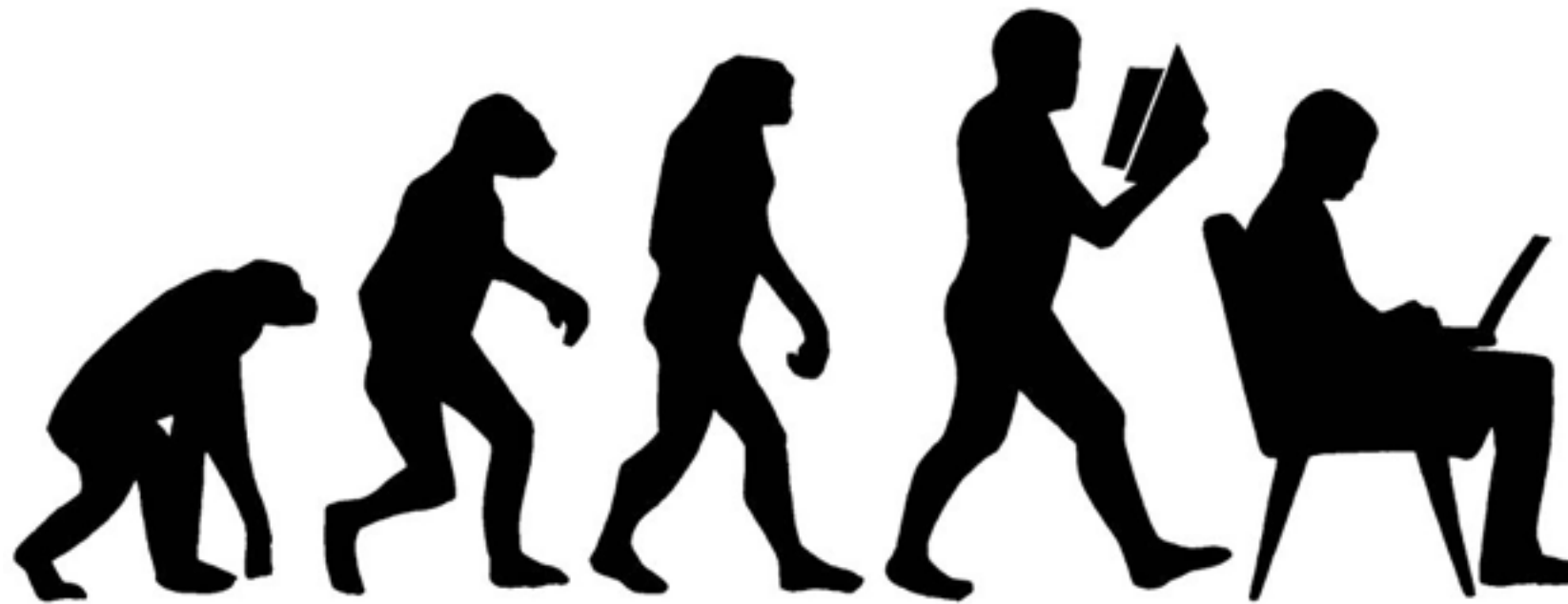


Software-Evolution

Warum und Wie



<http://commons.wikimedia.org/wiki/File:Evolution-des-wissens.jpg>

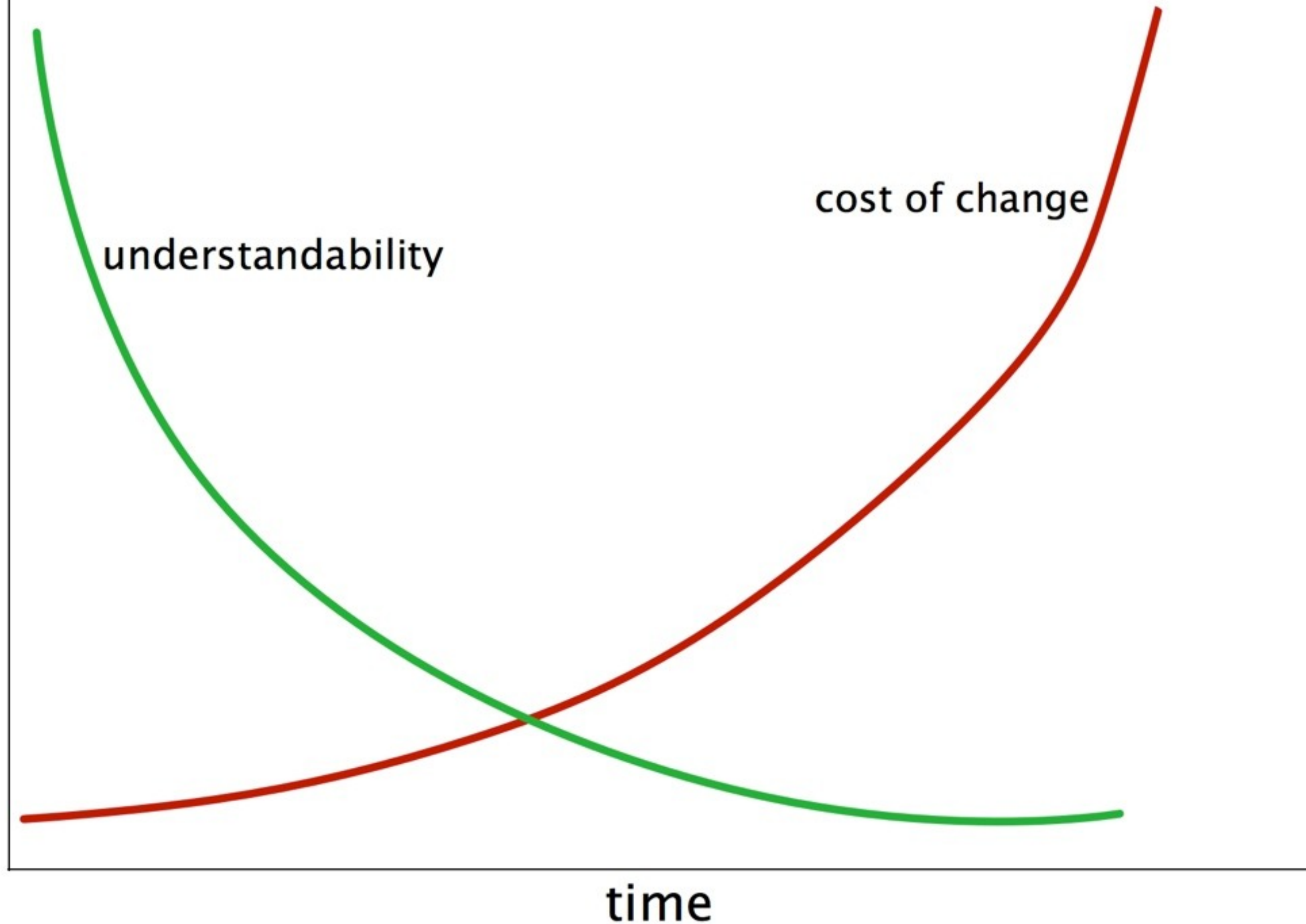
Ändern - aber richtig!



 Follow @stilkov

 Follow @gernotstarke

Ist!



Sell!

understandability

cost of change

time

Informatik

These:

**Ausbildung fokussiert
auf Neubau**

von Systemen

These:

Informatik

Praxis benötigt mehr
Änderungskompetenz an Systemen

These:
an Systemen
Verbesserung
einzelner Klassen
ist mehr als Refactoring

„Große“ Umbauten bedeuten (oft):

- Umbau DB-Struktur, Datenmigration
- Austausch von Software-Infrastruktur
(z.B. Frameworks)
- umfangreiche Änderung interner Abläufe
- massive Änderung interner Schnittstellen

kommerziell

These:

