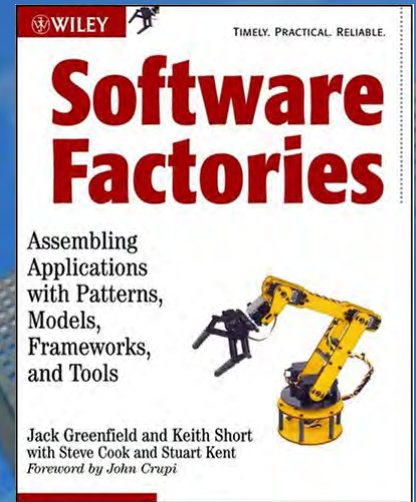


Software Factories

Steve Cook
Architect

Enterprise Tools, Visual Studio
Microsoft Corporation



The Software Crisis (ca. 2004)

- \$250B/yr in US (average \$430K to \$2.3M per project)
 - ▶ 16% on time and budget but deliver less than planned (avg 42%)
 - ▶ 53% overrun (avg 189%)
 - ▶ 31% are canceled, losing \$140B/yr

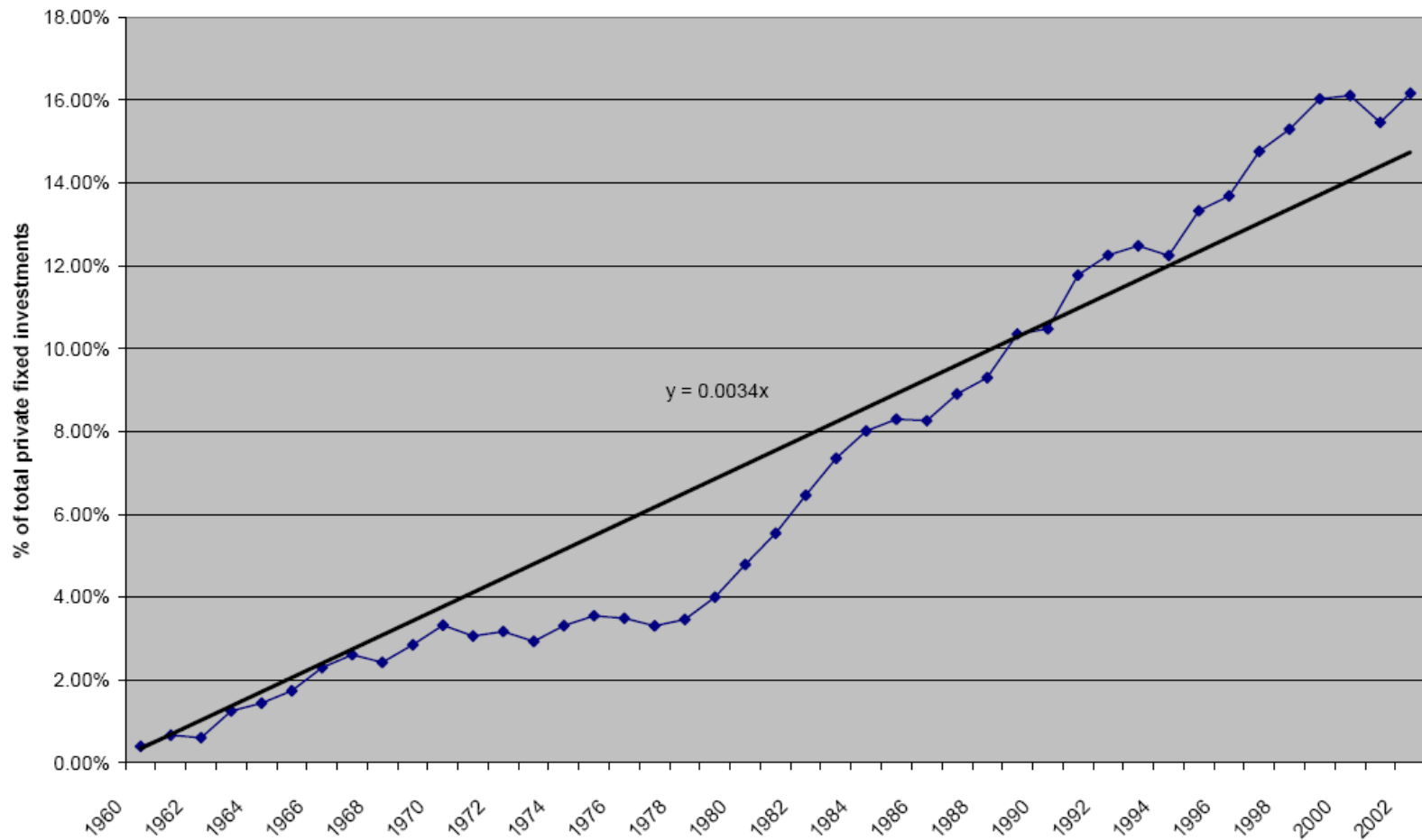


Figure 2. Computer and software investments in the US, 1960-2002 (calculated from US National Income and Product Accounts).¹¹

From “Kurzweil, Moore, and Accelerating Change”, Ilkka Tuomi,

Agenda

- Modeling and Methods
- Industrializing Software
- Domain Specific Languages
- Separating Concerns
- A Software Factory Schema
- Wrap Up

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Questions We Hear...

- What types of systems can I build?
 - ▶ What's the architecture of each type?
- How do I go from requirements to deployment?
 - ▶ What artifacts do I need to build?
 - ▶ How are they related?
 - ▶ What are the key decisions that need to be made?
- Why are methodologies so abstract?
 - ▶ Why can't I get concrete guidance for my project?
- Why isn't modeling more effective?
 - ▶ Why can't tools generate production quality code?
 - ▶ Why don't models stay synchronized with code?
 - ▶ Why don't models fit my file-oriented environment?

Is Agility The Answer?

- Agile methods optimize for change
 - ▶ Collaborating instead of documenting
 - ▶ Building and running in small iterations
 - ▶ Continuously validating requirements
 - ▶ Continuously refactoring the software
 - ▶ Time boxing or cash boxing the project
- Where do they fall short?
 - ▶ Don't scale up to large or complex projects
 - ▶ Lack of documentation creates integration issues
 - ▶ Lack of metadata limits automation opportunities
 - ▶ One-off development of generic systems

Is Methodology the Answer?

- Software methods optimize for complexity
 - ▶ Prescribing roles, artifact, activities
 - ▶ Emphasizing requirements, analysis, design
 - ▶ Using general-purpose models to document architecture
- Where do they fall short?
 - ▶ Don't respond rapidly to change
 - ▶ Coding, testing, debugging, instrumentation, deployment, management, maintenance
 - ▶ Informal modeling limits automation opportunities
 - ▶ One-off development of generic systems

