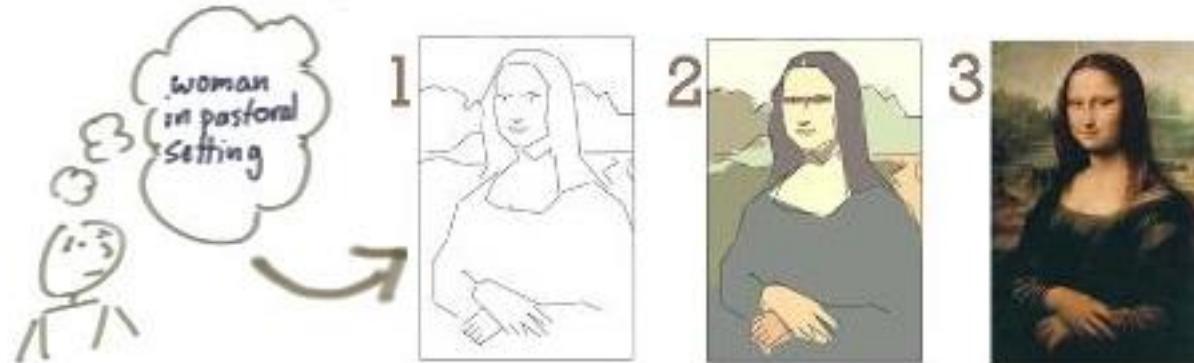
Major requirements must be defined; however, some details can evolve with time.