Erfolgreiche Systeme

meistens

sind verbaut

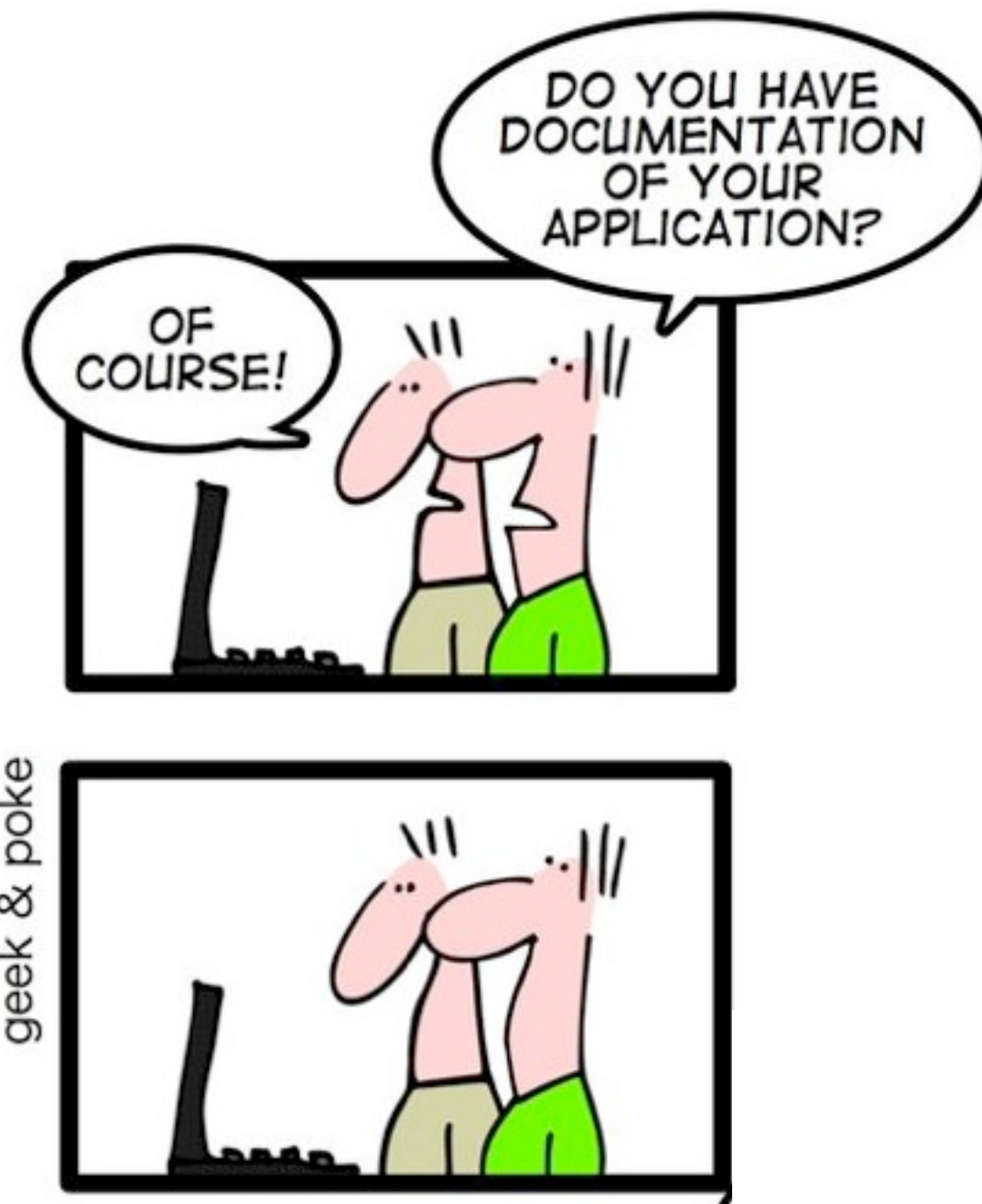
Erfolgreiche Systeme
sind verbaut

Kommerziell erfolgreich:

- Anwender fordern schnell viele Features
- Schnelle Lieferung widerspricht „Engineering-Prinzipien“

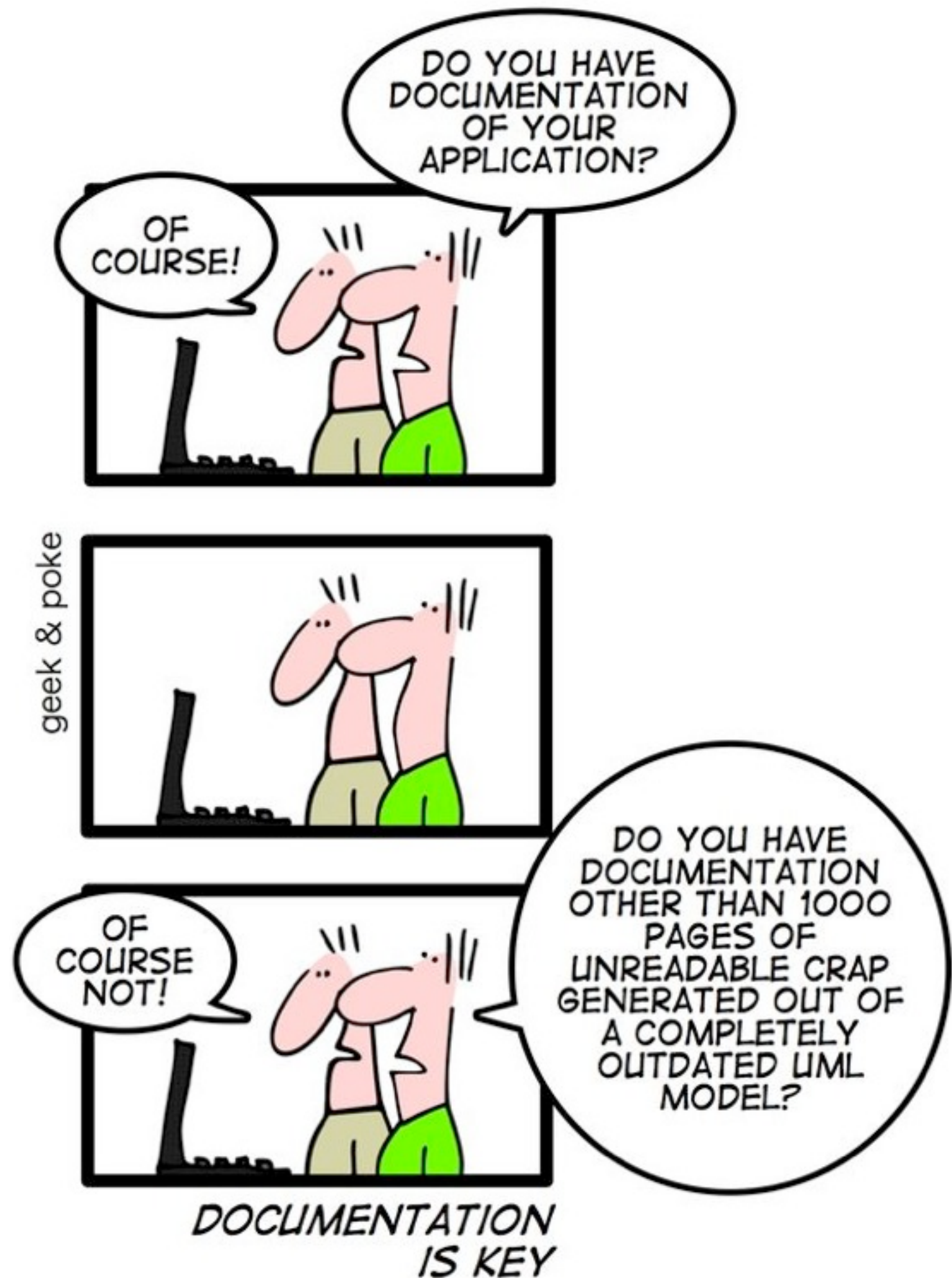
These:

Erfolgreiche Systeme
sind verbaut



These:

Erfolgreiche Systeme
sind verbaut



These:
Erfolgreiche Systeme
sind verbaut



<http://www.flickr.com/photos/pasukaru76/9824401426>

These:

Änderungen an
Systemen sind durch
Geld motiviert

These:

Änderungen an Systemen
sind durch Geld motiviert

- neue Features
- veränderte NFA (z.B. Performance)
- hohe Betriebskosten
- hohe Änderungskosten

These:

**Budgetverantwortliche
ignorieren
Architekturprinzipien**

These:

Budgetverantwortliche ignorieren
Architekturprinzipien

Architekturprinzipien und Clean-Code für

- Entwickler
- Architekten
- sonstige „intrinsisch Motivierte“

3 Fragen:

- Wissen alle Stakeholder, wo die Probleme in der Architektur liegen?
- Sind sich alle über die Konsequenzen einig?
- Gibt es klare Strategien zur Verbesserung?



Architecture Improvement Method



Architecture Improvement Method

free:

✓ (as arc42!) open, contributions welcome

easy to apply:

- ✓ methodical patterns and practices
- ✓ no specific tooling required

grounded:

- ✓ combines new and established practices
- ✓ industry-proven

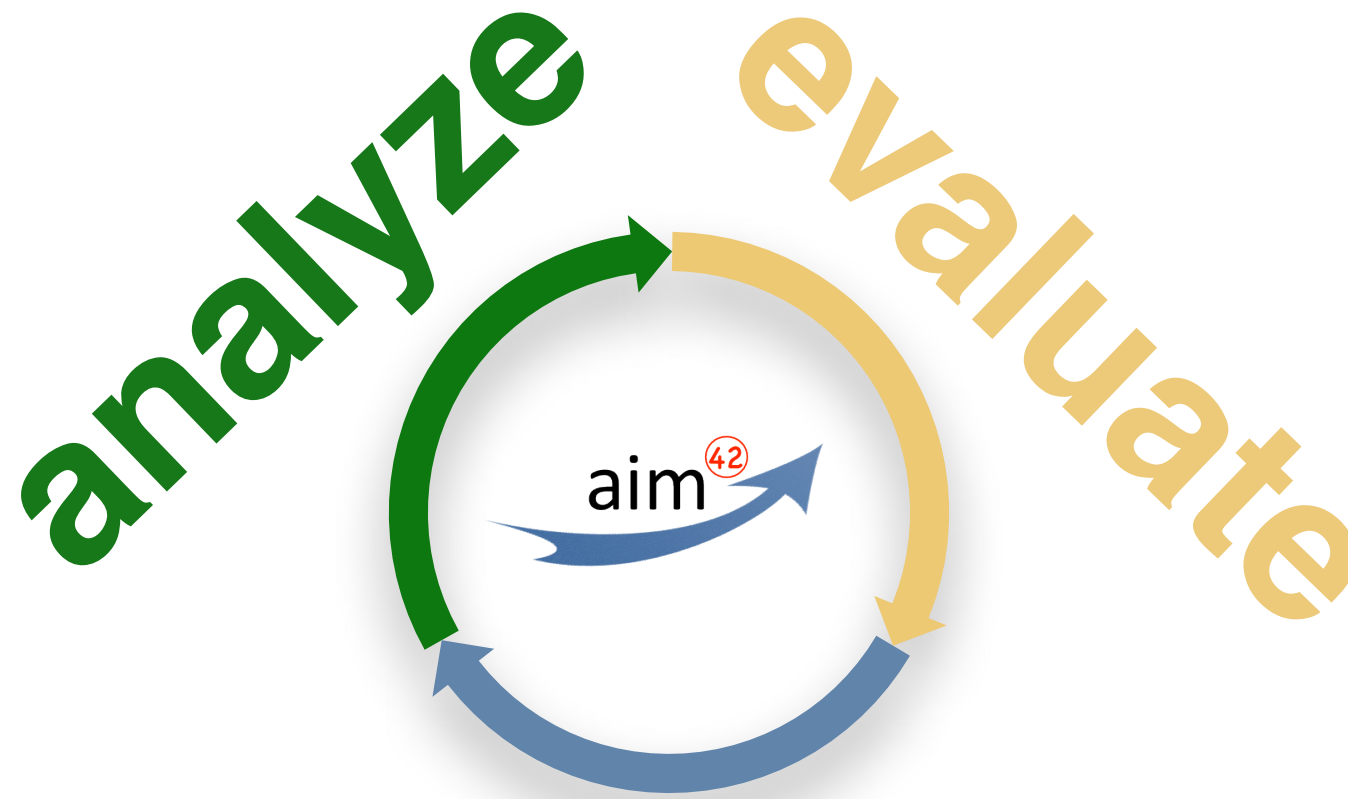


- architecture
- code
- runtime
- organization



determine „value“ of
problems / risks / issues
and their remedies





improve

- define strategy
- setup regression testing
- refactor
- re-architect
- re-organize
- remove debt



search for symptoms,
problems, issues, risks, faults,
mis-behavior, technical-debt...