Agenda

- Modeling and Methods
- **Industrializing Software**
- Domain Specific Languages
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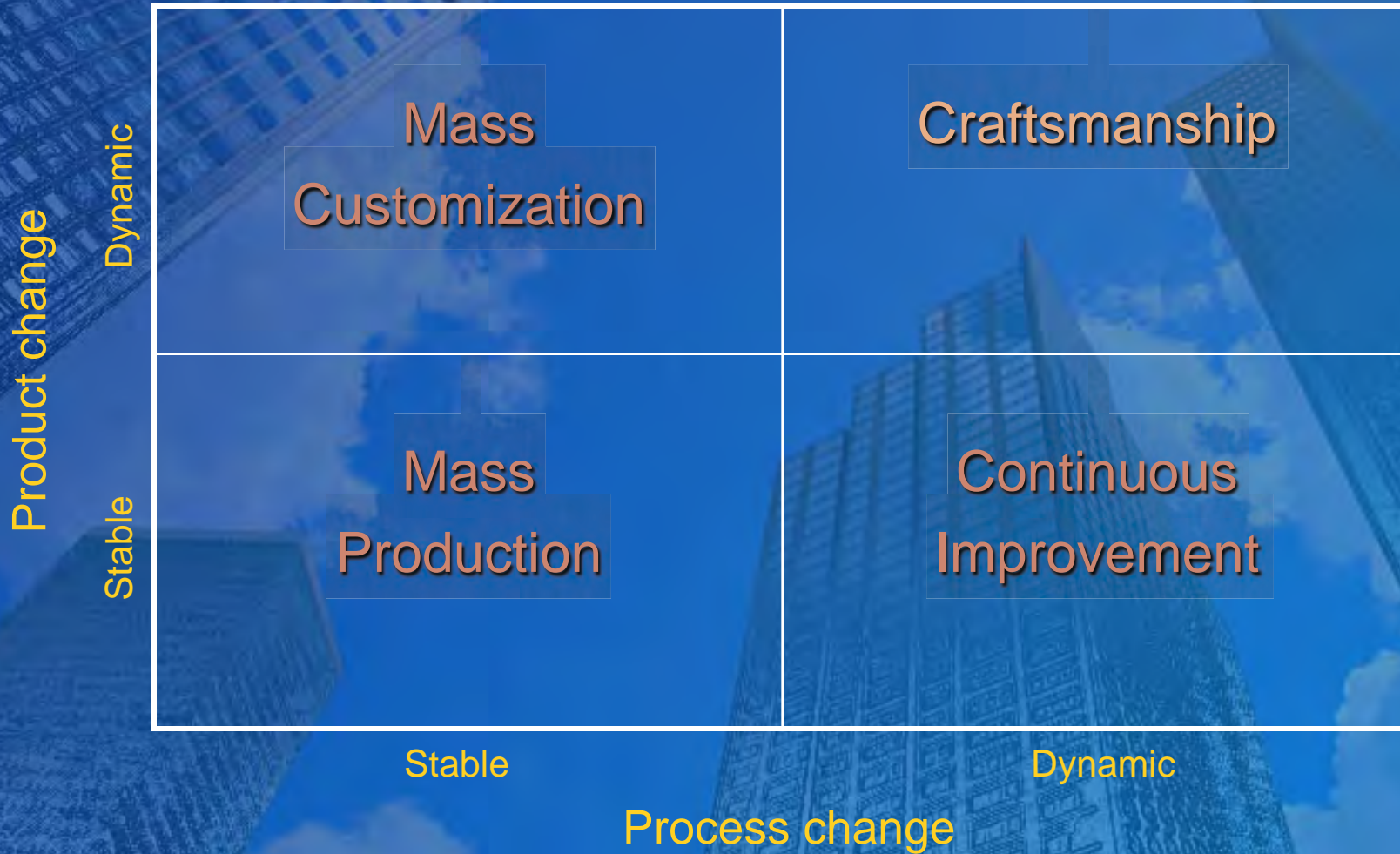
Software Development as Craftsmanship



- Labor Intensive
- Generic Tools
- Generic Processes
- One off applications
- Hand stitched from scratch
- Minimal reuse

*Overruns, defects, security holes,
project failures*

Industrialization

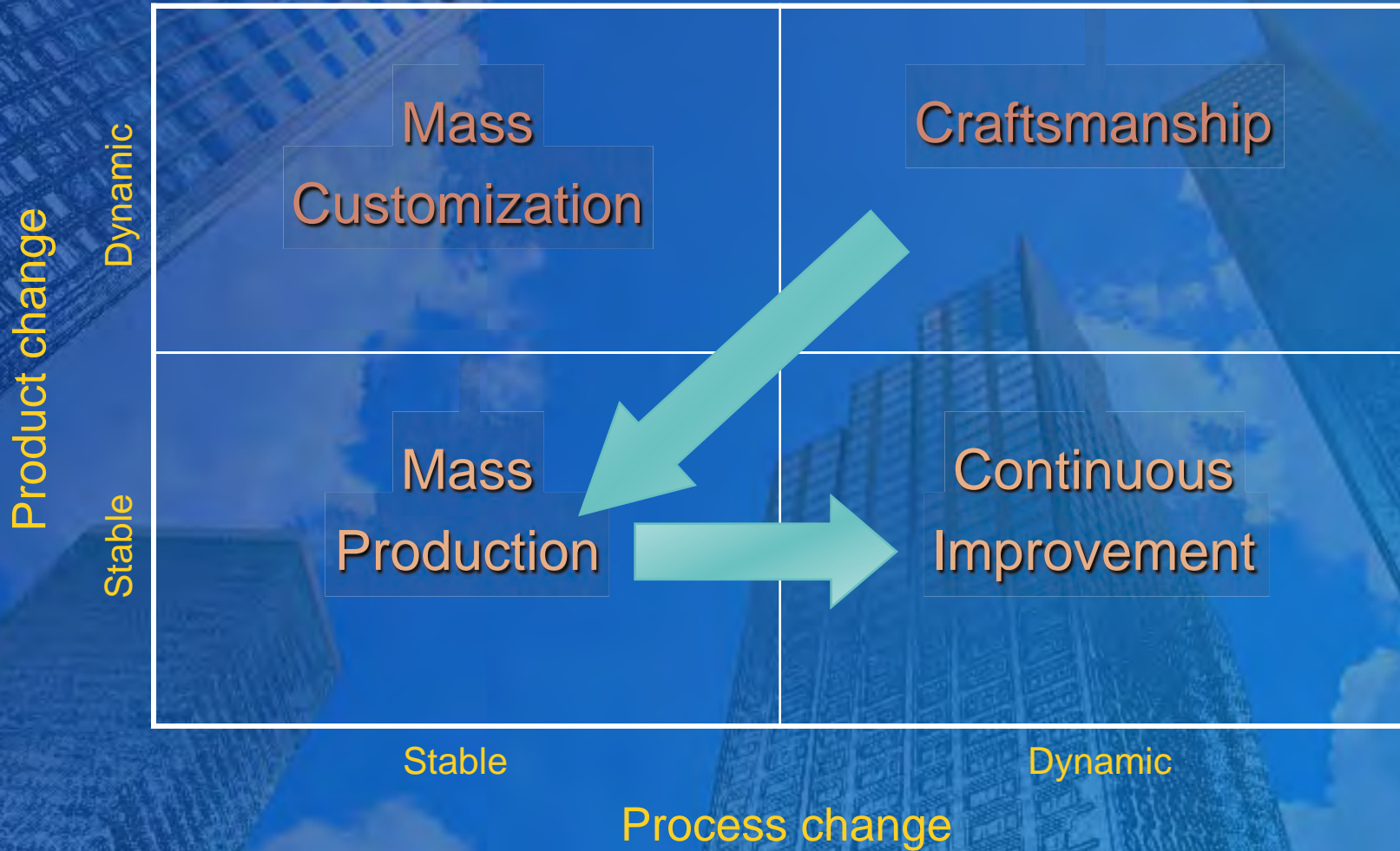


Exploiting Commonality

- We already exploit *economies of scale* to automate *production*
- Stamping out many identical *copies* of a *prototype*
- Used to produce CDs/DVDs
- Does nothing to help *development*



