



Svignuppo

Monga

Logistica

Obiettivi

Introduzione

Sviluppo software in gruppi di lavoro complessi¹

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Svigruppo

Monga

Logistica

Obiettivi

Introduzione

Lezione I: Introduzione



Svigruppo

Monga

Logistica

Obiettivi

Introduzione

“Svigruppo”

- I semestre, Martedì 14:30–16:30 e Giovedì 16:30–18:30.
- Lezioni via YouTube, domande via *chat* e <https://onlinequestions.org/>, proff. Monga e Bellettini
- <https://mameli.docenti.di.unimi.it/svigruppo>



- Novità del *Coronacene*: forum **Zulip**
- Esame: prova in laboratorio + orale



Svigruppo

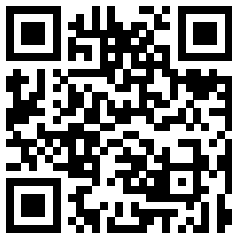
Monga

Logistica

Obiettivi

Introduzione

Per l'interazione durante la lezione, proviamo a usare
<https://onlinequestions.org/>; evento **13642**.





Il corso (6CFU) presenta gli aspetti piú organizzativi dello sviluppo software, ma mira a formare figure professionali che contribuiscono allo **sviluppo**, piú che alla pura gestione dei progetti.

- ❶ Cenni ai modelli organizzativi di sviluppo ('cattedrale', 'bazaar', 'kibbutz', ... gruppi di lavoro *agili*)
- ❷ Il supporto fornito dai tool di *configuration management* e *versioning*
- ❸ *Continuous integration & delivery*
- ❹ *DevOps*
- ❺ Documentazione e specifica mirata al lavoro collaborativo (*Design By Contract* e linguaggi per la *separation of concern*)

Quest'anno non sarà possibile organizzare i laboratori in presenza: organizzeremo alcune esercitazioni laboratoriali in modalità *flipped classroom*: Git, Gradle, CI, Eiffel

Svigruppo

Monga

Logistica

Obiettivi

Introduzione



Svigrosso

Monga

Logistica

Obiettivi

Introduzione

<https://homes.di.unimi.it/monga/lucidi2021/survey-svigrosso.html>



Il curriculum dello sviluppatore laureato



Svigruppo

Monga

Logistica

Obiettivi

Introduzione

- ① **Programmazione, Algoritmi:** 1 programmatore, 1 macchina (generalmente $\approx$ Von Neumann)
- ② **Sistemi operativi:** 1 programmatore, 1 ecosistema
- ③ **Ingegneria del software:** 1 committente, 1 gruppo di lavoro, 1 sistema da realizzare e mantenere
- ④ **Sviluppo in gruppi di lavoro complessi:** n committenti, team eterogenei, sistemi e componenti da realizzare e mantenere.

Fare ordine nel caos!

Un caso...



Svigruppo

Monga

Logistica

Obiettivi

Introduzione

Tom, the project manager, describes to you how his team works: "... to start with, our business representatives, together with our requirements experts, discuss with the customer what the system should do, and then write it down in the form of a requirements document. The business representatives also agree on deadlines and prices and stipulate a contract. In our case, we will be paid every time we deliver something to the customer, e.g. documents, code, or working functionality. The requirements document is then passed to our team of analysts which write the analysis document.

Un caso...



Svigruppo

Monga

Logistica

Obiettivi

Introduzione

The document, when ready, is passed to the design team, which creates the design document. I then personally distribute to the development team the various tasks, consisting of the functionalities to implement.

Developers also take care of deploying the code to a test server so that it can be tested before going in production. The testers, who form a team on their own, write tests for all the functionalities that appear in the requirements document. Each test consists in a sequence of steps providing an interaction between a user and the system, and the expected result. We are planning to be done with the requirements document in two months. After that we should be done with the analysis document in one month, and it should take another month for the design document.

Un caso...



Svigruppo

Monga

Logistica

Obiettivi

Introduzione

Therefore, after four months we will start developing code. According with our estimates we should be done with the implementation in seven months. After another month devoted to testing and bug-fixing, we should be able to show the whole system to the customer. I am confident we will achieve a good result, and this is both because I have teams composed by smart people, and because I value people a lot. For example, one rule we have that everybody likes and sticks to is: no overtime, for no reason. In my experience this reduces stress, makes people focus more on their normal daily working hours, and lets them have a life beyond their jobs."

(da "Agile Software Development", un MOOC di Bertrand Meyer)



Svigruppo

Monga

Logistica

Obiettivi

Introduzione

<https://onlineclicker.org/> Evento 8307

- ① The customer seems to be involved throughout the whole project lifecycle.
- ② All the documents to be delivered act as levels of indirection between the actual requirements and the code that is supposed to implement them, increasing the likelihood of misunderstandings.
- ③ The development team appears to be self-organized, in the sense that developers decide which tasks to pick for themselves.
- ④ Tom's testing team seems to apply test-driven development.
- ⑤ Tom's teams appear to be able to maintain a sustainable pace.
- ⑥ Tom's teams run the risk of realizing late (e.g. during the implementation) that certain assumptions made in the requirements, analysis, and/or design documents are not correct, with consequent delays in the project schedule.