- **qualitative**
 - ATAM
 - nominal-actual comparison
- **quantitative**
- **structural**
- **runtime**
 - efficiency
 - resource consumption
 - logs, protocols
- **known issues**
 - bugs and bug clusters
- **organization**
 - stakeholder
 - (development) process



The Patterns...

- Capture-Quality-Requirements
- Context-Analysis
- Data-Analysis
- Development-Process-Analysis
- Documentation-Analysis
- Issue-Tracker-Analysis
- Profiling
- Take What They Mean

- Qualitative-Analysis
- Quantitative-Analysis
- Pre-Interview-Questionnaire
- Requirements-Analysis
- Runtime-Artifact-Analysis
- Software-Archeology
- Stakeholder-Analysis
- Stakeholder-Interview
- Static-Code-Analysis
- View-Based-



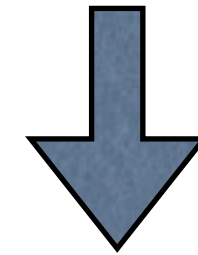
- **Capture-Quality-Requirements**
- Context-Analysis
- Data-Analysis
- Development-Process-Analysis
- Documentation-Analysis
- **Issue-Tracker-Analysis**
- Profiling

Patterns to find issues...

- **Qualitative-Analysis**
- Quantitative-Analysis
- Pre-Interview-Questionnaire
- Requirements-Analysis
- Runtime-Artifact-Analysis
- **Software-Archeology**
- **Stakeholder-Analysis**
- Stakeholder-Interview
- **Static-Code-Analysis**



Stakeholder Analysis



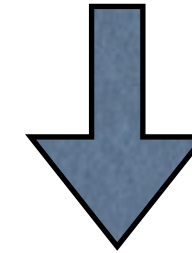
who MIGHT have problems

Beispiele:

Management, Auftraggeber, Projekt-Steuerkreis, sonstige Projekt-Gremien, PMO, Projektmanager, Produktmanager, Fachbereich, Unternehmens-/Enterprise-Architekt, **Architekten**, Methoden-Abteilung, QS-Abteilung, IT-Strategie, Software-Architekt, Software-Designer, **Entwickler**, **Tester**, Konfigurationsmanager, Build-Manager, Release-Manager, Wartungsteam, externe Dienstleister, Zulieferer, Hardware-Designer, Rollout-Manager, Infrastruktur-Planer, **Sicherheitsbeauftragter**, Behörde, Aufsichtsgremium, Auditor, Mitbewerber/Konkurrent, **Endanwender**, Fachpresse, Fachadministrator, **Systemadministrator**, Operator, **Hotline**, Betriebsrat, Lieferant von Standardsoftware, verbundene Projekte, Normierungsgremium, Gesetzgeber...



Stakeholder Analysis (II)

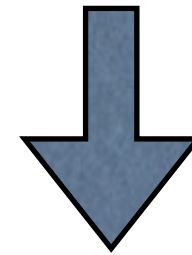


who MIGHT have problems

- use pre-interview questionnaire
- conduct personal interviews:
 - e.g. what are your top-3 issues with...
 - 1. the system
 - 2. the development / maintenance process
 - 3. operation / infrastructure of the system
 - 4. ...



Capture-Quality-Requirements

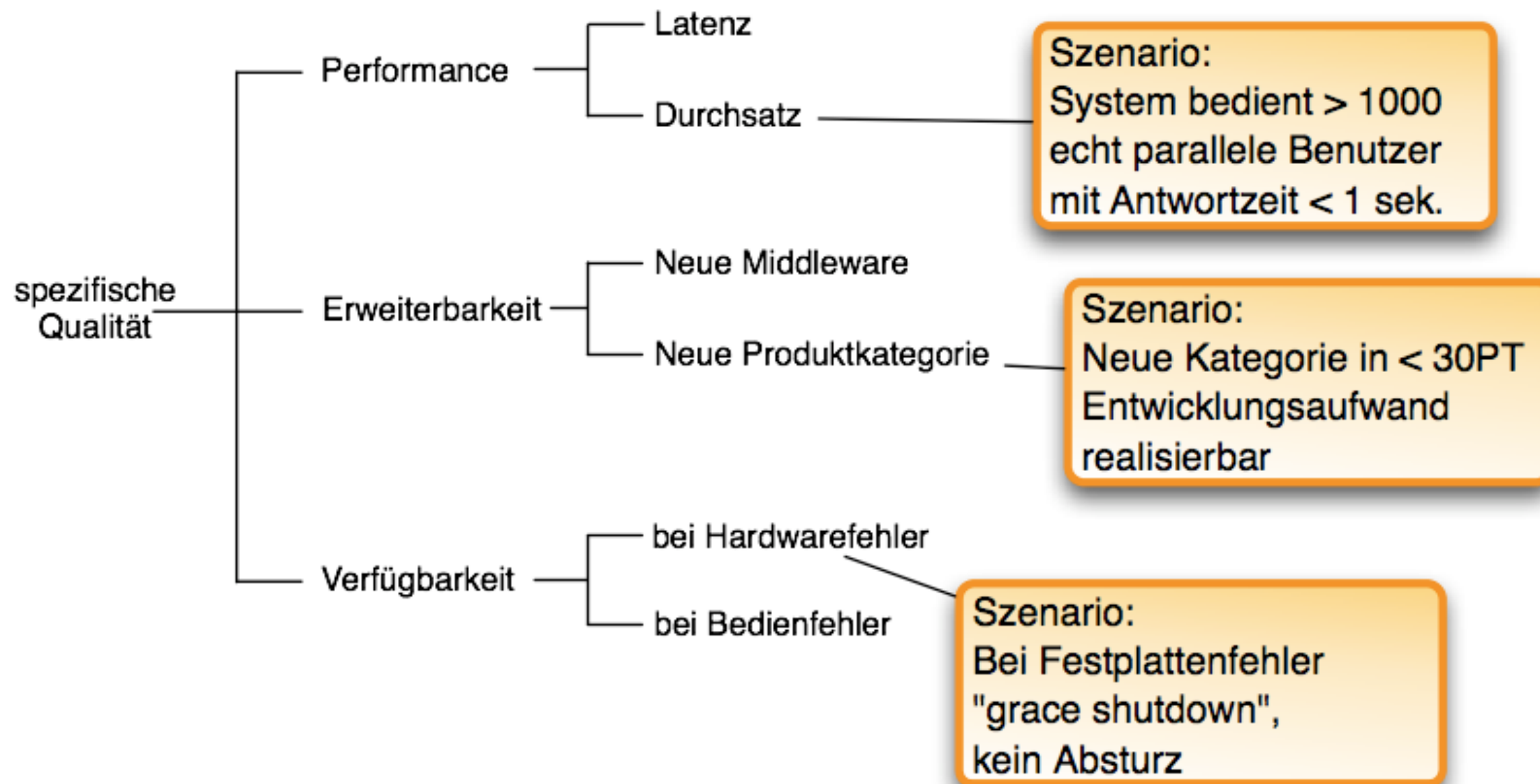


Qualitative Analysis

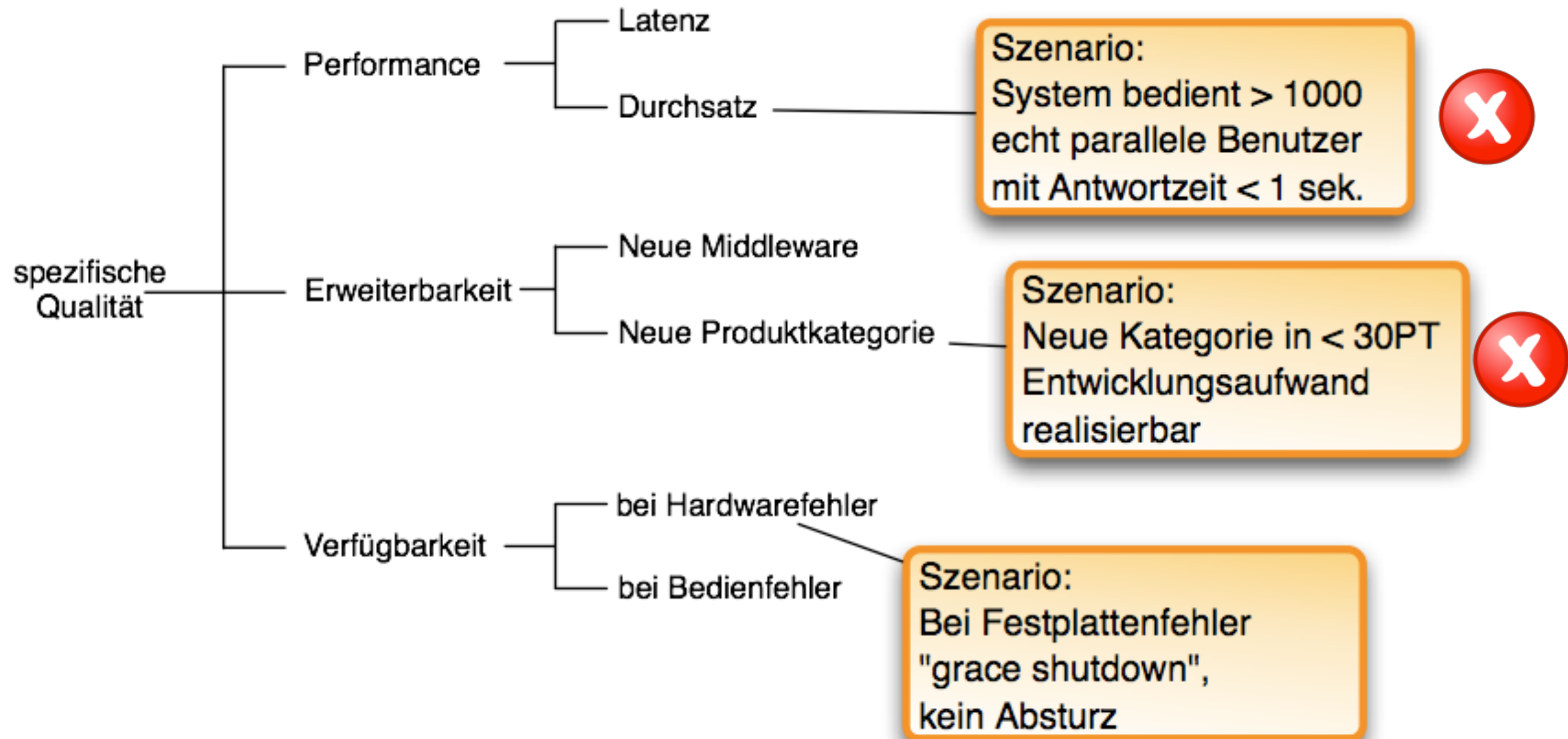
- (similar to) ATAM
- established methodology, published by SEI
- industry-proven
- basic idea: nominal-actual-comparison
 1. determine explicit & specific quality goals
 2. determine architecture approaches taken
 3. analyze if 2. is sufficient for 1.