Industrialization



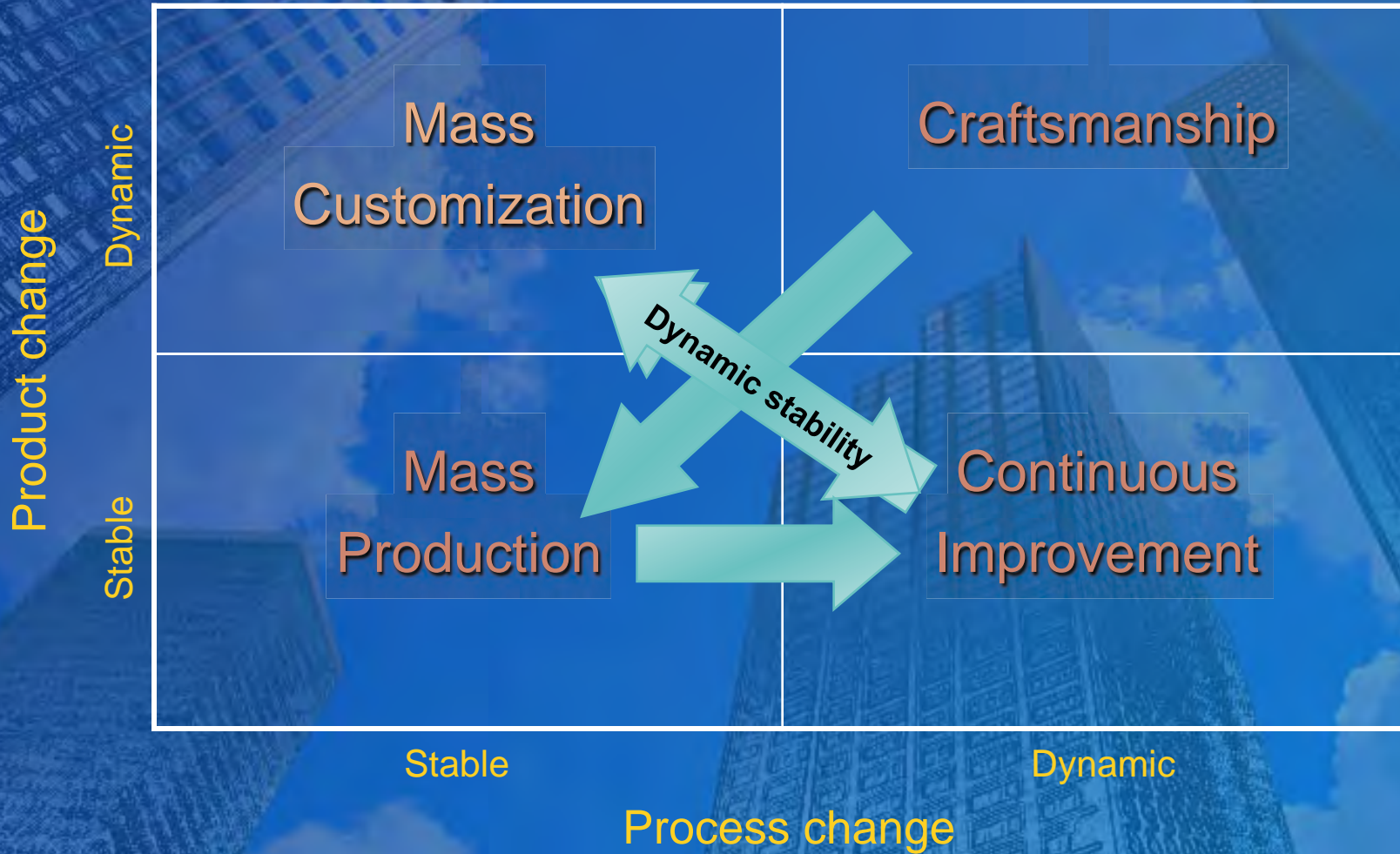
Exploiting Commonality



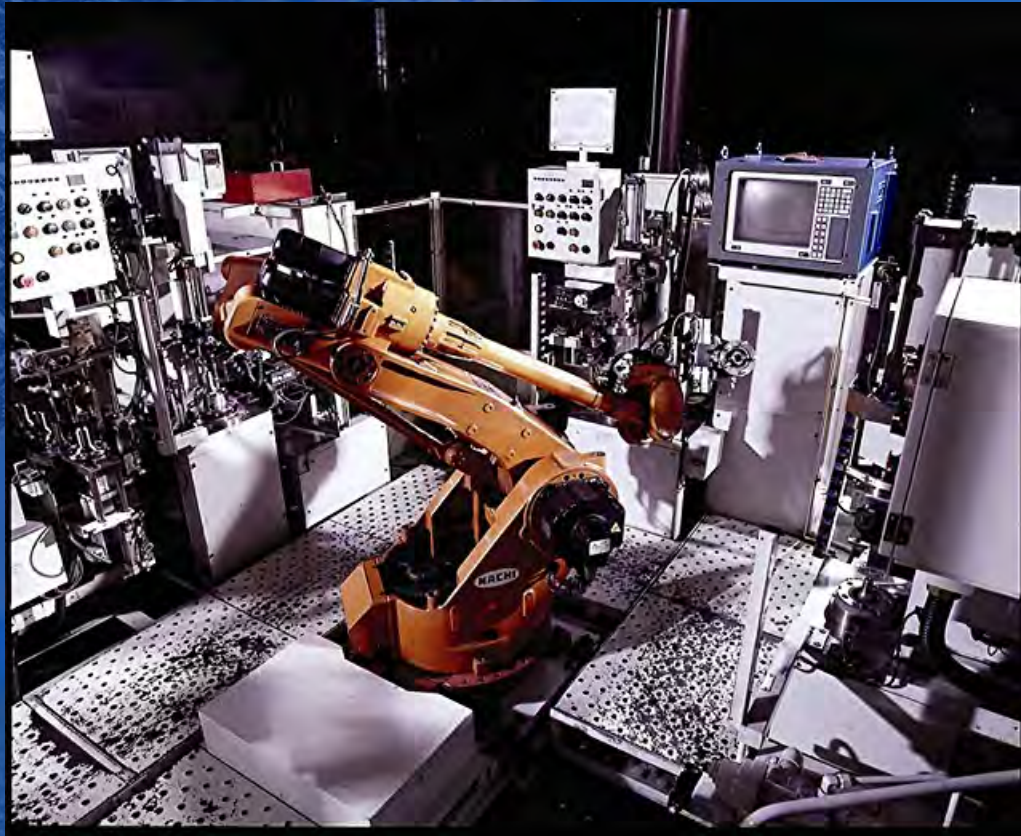
- We can also exploit *economies of scope*
- Reuse *designs & components*
- Build many similar but distinct *prototypes*
- Key is supporting *variability*

Define only the unique pieces of each system

Industrialization



Software Factories



- *Domain-specific process*
- *Domain-specific tools & languages*
- *Domain-specific content*
- *Automate* rote and menial tasks

General-purpose IDEs become domain-specific software factories

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Domain Specific Languages

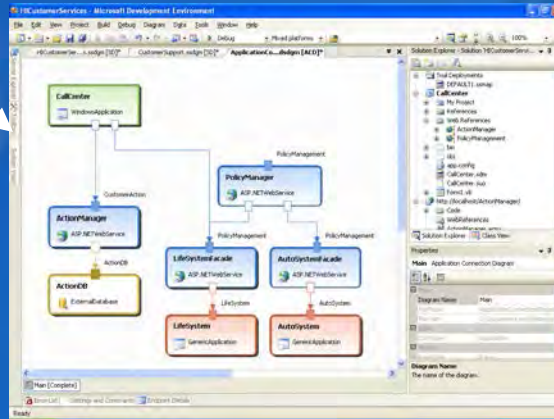
- Focused on a single aspect of app building
 - ▶ Success in broad horizontal domains: SQL, Windows Form Designer
- Designed to support the concepts defined by an underlying framework
 - ▶ Automate rote tasks with effective code generation
- Increase agility by visualizing concepts, generating code and other artifacts, enabling rapid iteration
- Artifacts synchronized through integrated metadata

Building them must be fast, cheap and easy

Building A DSL

Notations & Mappings

Concepts & Well-formedness Rules



XML Serialization

Generated and Related Artifacts

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Code Visualization

The screenshot displays the Microsoft Development Environment (MDE) interface for a project named 'SearsInventory'. The main window is titled 'AWClassDiagram.cd' and shows a UML Class Diagram with the following classes and relationships:

- Product Class:** Properties: ProductID, ProductName; Methods: Product.
- Customer Class:** Properties: CustomerID; Methods: Address (indicated by a downward arrow).
- Address Class:** Properties: city, state, Street, Street2, zipcode; Methods: Address.
- Store Class:** Properties: StoreAddress, StoreID.

Relationships shown in the diagram include an association between Customer and Address, and an association between Store and Address.

A teal text box in the center of the diagram area contains the text: "Class Designer and two-way code synch".

The Solution Explorer on the right shows the project structure for 'D:\WebSites\StoreInventor', including folders for 'Code' and 'Data', and files such as 'Address.vb', 'AWClassDiagram.cd', 'Customer.vb', 'Product.vb', 'ProductStatus.vb', 'Store.vb', 'HoldInventory.aspx', and 'Store.aspx'. The 'AWClassDiagram.cd' file is currently selected.