INCREMENTAL VS. ITERATIVE

Incremental



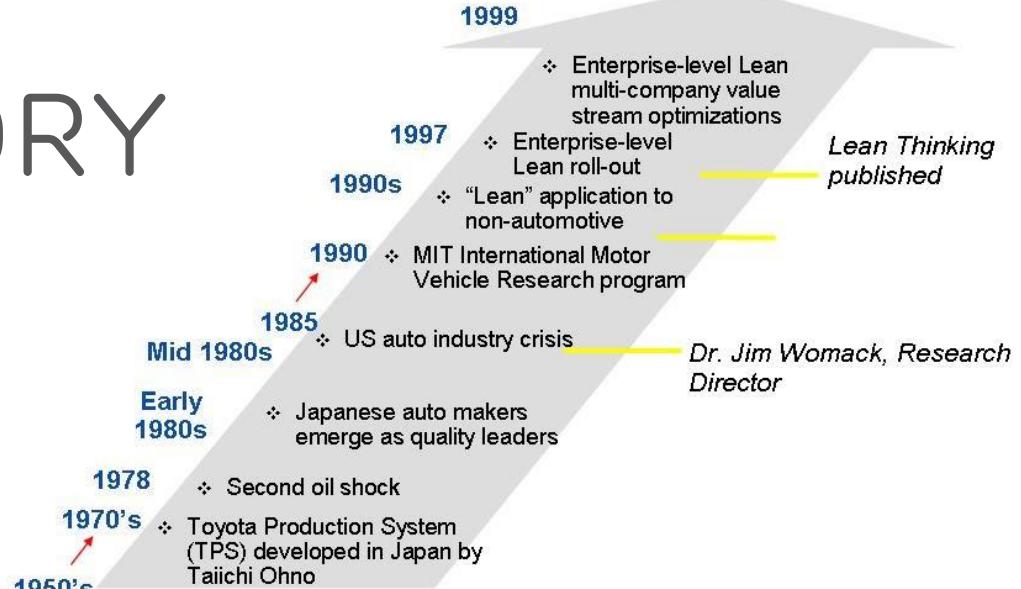
Iterative



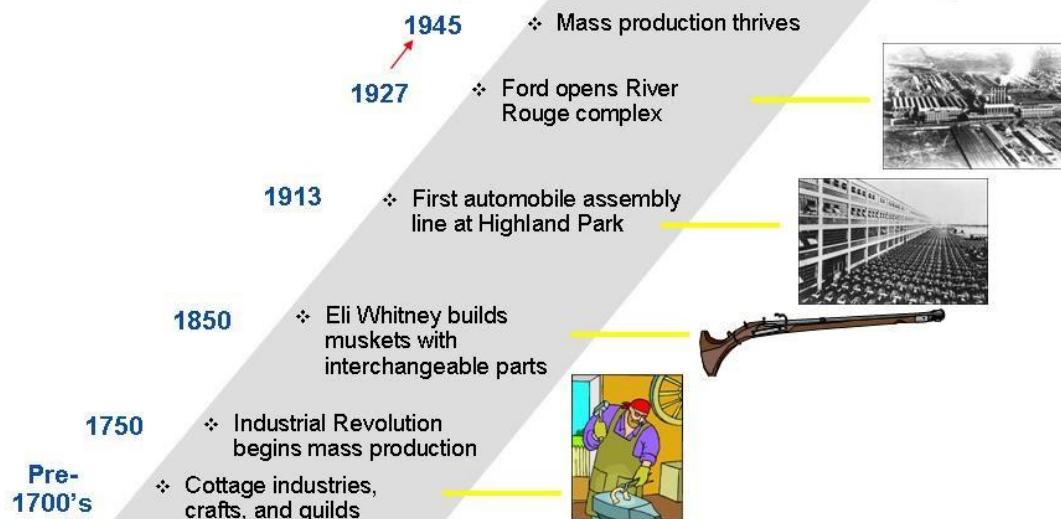
LEAN

- › Lean philosophy regards everything not adding value to the customer as waste

LEAN HISTORY



Lean developed in a Manufacturing background



Dates back to Mass Production days

PRINCIPLES OF LEAN

1. Eliminate Waste
2. Build Quality In
3. Create Knowledge
4. Defer Commitment (Decide as late as possible)
5. Deliver Fast
6. Respect People
7. Optimize the Whole

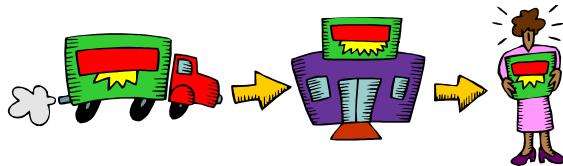


ELIMINATE WASTE

What is waste in software?

Any activity or product that does not provide value to customers – anything a customer would not pay for

7 WASTES IN SW DEVELOPMENT



Extra Processes



Extra features



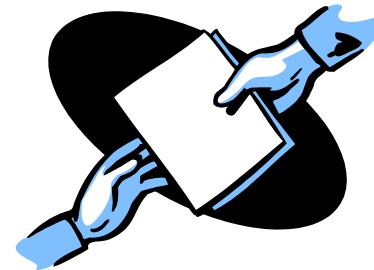
Defects



Partially
done work



Task switching



Motion and
handover



Waiting &
Delays

FAIL



BUILD QUALITY IN

Cost of fixing a shipped product is much higher then fixing a product that is being build

Think how to test before starting



CREATE KNOWLEDGE

Amplify learning

Share knowledge gained with the whole team



DEFER COMMITMENT

Decide as late as possible

- Keep your options open up to the **last responsible minute**
- Wait until you have better information to make the decision
- Be flexible to react to the changes that will surely happen in the market and in the technology



DELIVER AS FAST AS POSSIBLE

Deliver quickly to maximize return on investment, reduce risk, and get feedback from real customers and users