Hierarchical Quality Model (I)



Hierarchical Quality Model (II)



Qualitative Analysis: Compare Goal / Solution

Qualitätsziele

Q-Ziel	Bedeutung / Szenarien
Flexibilität	Neues <u>csv</u>-Importformat in <4h konfigurierbar
Last / Performance	250.000 eingelieferte Fotos innerhalb von 24h prozessiert
Sicherheit	Mandant kann niemals Zugriff auf Daten anderer Mandanten erhalten

Risiken?

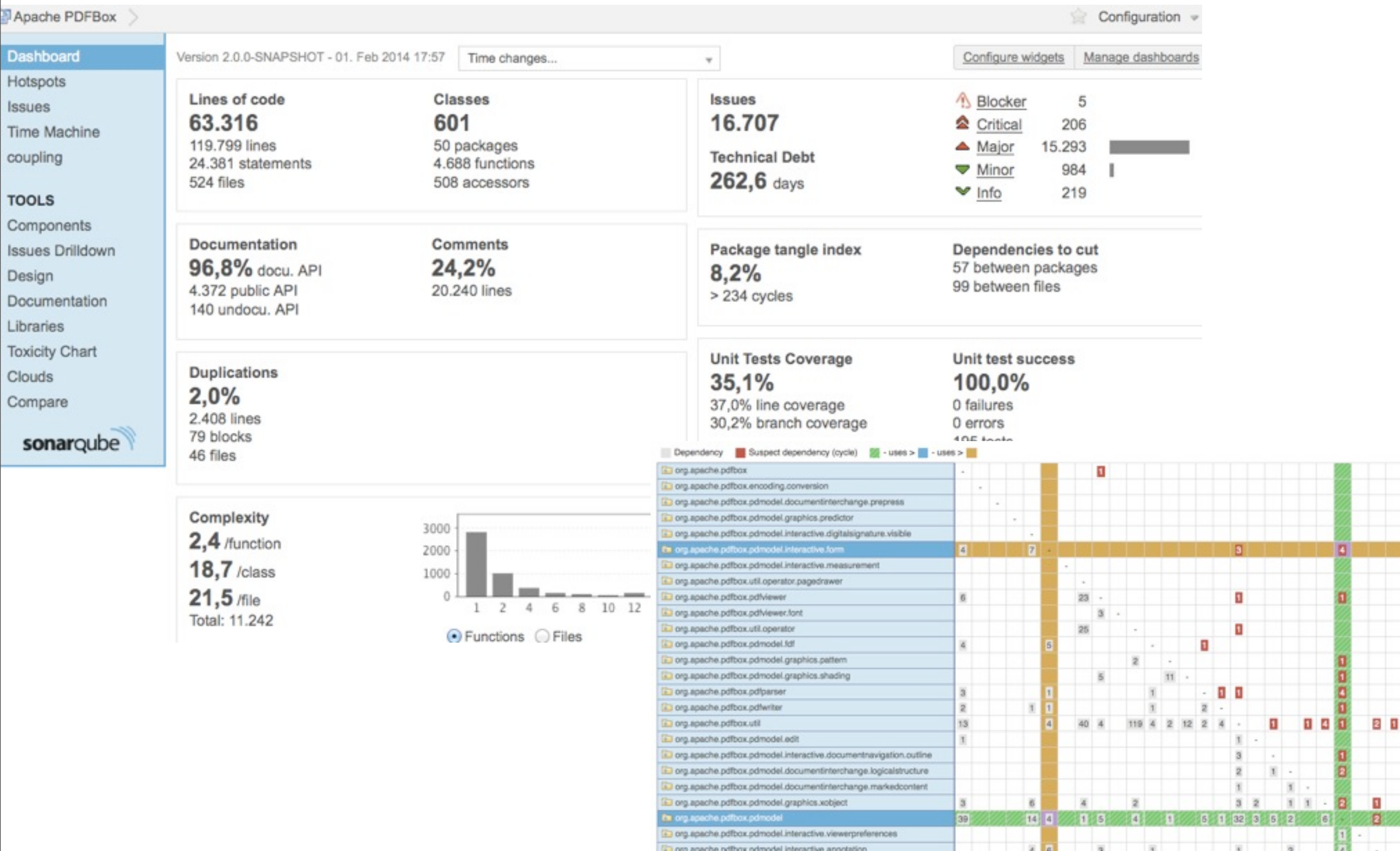
Lösungs-ansätze

Architektur-/Lösungsansatz
- Konfigurationssprache für CSV-Parser (Import), auf Basis ANTLR - Syntaxgesteuerter Editor für die Sprache
- Bilder als Dateien speichern, Links in DB - Lasttests im DailyBuild - Generator für (Massen-)Testdaten
- Mandantenspezifische Daten grundsätzlich in (eigener) VM - Datenlieferungen grundsätzlich in mandantenspezifische Verzeichnisse (ftp-Server) - Unix-Kennungen spezifisch für Mandanten



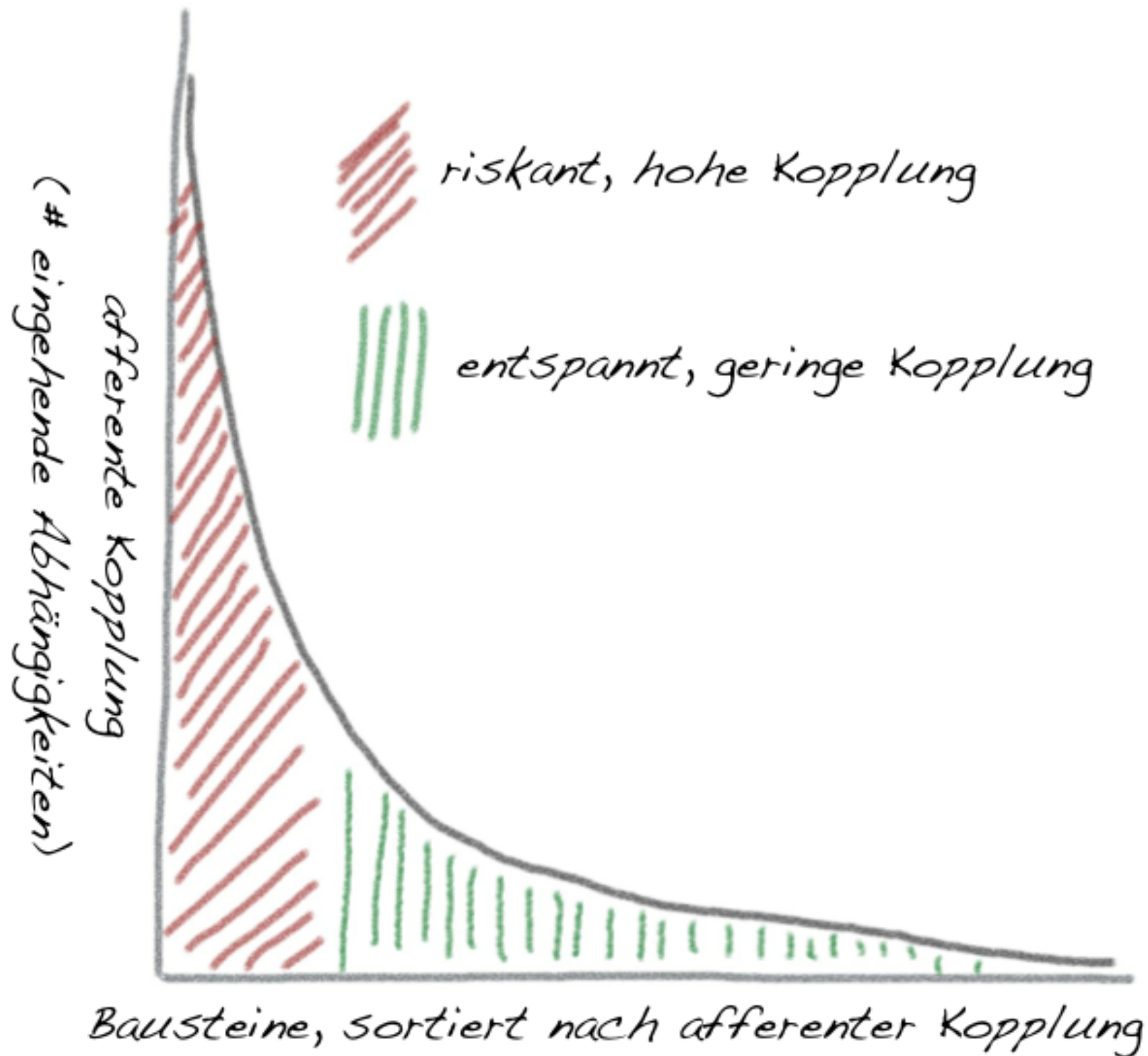
Static Code Analysis

(here: SonarQube dashboard / Apache PDFbox)





Static Code Analysis (here: afferent coupling)





- understand
 - root-causes of problems
- determine „value“ of:
 - problems / risks / issues
 - their remedies
- prioritize



Goal:

**Convince
Stakeholder
(in their language)**



The Patterns...