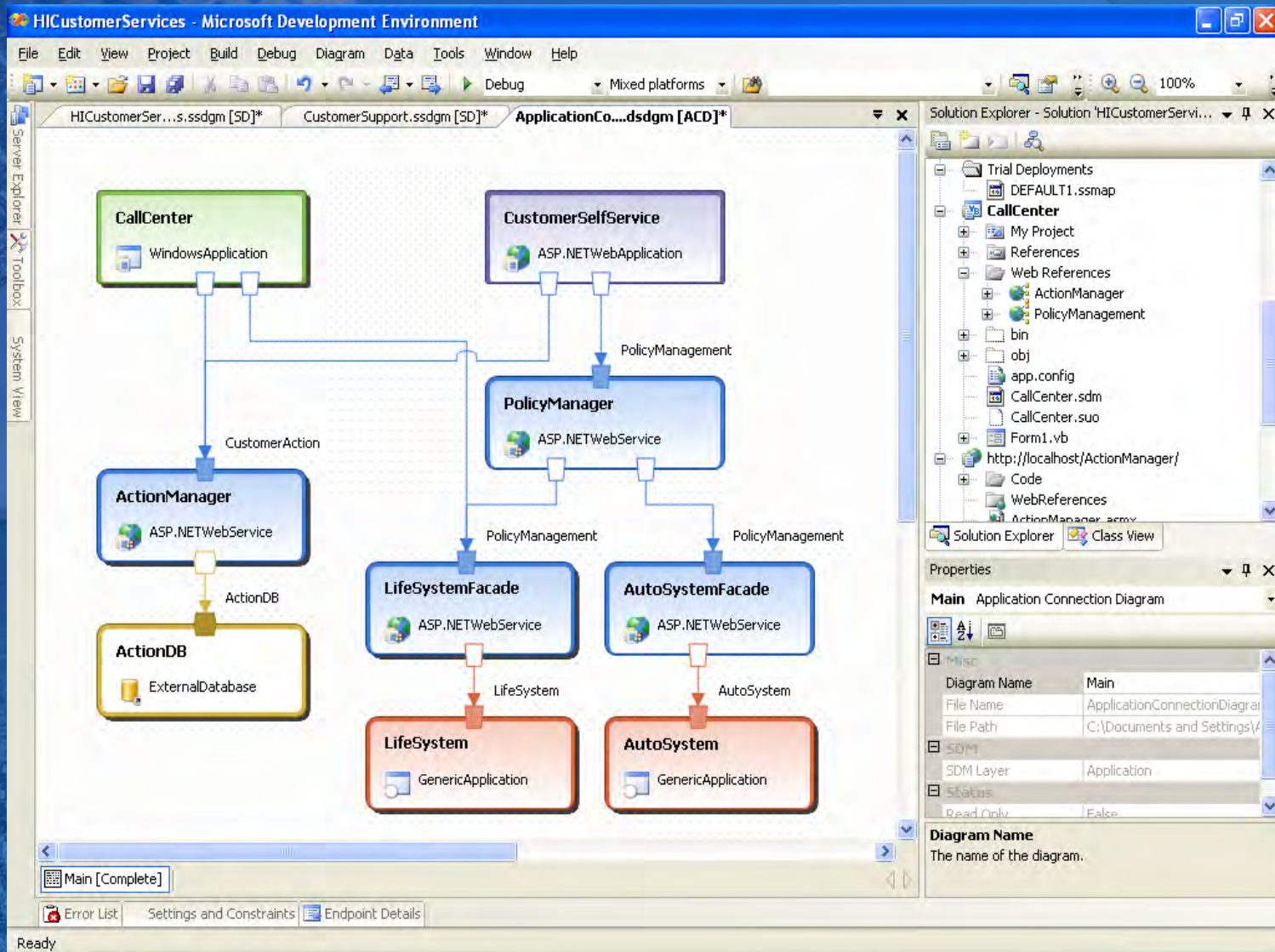
The Class Details pane at the bottom left shows the details for the 'Store' class, including a table of its members:

Name	Type	Modifier	Summary	Hide
FindStore	System.Int32	Public		<input type="checkbox"/>
<add method>				<input type="checkbox"/>
StoreID	System.Int32	Public		<input type="checkbox"/>
<add property>				<input type="checkbox"/>
<add field>				<input type="checkbox"/>
<add event>				<input type="checkbox"/>

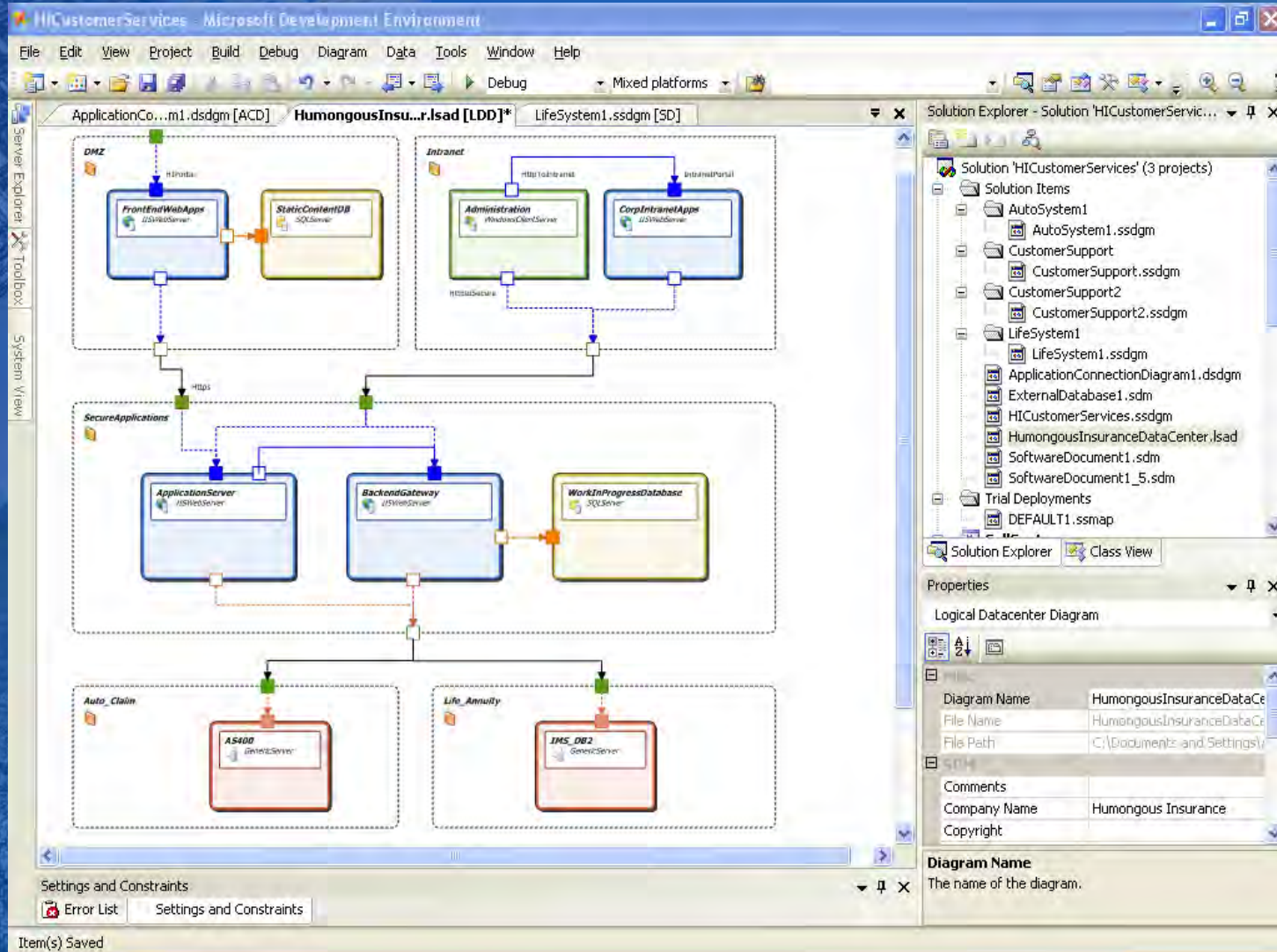
The Properties pane on the right shows the properties for 'AWClassDiagram.cd', including 'Build Action' (Compile), 'Copy to Output' (False), and 'File Name' (AWClassDiagram.cd).

The Windows taskbar at the bottom shows the Start button, several application icons, and the system tray with the time '2:54 PM'.

