#### Coma

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#### Intro

Raw results

Evaluation



#### Coma

# Conference Manager: a web-based conference manager assistant tool

- rather standard kind of (small) web application
- rather standard kind of techniques
  - apache . . .
  - Java
  - php ...
  - mysql
- given informal spec, discussion with us
- to be done:
  - 1. concept, specification, choice of tool (platform ... )
  - 2. implementation,
  - 3. presentation & roll-out: today!



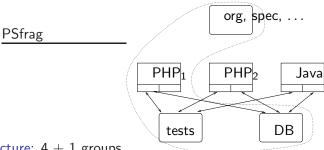
Intro

Raw results

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#### Results & structure



- Structure: 4 + 1 groups
- 3 installable<sup>1</sup>, runnable<sup>2</sup>, tested (sort of) tool(oids), all modules integrated (ah, well)
  - · common data model as core
  - (perhaps) common test data (in principle)
- no CD-Rom this time . . .

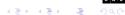


<sup>&</sup>lt;sup>1</sup>I'm optimistic, this is a prophecy as of the 7th of February . . .

<sup>&</sup>lt;sup>2</sup>stuttering

```
work directory
                 30M
revisions
                  >5000^{3}
snapshots
                  none (!)
files
                   Java > 50
                   php,tpl > 250,60
                   \Delta T_F X > 50
communication
                                     ca. 14<sup>4</sup>
                   global meetings
                   emails<sup>5</sup>
                                     > 500
                   bugzilla
                            > 230 reported errors, 40 open
```

bulletin board



> 400 articles

<sup>&</sup>lt;sup>3</sup>The statistic is rather misleading, since some of the groups "misused" the version management also as "web-space deployment tool".

<sup>&</sup>lt;sup>4</sup>Not all where globally important

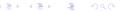
<sup>&</sup>lt;sup>5</sup>in my inbox/outbox

#### Tools

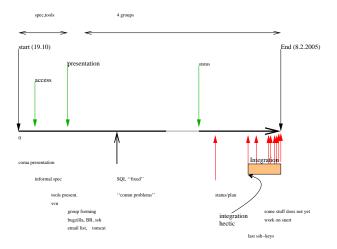
name	version	description	install	ed at	needed by						
			ſ		developers				customers		
			snert	lab	$p_1$	$p_2$	j	test	org	server	client
common development											
ant	1.6.2	build tool	+	+	0	0	+	[+]	0	+	-
gnu make	3.80	build tool	+	+	0	0	-	0	+	+	-
subversion	1.0.9	CM	+	[+]	+	+	+	+	+	0	-
common basis											
apache	2.0.51	web server	+	[-]	+	+	+	+	-	+	-
mysql	3.23.58	data base	+	[-]	+	+	+	+	-	+	-
"java"											
jakarta tomcat	5.0.30	web server	+	-	1	-	+	+	-	+	-
java	1.5.0	language	+	+	-	-	+	+	-	+	-
java lib's	various	further libs	[+]	[+]	-	-	+	+	-	+	-
"php"											
php	4.3.8	scripting lang.	+	-	+	+	-	+	-	+	-
php doc		doc generation	+	-	0	0	-	0	-	-	-
common testing											
junit		unit testing	+	+	1	-	+	+	-	-	-
php unit		unit testing	+	+	[+]	[+]	-	+	-	-	-
puretester		web app. test	-	+	-	[-]	-	+	-	-	+
common spec + doc											
jude	-	design	+	+	+	+	+	+	+	-	-
LAT <sub>E</sub> X	tetex 2.0.2	doc	+	+	0	0	0	0	+	0	-
hevea	1.07	doc/html	-	+	0	0	0	0	+	-	-

#### Develoment process

- subversion for version management<sup>6</sup>
- bug tracking with Bugzilla
- email-list(s), bulletin board,
- common public web-page
- (almost) weekly progress report
- 3 review meetings, including this one.



#### **Timeline**



**Evaluation** 



# What's good?

# What's good?

• it's over!

## What's good?

- it's over!
- we have running tools ready-oid and shipped
- not a single drop-out during semester (that was a serious! problem in previous F-Praktika)
- the task as such was ok
- snert (despite it's age and performance limitations) did quite ok, little down-time, no data loss
- quite some heterogenous environment/tool sets ⇒ lots of (well, practical) stuff to cope with, to find ones way

## Neutral/beyond our control

- many participants
- some communication overhead: Yes! that beyond our control.
   Even with 1 person there's communication overhead<sup>7</sup>
- little theory (some people like that, some don't)
  - in addition to (fail to) work together and get organized etc, we did not learn anything theoretical
  - + more effort into other stuff.
- lot's of tiny little problems: well, that how it is ...

 $<sup>^{7}</sup>$  if the task is big enough/long enough, the programmer at some point during of the task has to communicate with the programmer later state (himself, only older), for instance via documentation.



# Things we did not like

- passivity
- some internal in-fighting within some groups
- "death march" or at least monstrous hectic at the end (year after it's the same)8
- laaaate integration/testing on the target platform (year after year, it's the same)<sup>9</sup>
- we did not manage to have a common spec
  - the common data model costed to much sweat/time/friction already, the course was on the brink of breaking!
  - we (as org) did not had the time to hunt after that issue as we tried for the data-model spec.