- Failure Mode And Effect Analysis
 - Impact Analysis
 - Root Cause Analysis
 - Separate Cause From Effect
 - Software Archeology
 - View Based Understanding
- Determine Problem Cost
 - Determine Feature Value
 - Estimate Remedy Cost



Issue	„finding“ from the analysis-phase: symptom, problems, risks etc.
Reason/Cause	What's the (technical, structural...) reason behind the issue
Cost / time	what negative impact (in terms of money) does this issue have per time (i.e. per month)?
Remedy	what tactics, strategies or actions can resolve this issue, who need to be involved, prerequisites?
Cost of remedy	what will the remedies and actions cost?
Impact & risk	If remedy is taken what risks might follow, what impact might the remedy have?

Pri o	Issue / Cause	Cost / time	Remedy	Cost of reme dy	Impact & Risk
1.	data loss under high load	damaged reputation, sales loss: €50.000/yr	• replace in-memory data transfer by MOM • introduce transaction concept • apply standard integration patterns	• 150 FTE-days • maybe: license cost	• (-) higher complexity of implementation • (+) cleaner architecture • (+) modern middleware
2.	high effort to configure to customer corporate identity	cannot bill total effort to customer, €2.000/ customer	• re-architect UI styling, introduce templating mechanism • re-implement pdf generation	• 30 FTE-days	• existing customers might require additional effort to migrate
3.	pdf generator is rarely used, requires	25.000€/yr	• migrate from iText-pdf to Apache pdfbox	• 20 FTE-days	• pdfbox is currently not well-documented • existing iTextPdf know-how not immediately useable • learning-curve

Experience Report (Logistics)

Analyze:

- ✓ ATAM & qualitative analysis
- ✓ Stakeholder interviews

Evaluate:

- ✓ Prioritized issues
- ✓ Top-3 as „tasks“ to maintenance team



**solve issues, refactor,
re-architect, re-structure,
renew, migrate, cleanup**



The Patterns...

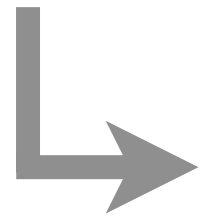
- Automated Tests
- Change by Extension
- Change by Copy
- Branch-for-Improvement
- Refactoring
- Refactoring-Plan
- Refactor-Data-Structures
- Migrate Data
- Keep-Data-Toss-Code
- Improve Code Layout
- Handle-If-Else-Chains
- Isolate Changes
- Extract-Reusable-Component
- Group Improvement Actions
- Schedule Improvement Work

Change-by-Extension

Close for change

Change-by-Extension

Close for change

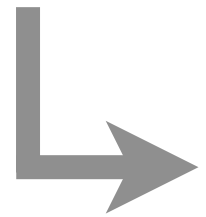


Enable integrateability

(auth/auth, navigation)

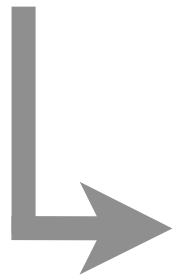
Change-by-Extension

Close for change



Enable integrateability

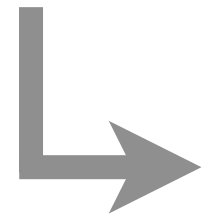
(auth/auth, navigation)



**Create new system
for new features**

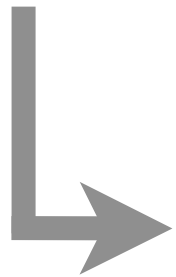
Change-by-Extension

Close for change

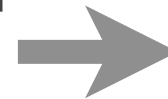


Enable integrateability

(auth/auth, navigation)