Vertical Mapping - System Design



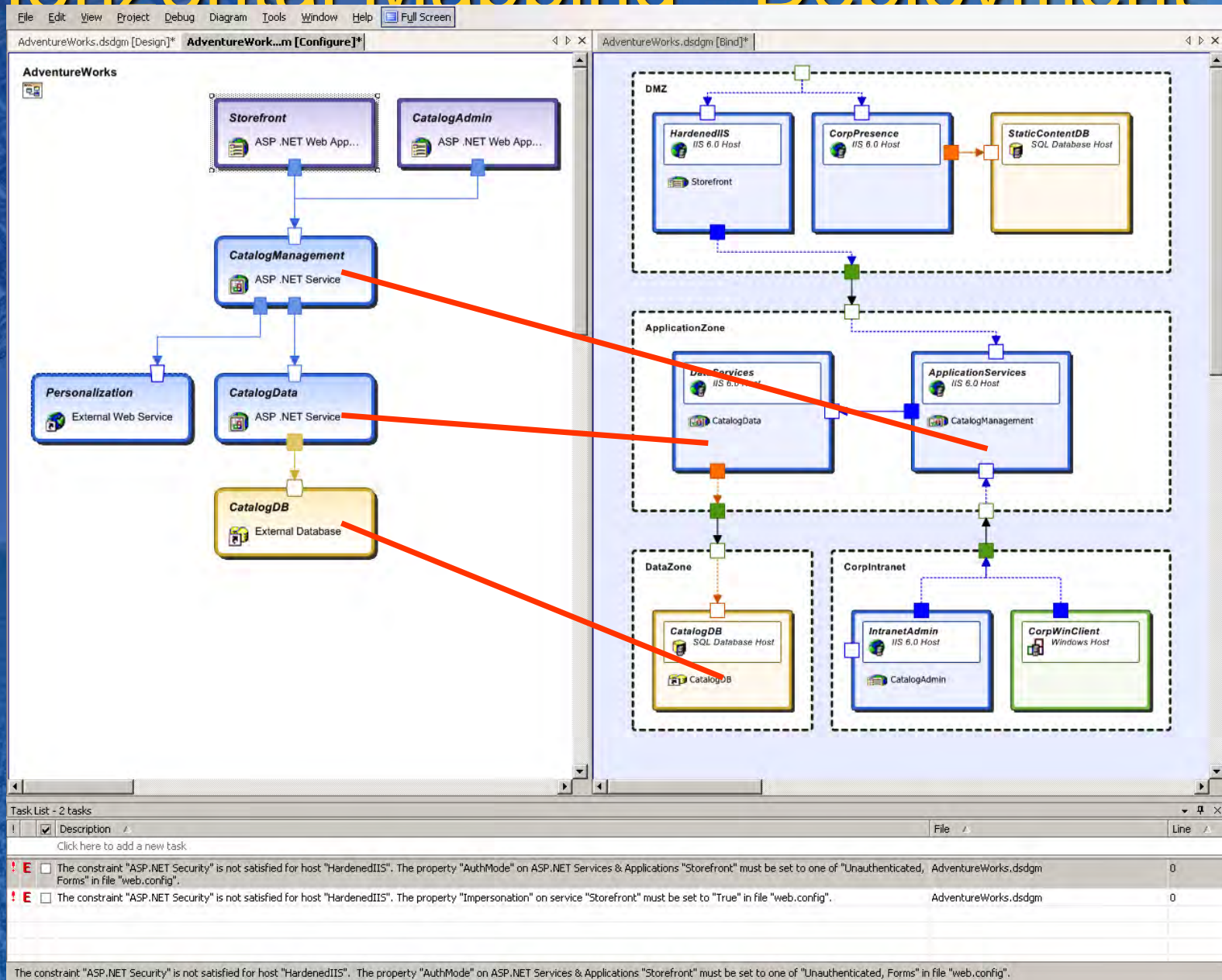
Vertical Mapping - Data Center Design



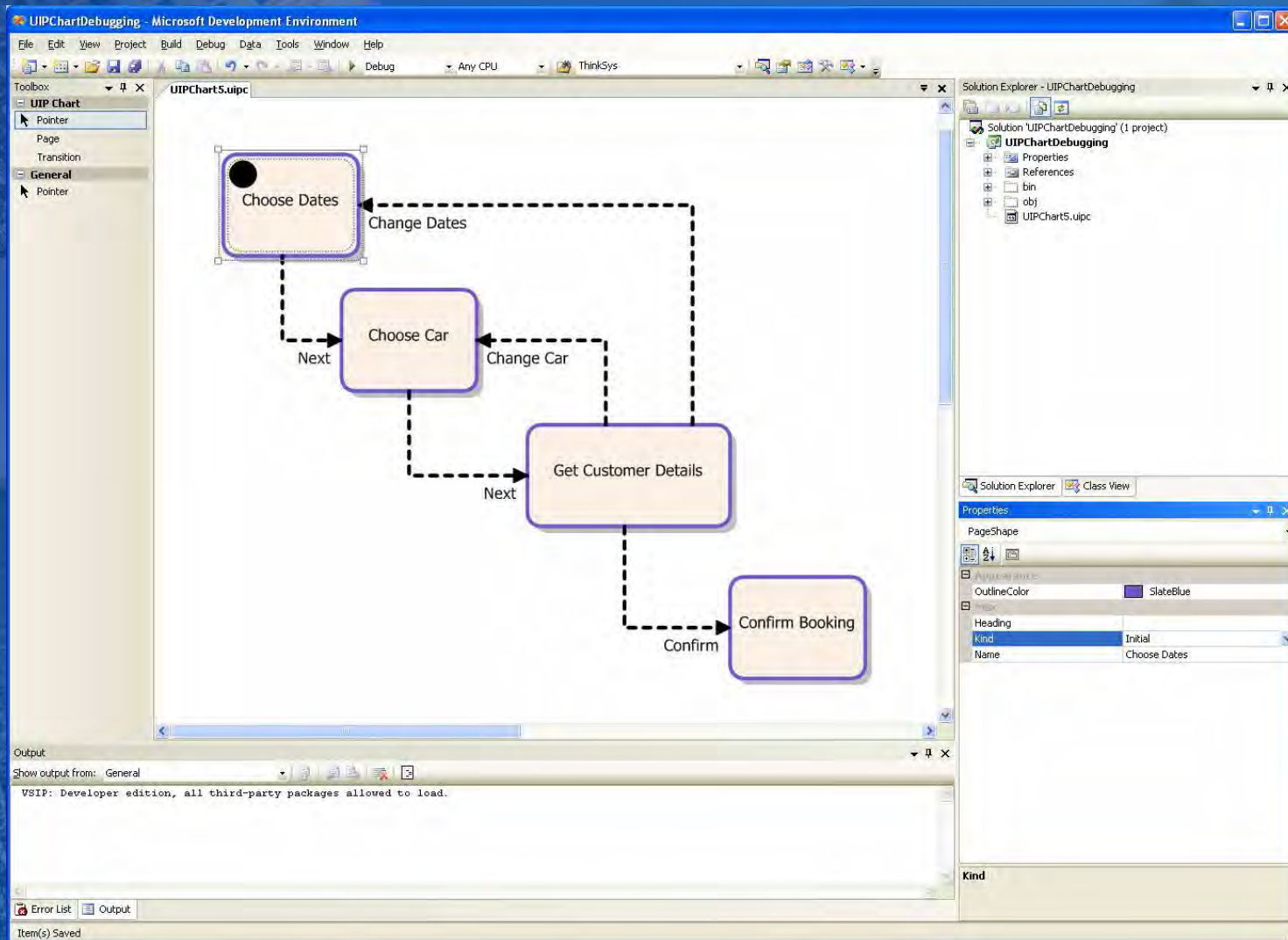
Center
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Horizontal Mapping - Deployment