RESPECT PEOPLE

Empower the team

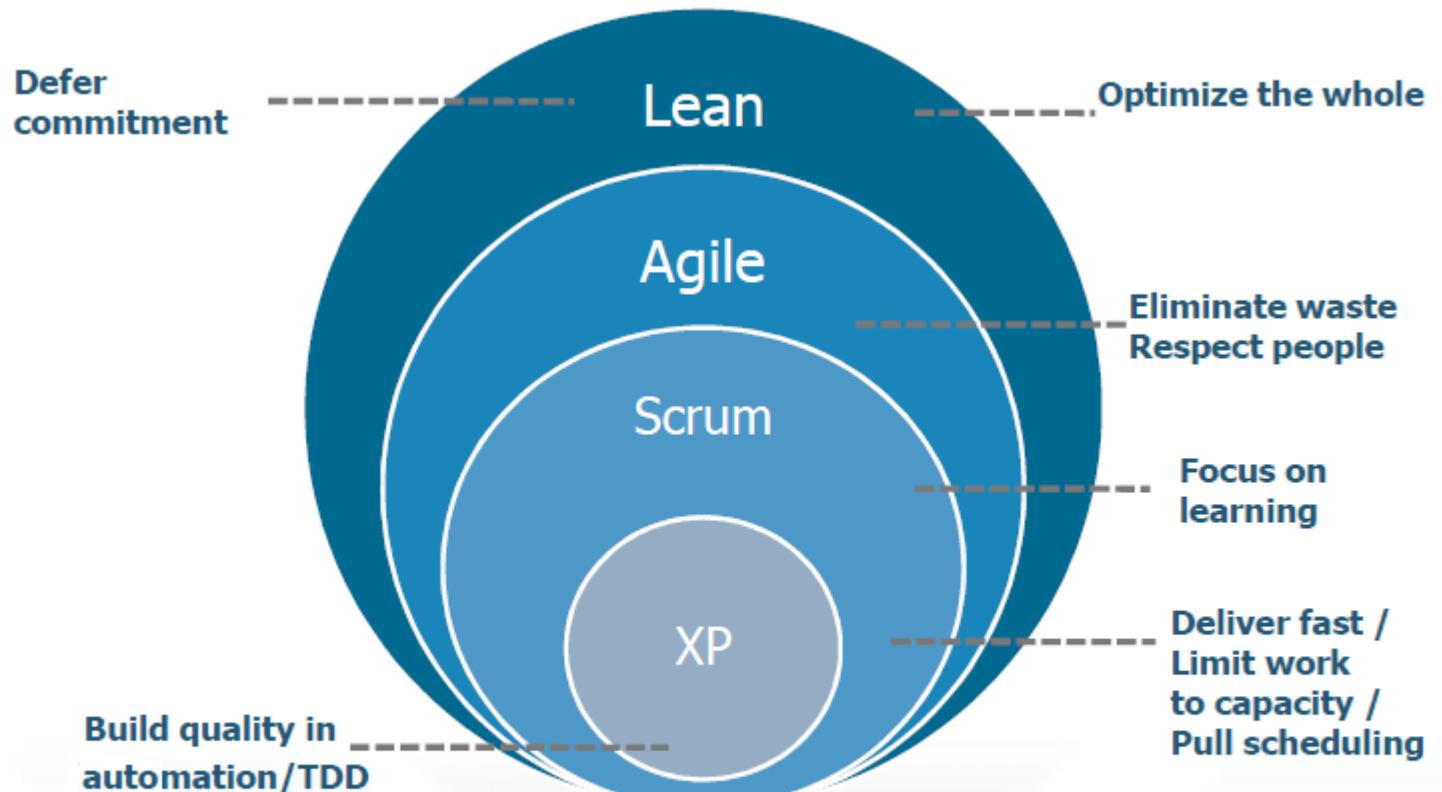


OPTIMIZE THE WHOLE

Improve the entire system

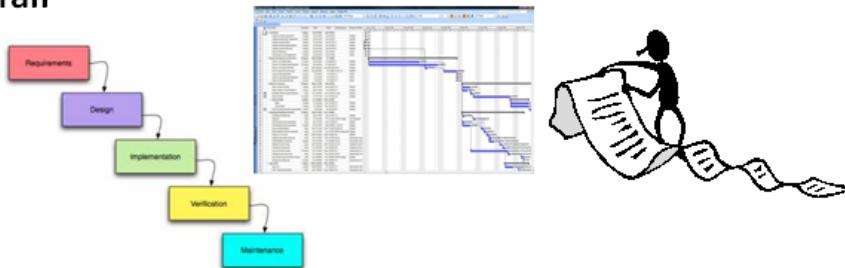
Find weakest link/biggest problem in your whole system and fix that first
More programmers – not enough testers: cannot deliver more value

HOW IT ALL FITS TOGETHER



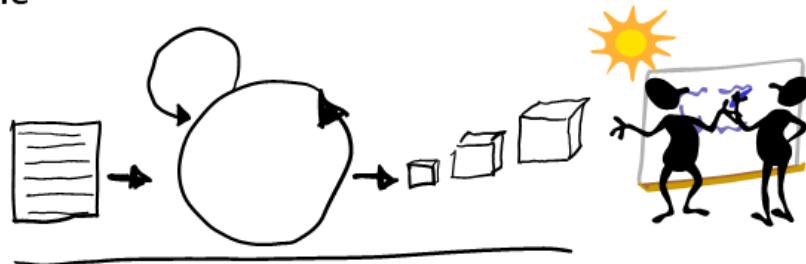
WATERFALL, AGILE, LEAN

Waterfall



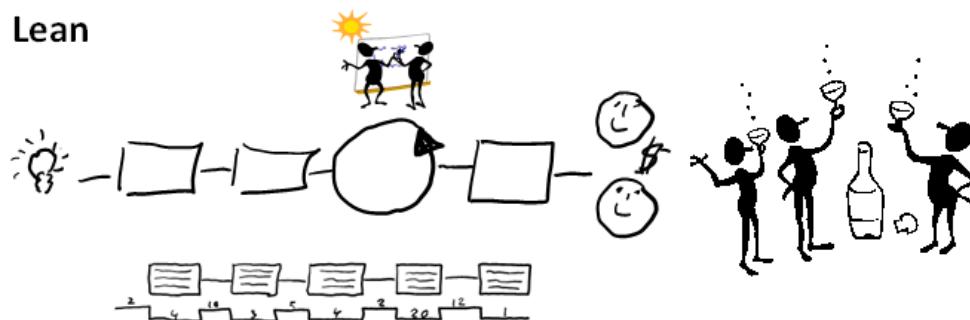
Schedule large work orders and align people by workflow

Agile



Schedule small work orders and align people by schedule

Lean



Schedule small work orders and align people by workflow