<sup>8</sup>Actually, it seems almost to be a universal constant for all human endeavor

<sup>9</sup>In this year, it was in some of the groups in particular postpone till the veeerry end to try out snert even if it was said from the beginning: there is exactly/only one platform which counts, namely snert. Note that even if we pretended that we intend to do it platform-independent, announcing a predefined machine in advance is of course the opposite of platform-independence





## Other remarks, heard

- the task is too small for so many people?<sup>10</sup>
  - well, could indeed be ...
- too many comm. channels actually, we don't exactly know what to leave out
  - indispensable: svn, also bugzilla<sup>11</sup>
  - bulletin board: you will have noticed: the BB went much out of use lately, when the hacking effort became harder!
- global meetings:
  - perhaps one should make meetings smaller,
  - sometimes they seem to be a waste of time for most participants, but no: I'm not talking about the data-base discussions!

 $<sup>^{11}</sup>$ Some did not like bugzilla, but I think it was more important to have some bug tracking



 $<sup>^{10}</sup>$ remarked by more than one participant. E.g. in the form "If I were alone, I could  $\dots$ "

## Other remarks, heard

- the task is too small for so many people?<sup>10</sup>
  - well, could indeed be ... But think again! This implies either
    - only projects with less people are possible, or
    - adding more requirements/tasks/feature would have made it simpler!
- too many comm. channels actually, we don't exactly know what to leave out
  - indispensable: svn, also bugzilla<sup>11</sup>
  - bulletin board: you will have noticed: the BB went much out of use lately, when the hacking effort became harder!
- global meetings:
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# What about the org group?

- be harder/stricter (deadlines, requirements, whatever) ??
- specify exactly what you want, and we do it
  - can be advantageous. On the other hand: the challenge here
    was: we (the org) are the *clients* we know (a bit) what we
    want, you have to find a solution
- monitor exactly what's going on, repair . . .
  - not really possible with > 20 participants
- repeat the Praktikum
  - + less effort for us, more time for monitoring etc
  - + better feeling for the hard parts, better assistance in "load-balance" etc.
    - less "realistic", later your boss/manager ... will not exactly know what you are doing, there won't be "Musterlösungen" in your later life.

# Things to do/org better

- not two spec groups?
  - avoids bickering/merging/friction/disappointment which spec to take
  - we cannot have all the rest as tools-groups, because the tools groups where wasted time
- testing
  - the integration/set-up for the testing must be organized differently, this year the set-up did not work out
- tools/platform choice:
  - largely a waste of time, just do it/document it and that's it<sup>12</sup>
- some small stuff:
  - we lost some weeks:
    - for instance after the first demo,
    - because of protracted SQL-discussion
    - after X-mas, delay in the status/plan
- hard deadline/milestone around X-mas

 $<sup>^{12}</sup>$ In realistic situations, the choice of weapons and platforms is of course not a waste of time. In our case, I'd say it was.



We collected those during this semester (sources kept anonymous)

"in the course of Hanus, the work-load is 3 times as hard, and it scores only 4 hours"

We collected those during this semester (sources kept anonymous)

"if the testers/some others needs a Readme to understand what's going on in my code, then they are free to let it be" a

<sup>a</sup>See again the foil with the "raw and mindless statistic" and think of an answer to that yourself.

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"of course we have a spec; it's not written down, however, because we have it all in our head" a

<sup>a</sup>Ya, ya

We collected those during this semester (sources kept anonymous)

```
year after year our all-time favorite: "it's not my fault. At my machine it works . . . "a
```

<sup>a</sup>shorter still: "Ah, trust me, you don't need to try it. It works!". A variant is "we don't need to test it there, because it works here". still shorter: it's compatible!

We collected those during this semester (sources kept anonymous)

integration will be a piece of cake, don't worry.

We collected those during this semester (sources kept anonymous)

Request from group-X to their tester: "additionally, an installation test<sup>a</sup> would be handy, such that our tool is installed in a "Weissbrotwelt" as well" b

<sup>&</sup>lt;sup>a</sup>1. February

<sup>&</sup>lt;sup>b</sup>in the same bug thread a comment is again the classic: "bei mir aufm Laptop funktioniert alles".

We collected those during this semester (sources kept anonymous)

Request from group-X to their tester: "additionally, an installation test" would be handy, such that our tool is installed in a "Weissbrotwelt" as well" and please note down exactly what steps are needed [...]. We have the problem that we have forgotten what we did to install our tool."

<sup>&</sup>lt;sup>a</sup>1. February

<sup>&</sup>lt;sup>b</sup>in the same bug thread a comment is again the classic: "bei mir aufm Laptop funktioniert alles".

<sup>&</sup>lt;sup>c</sup>the programmers/developers!

<sup>&</sup>lt;sup>d</sup>Remember the "Real-programmers-don't-need-Readme's"-comment 2 minutes ago?

## Why is it not a tool?

The result/the process is not "professional", why is this?

<sup>a</sup>Professional in the sense of "good" (best-practice/state-of-the-art, or whatever jargon word you prefer). "Professional" is not meant in the sense of making a living out of it. After all, rather soon you are professional computer experts/scientists! Also it does not imply that all tools that one can sell/buy are better than yours . . .

## Why is it not a tool?

- well, we listed some points which we think did not work/haven't been organized too well
- almost everyone was mainly busy with his module, little serious effort outside one's own home ground field.<sup>13</sup>
- symptom: in the general meetings: desinterest or even "bad vibes" if "forced" to discuss things beyound one owns interest<sup>14</sup>
- ⇒ much more effort into "boring" stuff] e.g., 2 persons (or more) in a group doing nothing else than integrating, checking whether all fits together, having an technical overview over the interplay, perhaps group "sub-leader"
  - difficult in a course: "what's my contribution?", "do I pass the exam without a line of code written?", who is the subleader
  - one single semester afterwards: just testing/documenting/making it usable?

<sup>&</sup>lt;sup>13</sup>we don't know directly, it's an impression: especially the PHP1 group, they kept problems —if they had any— under the carpet.