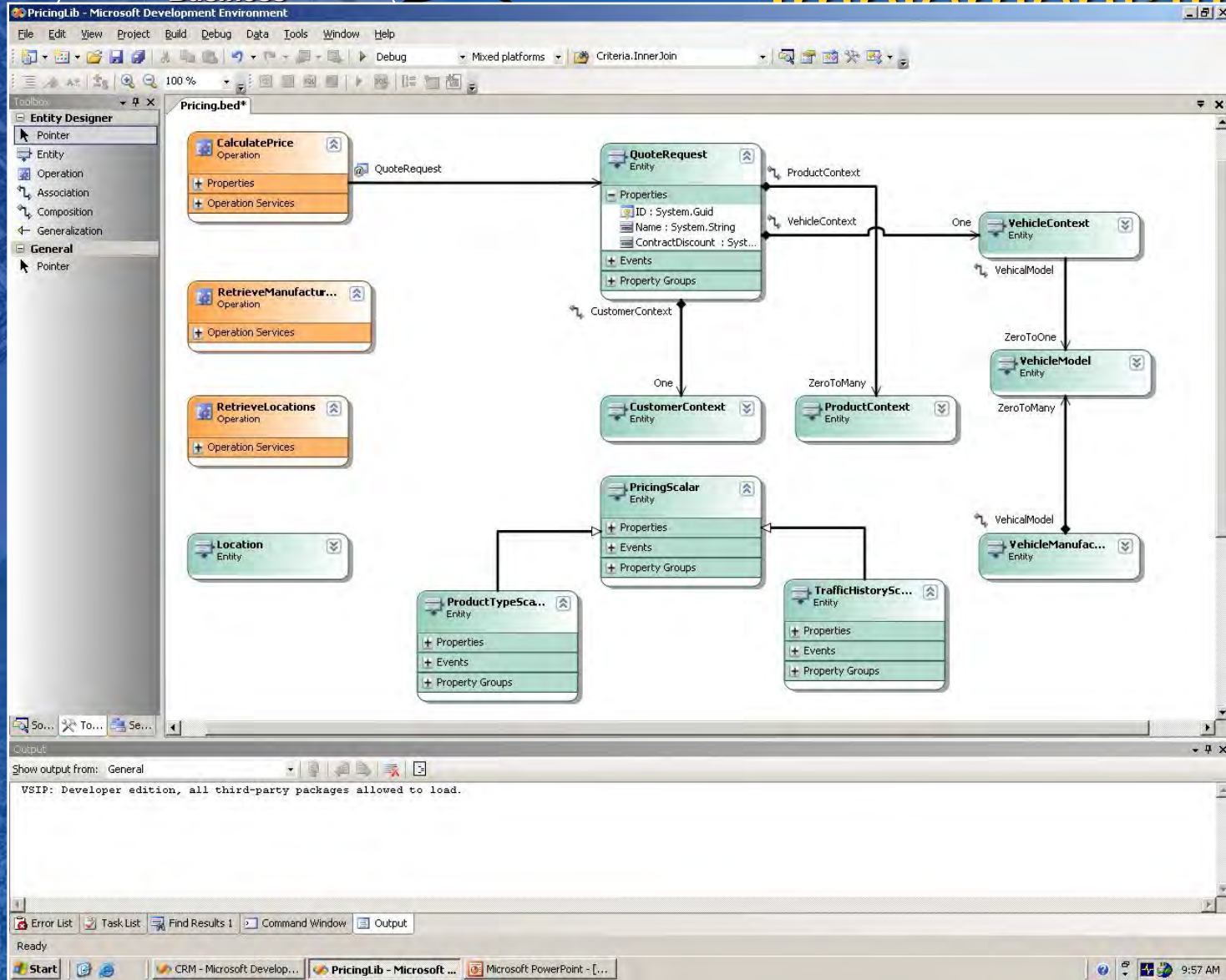


User Interface Process Design



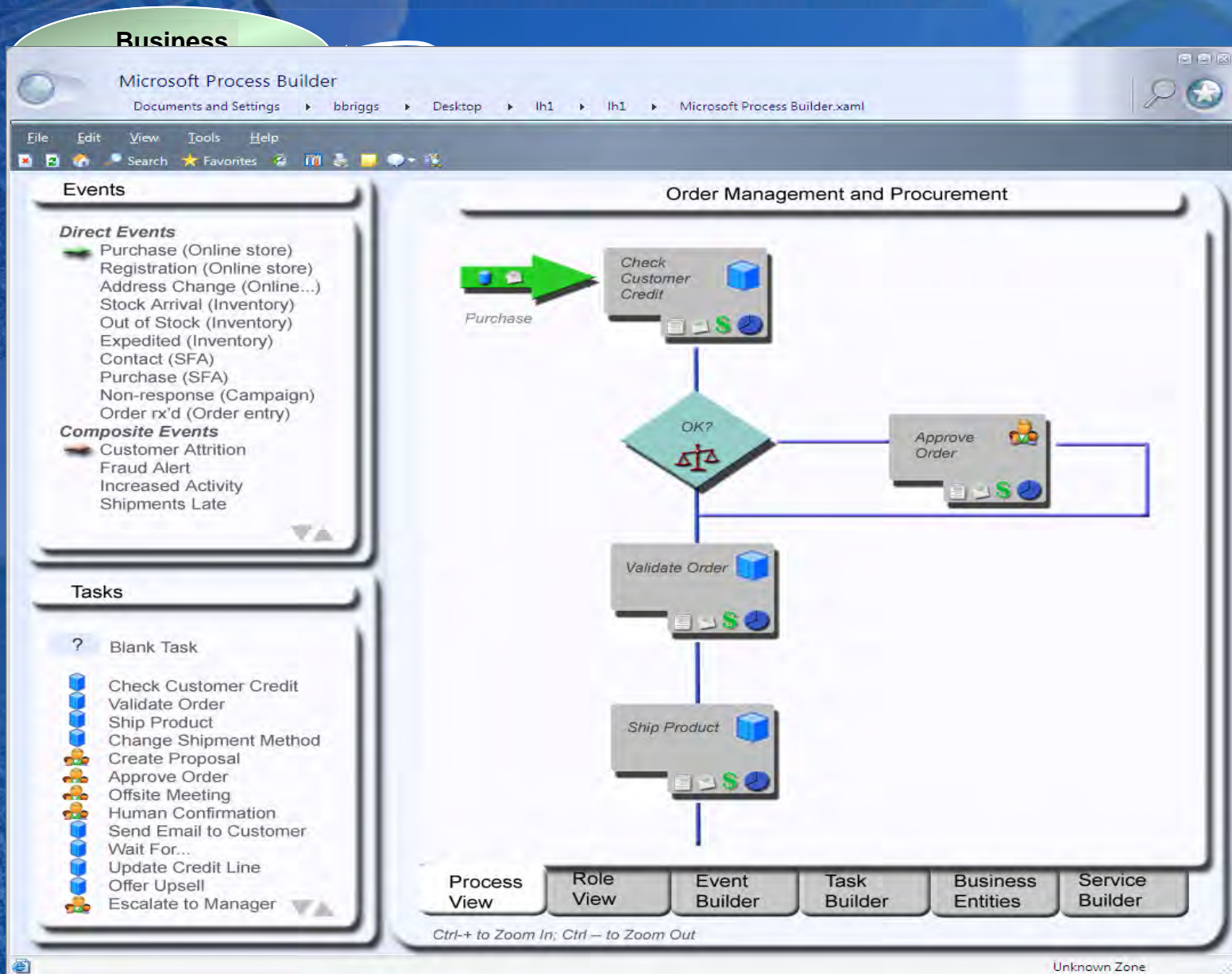
Business Entity Implementation

Business



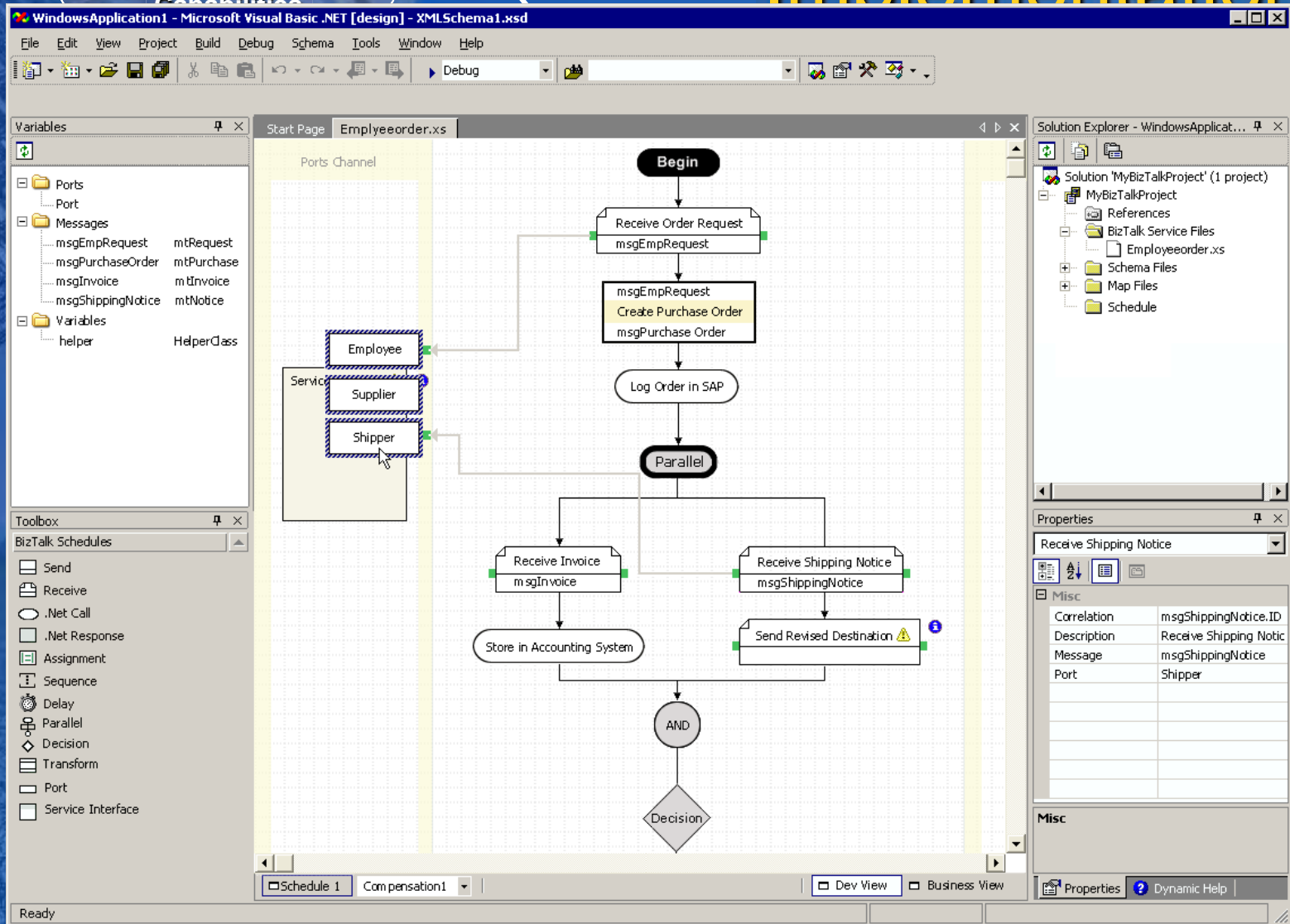
Center
are

Business Process Modeling