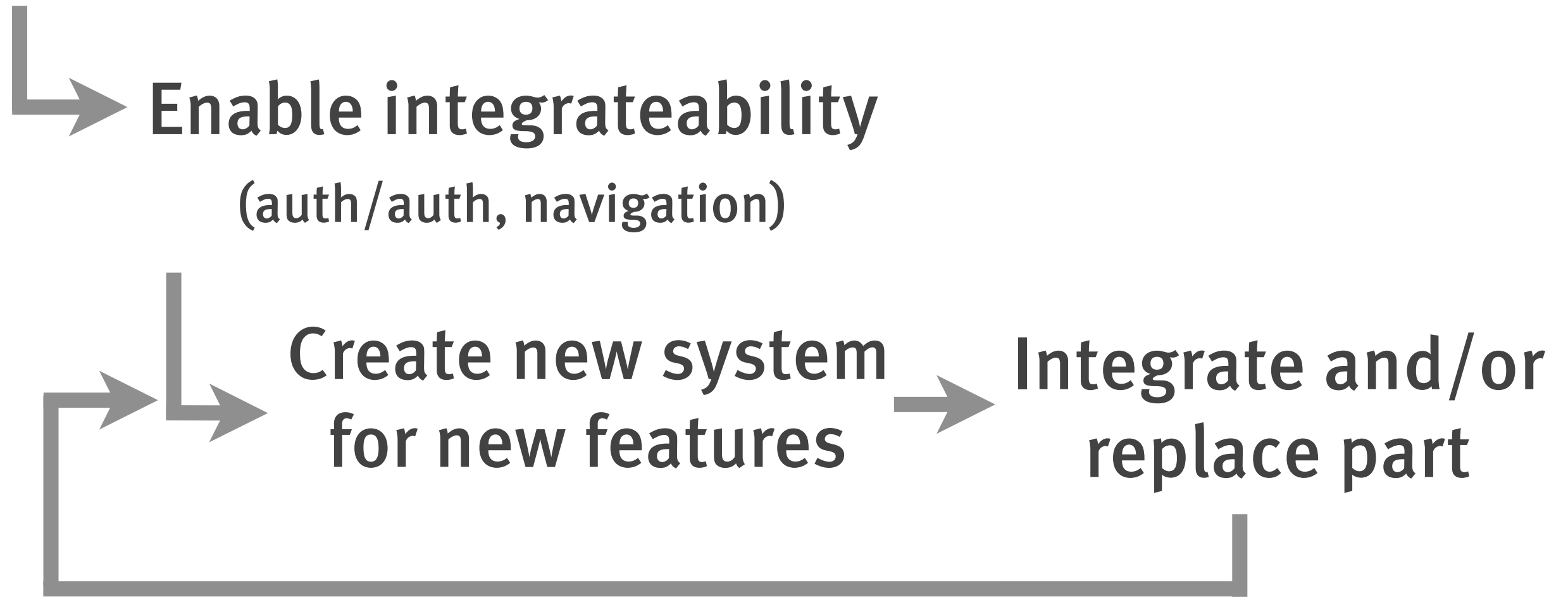
**Create new system
for new features**



**Integrate and/or
replace part**

Change-by-Extension

Close for change



Change-by-Copy

Close for change

Change-by-Copy

Close for change

└→ Enable integrateability

Change-by-Copy

Close for change

└─ Enable integrateability

└─ Copy System
to A, B

Change-by-Copy

Close for change

└─ Enable integrateability

└─ Copy System
to A, B

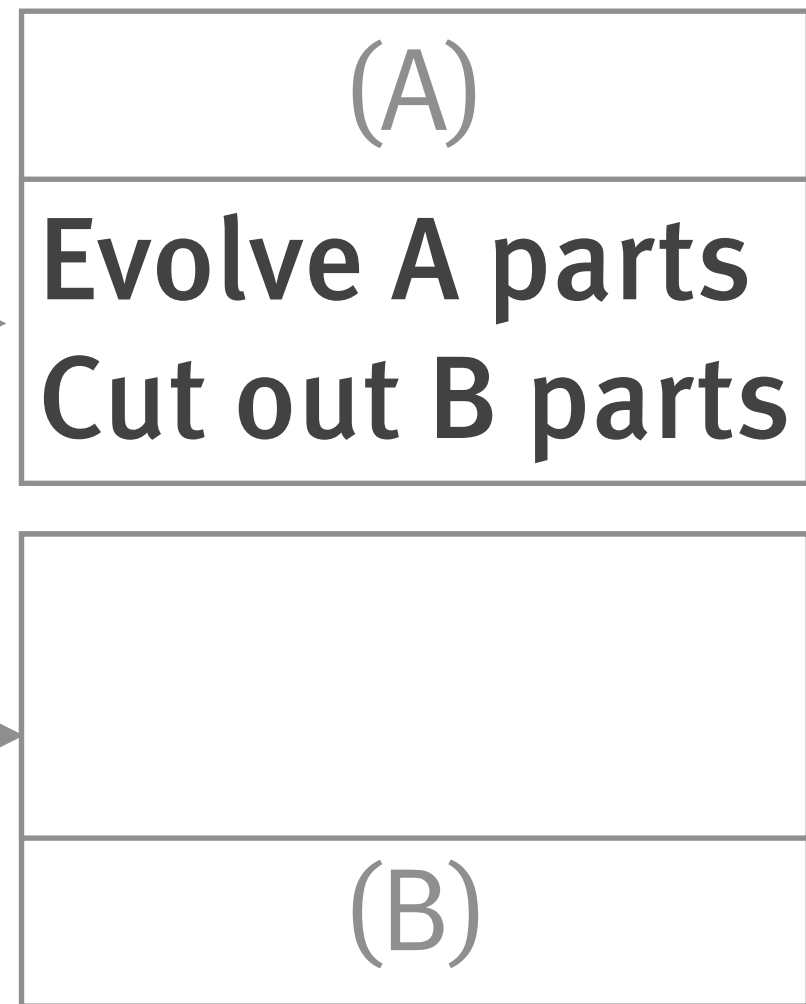


Change-by-Copy

Close for change

└ Enable integrateability

└ Copy System
to A, B

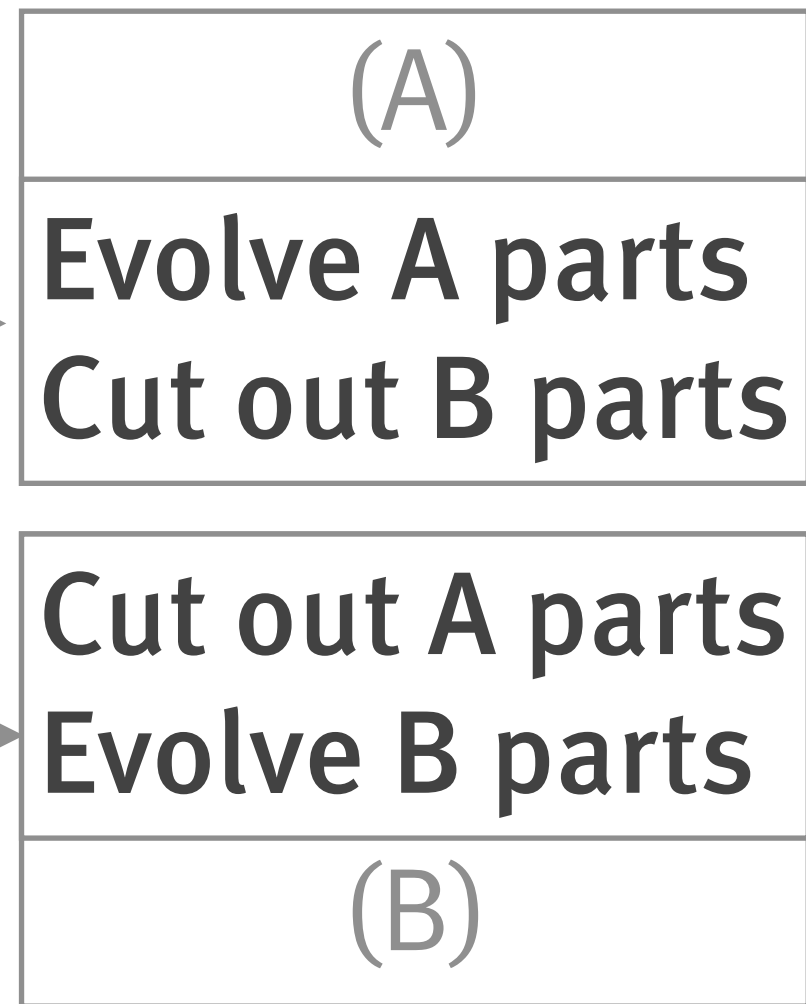


Change-by-Copy

Close for change

└─ Enable integrateability

└─ Copy System
to A, B

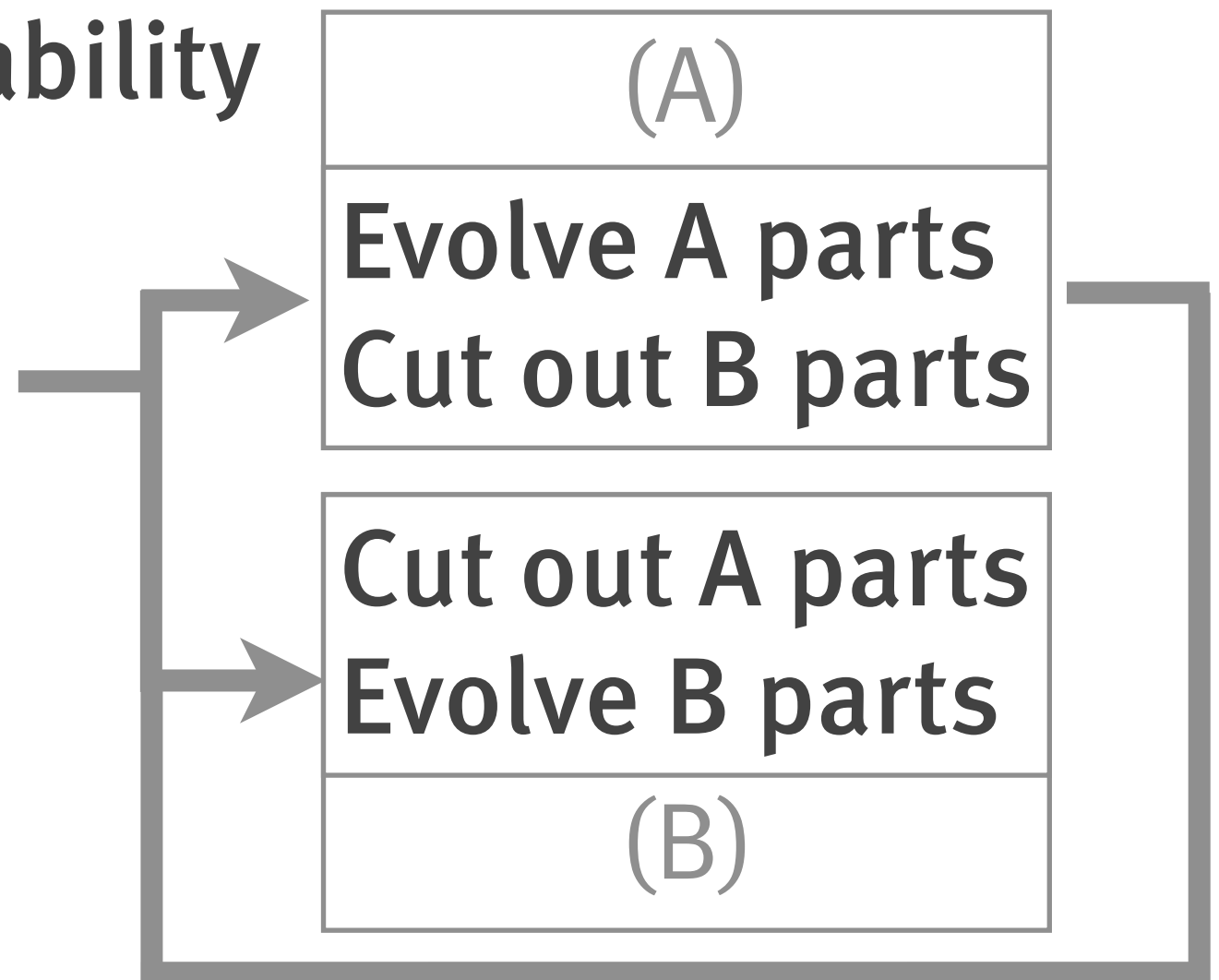


Change-by-Copy

Close for change

└─ Enable integrateability

└─ Copy System
to A, B

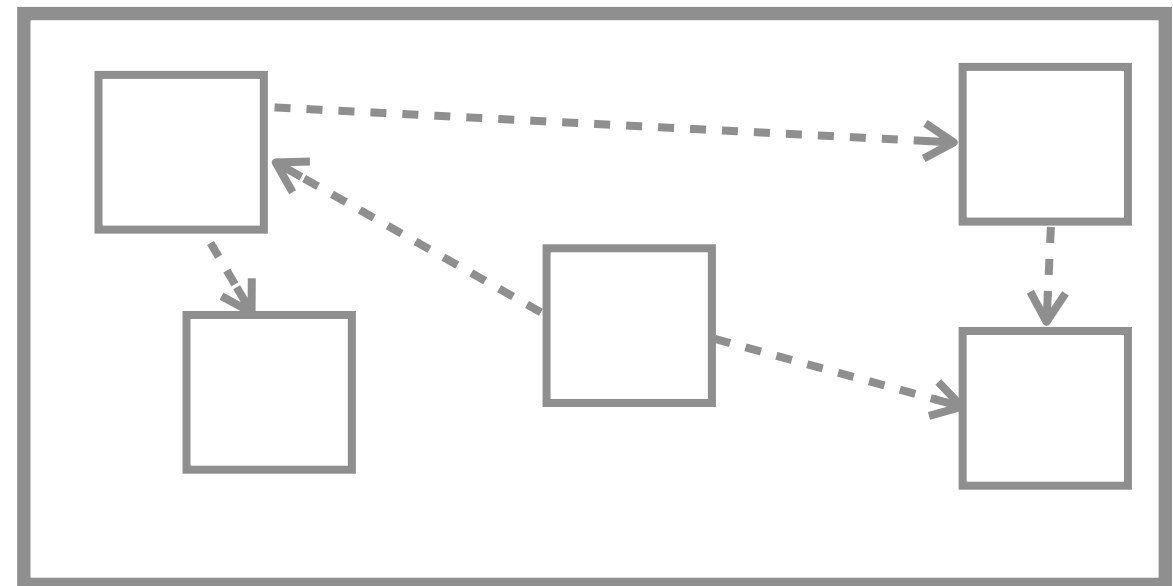


Outside-in-Interfaces

Define external,
“ideal” interface

Adapt to existing
codebase

Transform system to
match interfaces

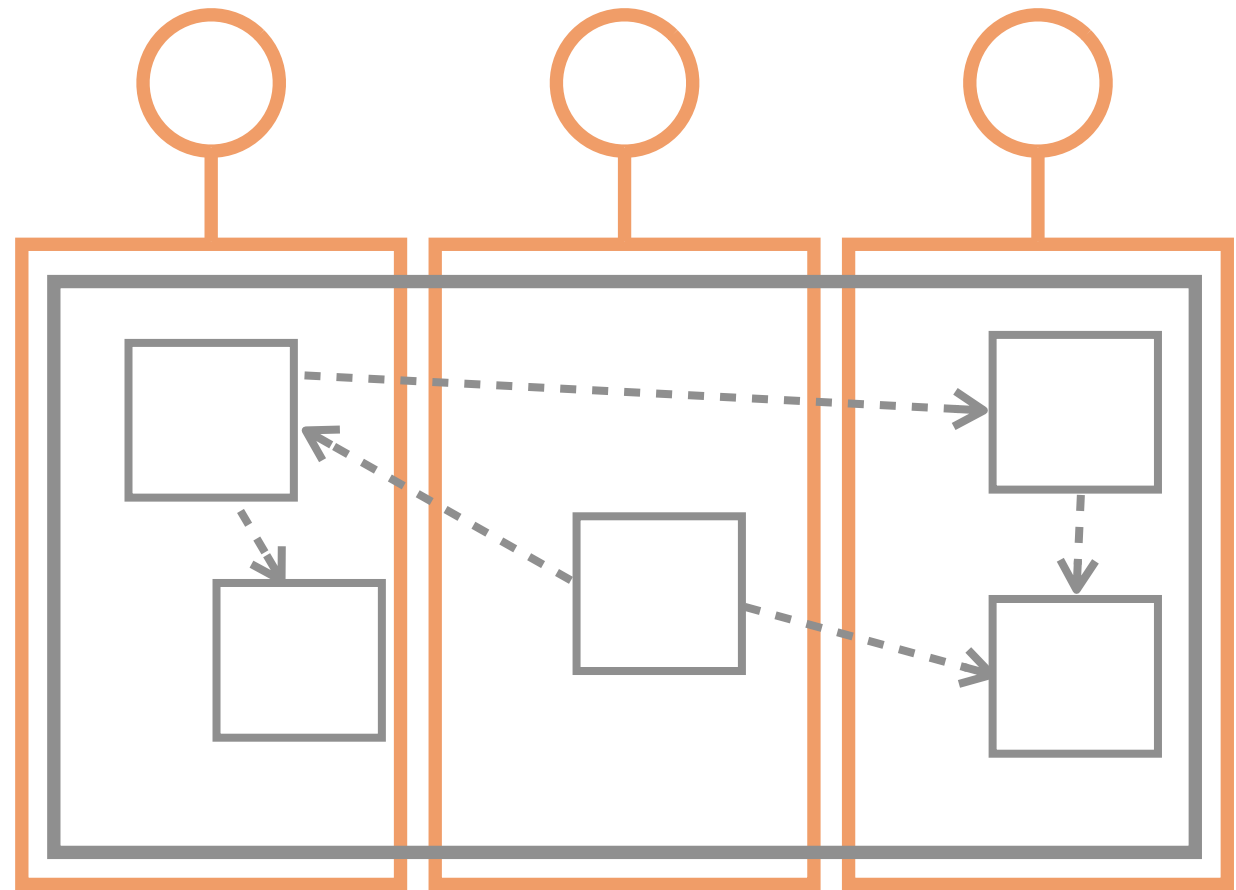


Outside-in-Interfaces

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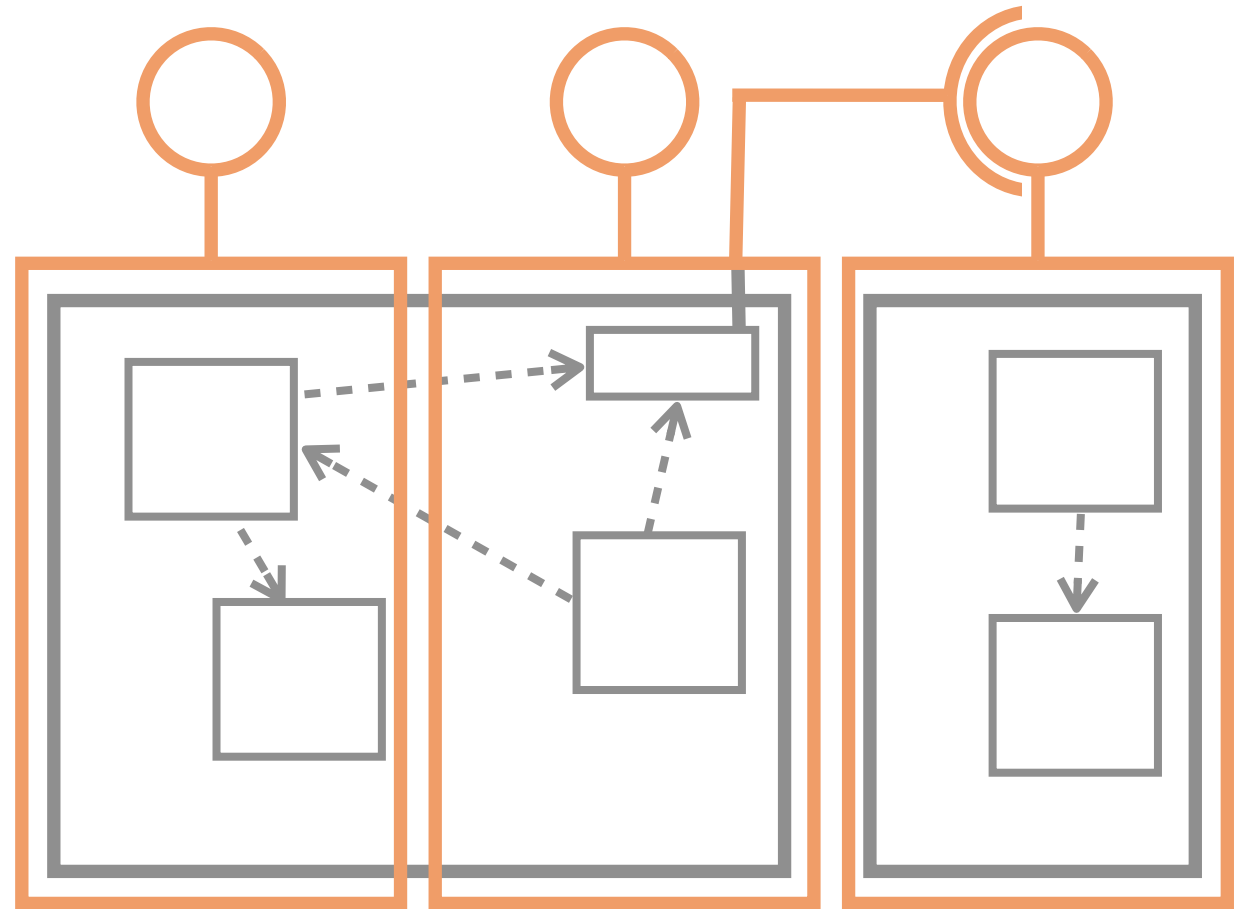


Outside-in-Interfaces

Define external,
“ideal” interface

Adapt to existing
codebase

Transform system to
