Software Engineering CS50 for MBAs

Software Engineering

Development Velocity

Development Velocity

Engineering work done per unit time

Development Velocity

Includes the time to:

- Ship features
- Fix bugs
- Deal with legacy code
- Onboard new engineers
- Coordinate across teams

Build

Test

Launch

Build

Test

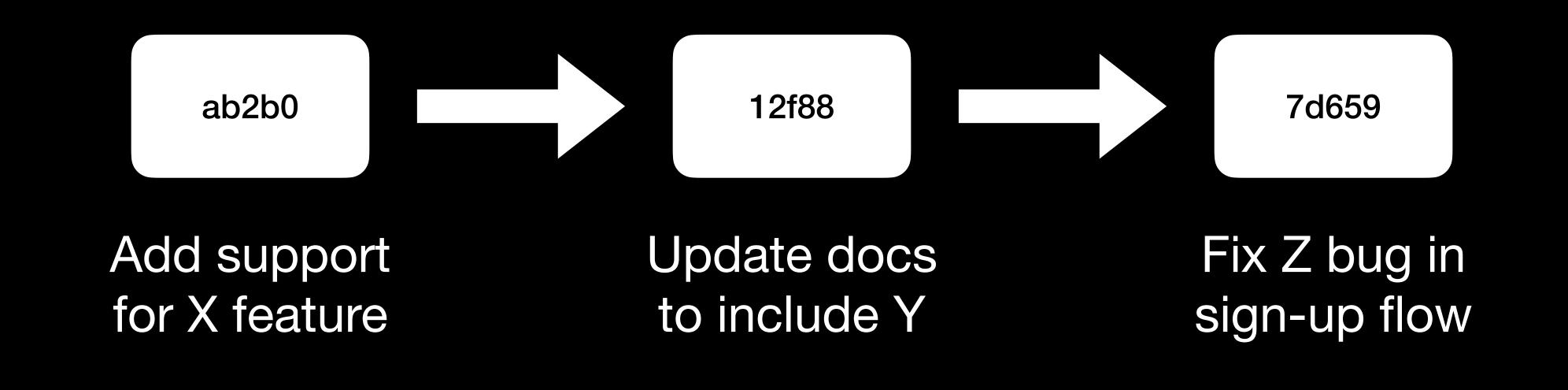
Launch

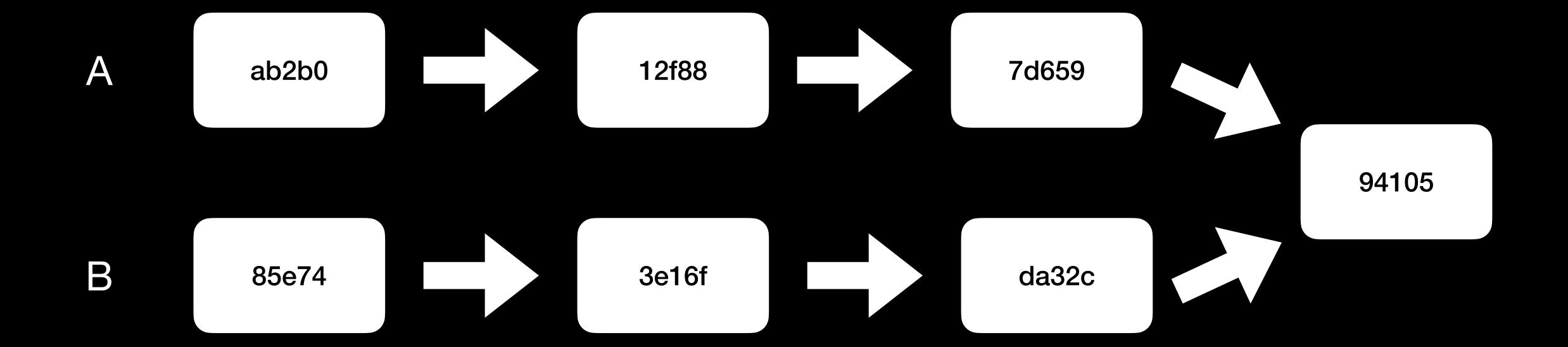
Version Control

CommitsLogical groupings of changes

- "Add support for X feature"
- "Update docs to include Y"
- "Fix Z bug in sign-up flow"