Business Process Implementation

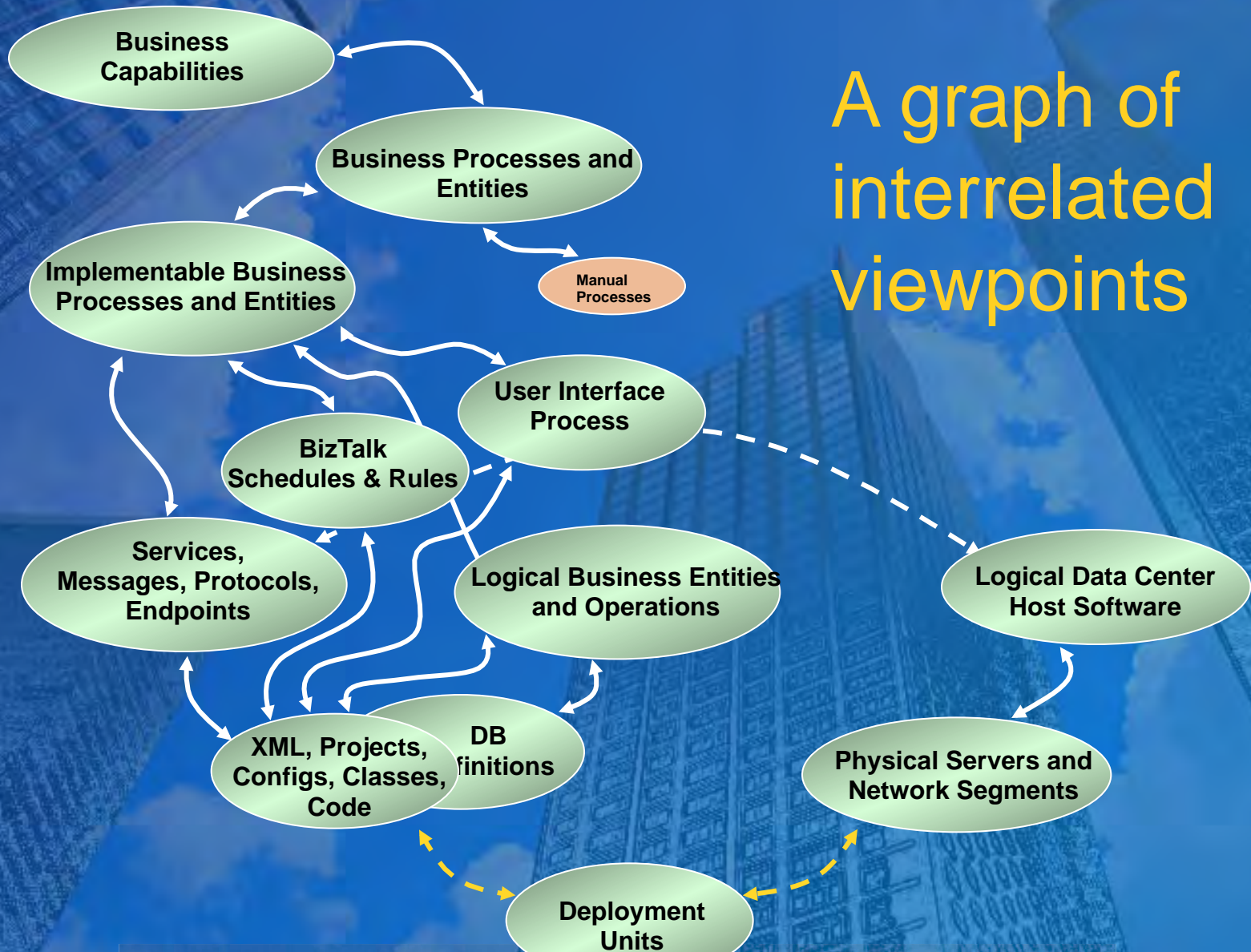
Business
Capabilities



Agenda

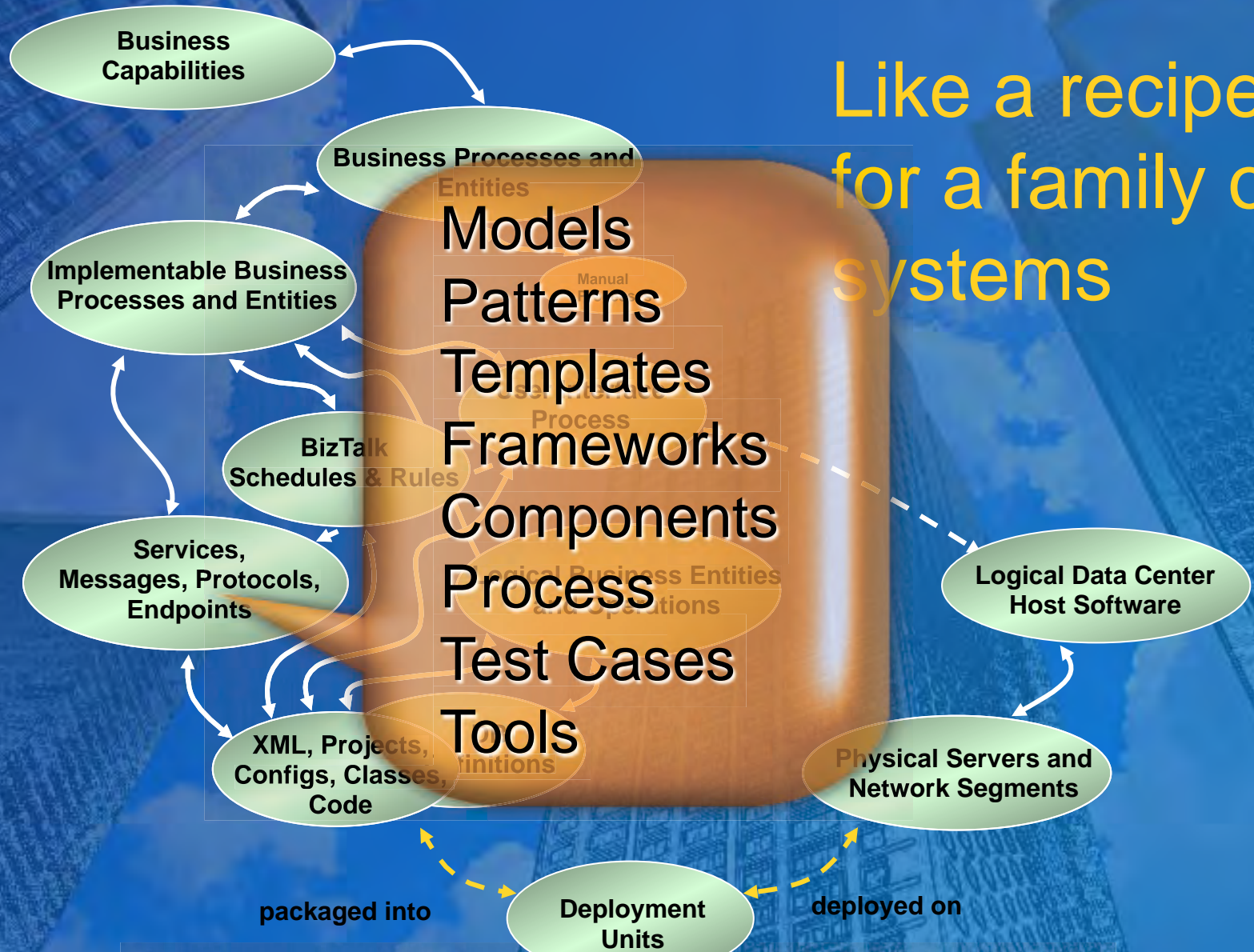
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A Software Factory Schema