match interfaces



Limit Feature by Client

Add new logic gradually

Enable for specific client (user) groups only

Allow for co-existence

Remove Flexibility

Analyze customizations by user/client kind

Identify unused/rarely used paths

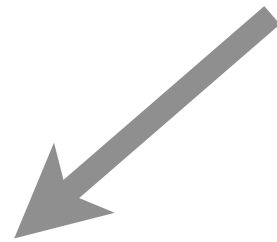
Replace customizable parts with hard-coded alternatives

Natural Death

Separate old and new use cases + products

Natural Death

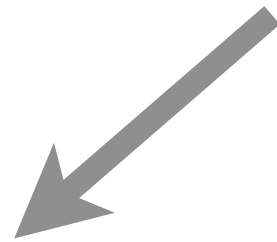
Separate old and new use cases + products



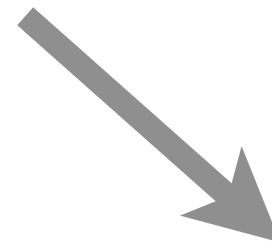
Implement new
logic in new parts

Natural Death

Separate old and new use cases + products



Implement new
logic in new parts



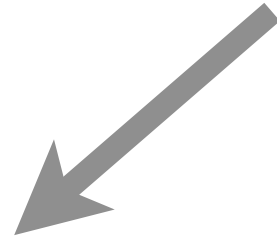
Retire old parts
once data is “dead”

Architecture Backlog

Treat issues as (special) features
after analysis/evaluation!

Architecture Backlog

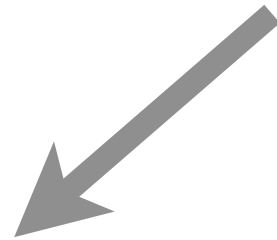
Treat issues as (special) features
after analysis/evaluation!



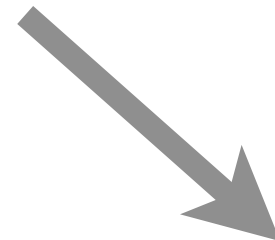
involve
“Product owner”

Architecture Backlog

Treat issues as (special) features
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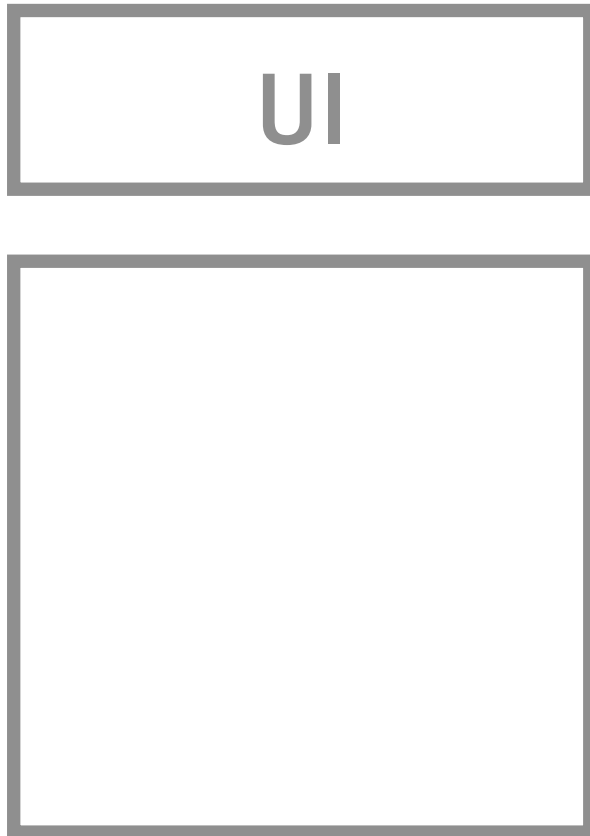


involve
“Product owner”



involve
“Scrum master”