Commit Hash





Merge Conflict

```
def show_profile():
    show_photo()
    show_name()

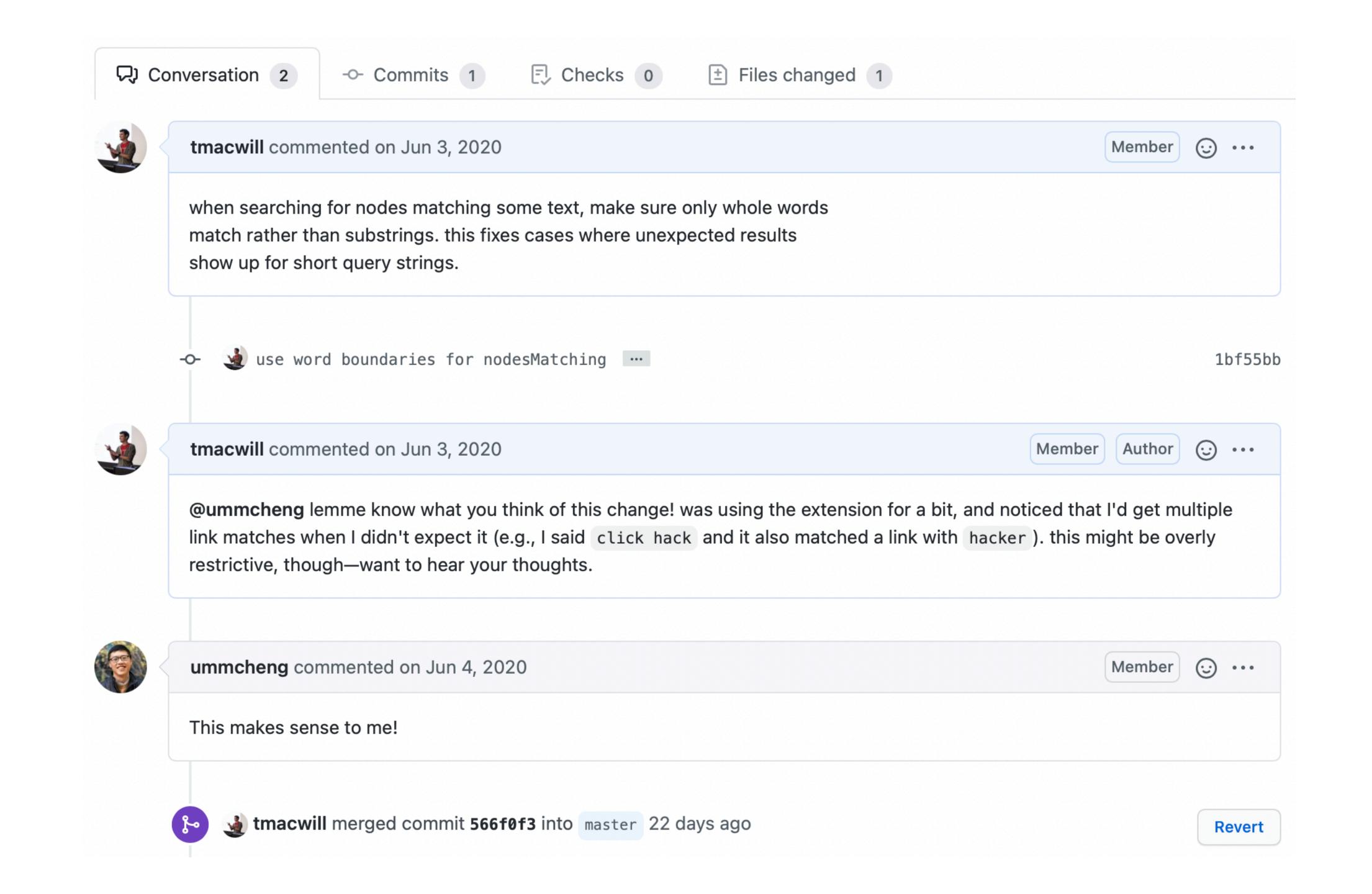
def page():
    show_profile()

def page():
    show_profile()
```