A Software Factory Schema

Like a recipe for a family of systems



A Software Factory Template

- Implements software factory schema
 - ▶ Configures Visual Studio to build members of the class
 - ▶ Provides the necessary ingredients and tools
 - ▶ Solution template, project templates, file templates, patterns, dynamic help, work item types, workflow, check in policy, reports, groups & permissions, phase exit criteria
- Creates domain specific development environment
 - ▶ Integrates tools, process and content for the class of systems
 - ▶ Domain specific editing, compilation, debugging, refactoring, building, testing, deployment, configuration management, defect tracking, reporting

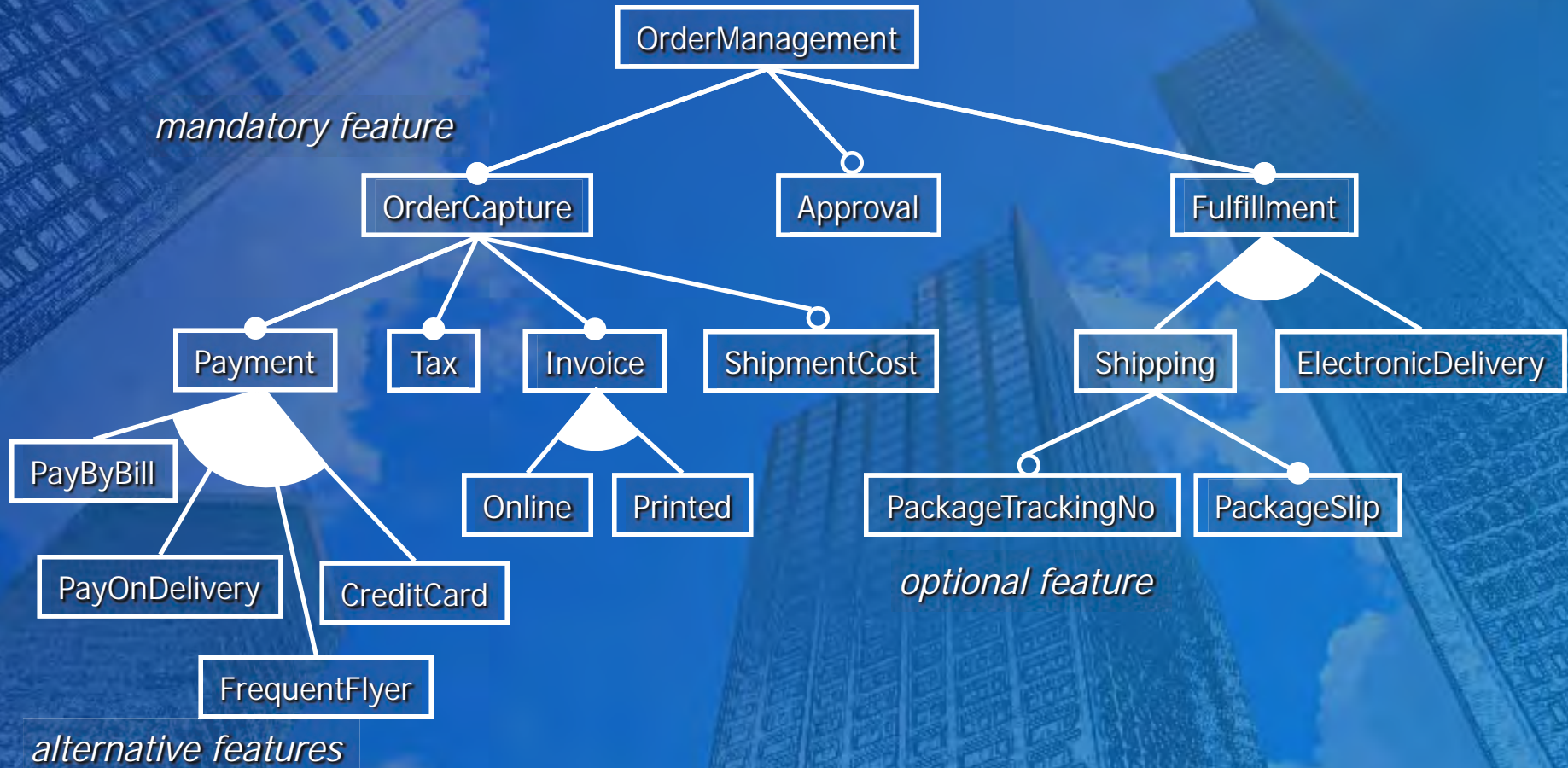
Using A Software Factory

- Progressively define system under development
 - ▶ Only unique features – common features are assumed
 - ▶ Defining system customizes schema and template
 - ▶ Adds, removes or changes viewpoints – configures tools, process and content
- Use customized factory to build system
 - ▶ Custom develop features outside factory scope
- Refactor system continually during development
 - ▶ Capture system definition in factory configuration
- Factory configuration defines delivered system
 - ▶ Provides basis for backtracking and refactoring
 - ▶ Simplifies maintenance and enhancement
 - ▶ Makes impact of changes easier to trace and understand
 - ▶ Changes propagate through factory
- Feedback to factory builders
 - ▶ Builders may be the same people as users

Building A Software Factory

- Define target class of systems
 - ▶ Use feature models to capture commonality/variability
- Build software factory schema
 - ▶ Define viewpoints and relationships for major life cycle phases
 - ▶ Requirements, Architecture, Implementation, Deployment, Testing, Operations, Maintenance
 - ▶ Define life cycle process and identify automation opportunities
- Build software factory template from schema
 - ▶ Build tools, VS templates, patterns, help, methodology template
 - ▶ Package as nesting parameterized install packages
- Refactor software factory as systems are developed
 - ▶ Based on new requirements and user feedback

Feature Modeling



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Why Software Factories

- Consolidate implicit **business and system development knowledge** into specialized tools, process, and content
- Increase **productivity and predictability** by better organizing and automating the development process
- Reduce cost and risk by **distributing the software life cycle across** networks of interdependent groups and partners

Resources

■ Book

- ▶ Software Factories by Jack Greenfield and Keith Short with Steve Cook and Stuart Kent

■ Websites

- ▶ <http://msdn.microsoft.com/architecture/softwarefactories>
- ▶ <http://msdn.microsoft.com/vstudio/teamsystem>
- ▶ <http://lab.msdn.microsoft.com/vs2005/teamsystem/workshop>

■ Newsgroups

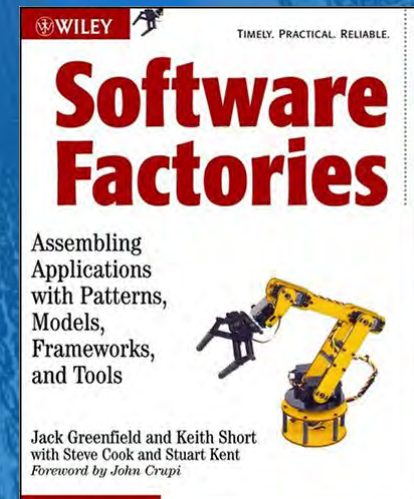
- ▶ <http://communities.microsoft.com/newsgroups/default.asp?icp=whidbey&slcid=us>

■ Email

- ▶ stcook@microsoft.com

■ Blog

- ▶ <http://blogs.msdn.com/stevecook>





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