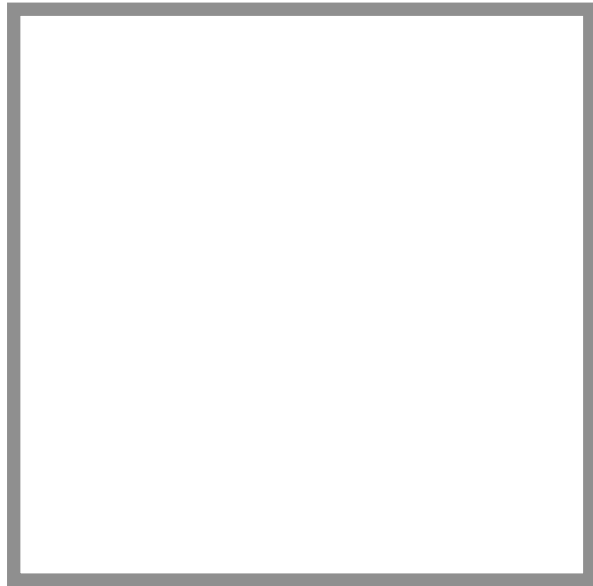
Front-end switch



Create new surface
area (UI)

Gradually replace
backend parts

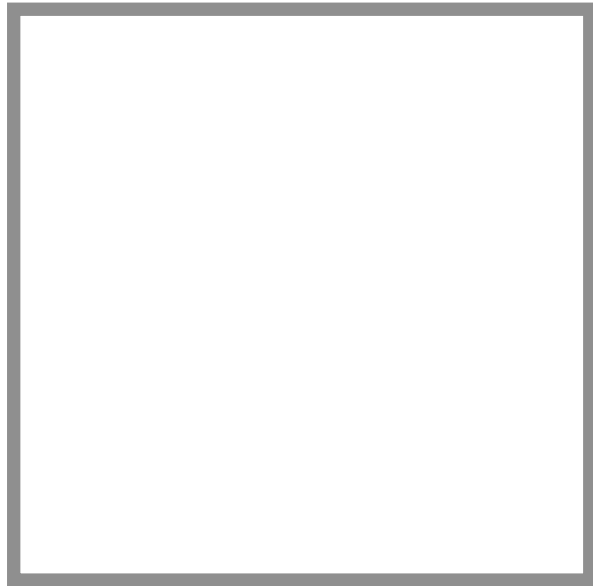
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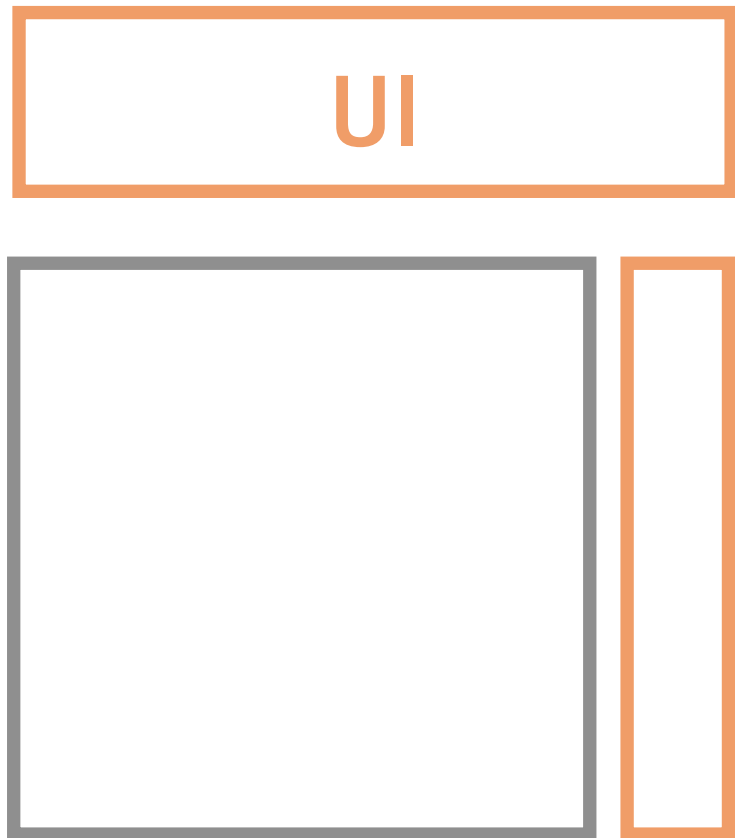
Front-end switch



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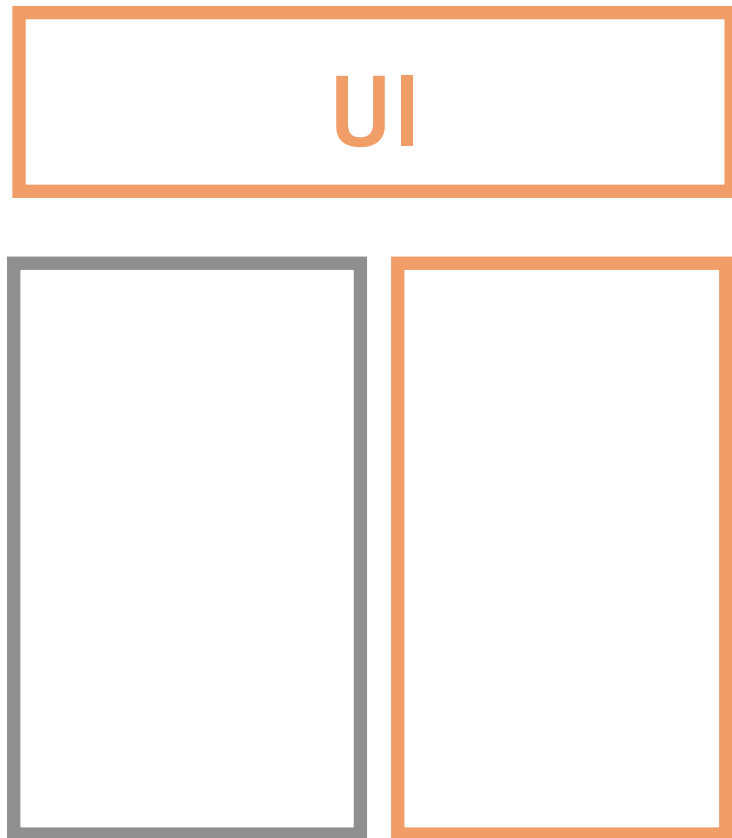
Front-end switch



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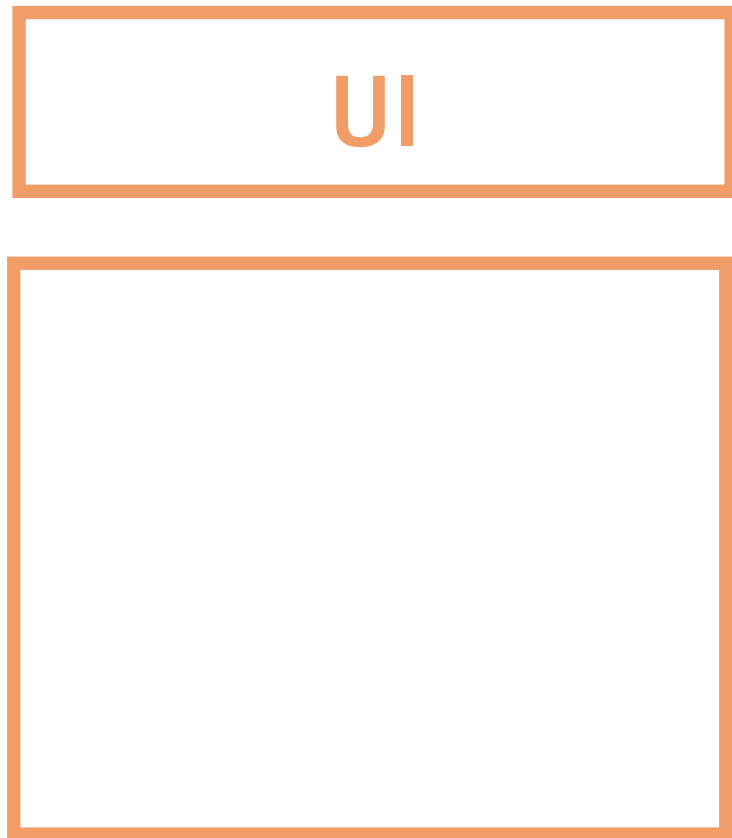
Front-end switch



Create new surface area (UI)

Gradually replace backend parts

Front-end switch



Create new surface area (UI)

Gradually replace backend parts

«Your Pattern or Practice Here »»

Contributions welcome!

...» <http://aim42.org>

Fazit

These:
**Practices ersetzen
Erfahrung nicht**

These:
**Erprobte
Vorgehensweisen
erleichtern Fokus aufs
Wesentliche**

These:
**Grundsätzlich können
wir ändern**

These:

**Techies müssen
Notwendigkeit von
Änderungen verkaufen**

These:

Logisches

**Denken trotz Pattern-
und Practice-Katalog
erforderlich**

These:
**Spezifische Sprache
erleichtert
Kommunikation**

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<http://gernotstarke.de>

Stefan Tilkov, @stilkov
stefan.tilkov@innoq.com
<http://www.innoq.com/blog/st/>

References (excerpt)

Books:

- ✓ M.Lippert, S.Roock: Refactoring in Large Software Projects: Performing Complex Restructurings Successfully (2006)
- ✓ M. Fowler: Refactoring
- ✓ M. Feathers: Working Effectively with Legacy Code.

Research:

- ✓ SERIOUS: „Software Evolution, Refactoring, Improvement of Operational & Usable Systems", ITEA-Eureka Project (2008)
<http://www.hitech-projects.com/euprojects/serious/deliverables.htm>
- ✓ ATAM: Architecture Tradeoff Analysis Method, Software Engineering Institute, <http://www.sei.cmu.edu/architecture/tools/evaluate/atam.cfm>

Online:

- ✓ practices

see <http://aim42.org> for more

Experience Report (Industry)

Analyze:

- ✓ ATAM & qualitative analysis
- ✓ (extensive) stakeholder interviews
- ✓ Software Archeology

approx 50 issues, problems found

Evaluate:

- ✓ Identifies ~5 issues as
„safety critical production risk“
- ✓ Identified architectural & code causes
- ✓ Cost of those issues: > 100T€

Improve:

- ✓ Isolate-changes, introduce (internal) interfaces
- ✓ removal became high-priority for developers