Code Reviews

```
√ 53 ■■■■ ui/src/main/active-app.ts □

                                                                                                                                                                          Viewed
        async pollFileLanguage() {
                                                                                             28
                                                                                                      async pollFileLanguage() {
40
          // Get a minimum amount of data from plugins to update the client's
                                                                                                        // Get a minimum amount of data from plugins to update the client's
                                                                                             29
41
          // mode indicator.
                                                                                                        // mode indicator.
42
                                                                                             30
                                                                                                        if (this.pluginConnected()) {
          if (this.hasPlugin()) {
                                                                                             31 +
            let editorState = await App.clientManager.sendResponseToActive({
                                                                                             32 +
                                                                                                          let editorState = await App.pluginManager.sendResponseToActive({
              execute: {
                                                                                             33
                                                                                                            execute: {
45
                commandsList: [
                                                                                                              commandsList: [
                                                                                             34
47
                                                                                             35
                                                                                             36
48
                    type: "COMMAND_TYPE_GET_EDITOR_STATE",
                                                                                                                  type: "COMMAND_TYPE_GET_EDITOR_STATE",
                                                                                             37 +
                                                                                                                  limited: true,
                                                                                                                                                                               ⊙ …
                                                                                                    ummcheng 6 days ago
                                                                                                    It sounds like we need to update all the editor plugins to recognize this flag?
```



Architecture

Monolith vs. Microservices

Monolith vs. Microservices

Monolith

- Single repository
- Tight coupling
- Unified standards
- Shared tooling
- Google, Facebook

Microservices

- Many repositories
- Hard boundaries
- Per-service standards
- Service-specific tooling
- Uber, Netflix

Tradeoffs

Code Quality

DON'T CARE ABOUT CODE QUALITY VELOCITY CARE ABOUT

TIME

Technical Debt

Technical Debt

- Cutting corners
- Patching old systems
- Context loss

DRY

Don't Repeat Yourself

```
def display items():
  items = get inventory()
  for item in items:
    print(f"Price: {item['price']}")
def display cart():
  items = get cart()
  for item in items:
    print(f"Price: {item['price']}")
```

```
def display(items):
  for item in items:
    print(f"Price: {item['price']}")
def display items():
  display(get inventory())
def display cart():
  display(get cart())
```

Abstractions

Abstractions

- Getting data from a database
- Formatting data for an API
- Communicating with servers
- Handling errors

Write Everything Twice

"Premature optimization is the root of all evil"

Donald Knuth, a better developer than I will ever be

Solutions

The Six-Month Rule

- How long will this take?
- How much time will it save?
- Does the break-even happen within 6 months?

Cleanup days

Expiration dates

KEEP CRAP VELOCITY CLEAN UP

TIME

Tradeoffs

Build

est

Launch

Software Testing

Unit Testing

- Test a single piece of functionality
- Fully independent tests
- Runs isolated code

```
def test_upvote():
    question = create_question()
    assert question["upvotes"] == 0
    upvote_question(question)
    assert question["upvotes"] == 1
```

Integration Testing

- Testing an entire flow
- Lots of dependencies
- Can run on real data

```
def test add question():
  load url("https://quora.com")
 log in ("tommy", "password")
 click("Create Question")
  type ("Why is the sky blue?")
```

Regression Testing

- New changes shouldn't break existing functionality
- Test other features with your new code

Acceptance Testing

- Does this meet the spec?
- Beta programs, insider releases

Performance Testing

- Simulate high system load
- Simulate components failing

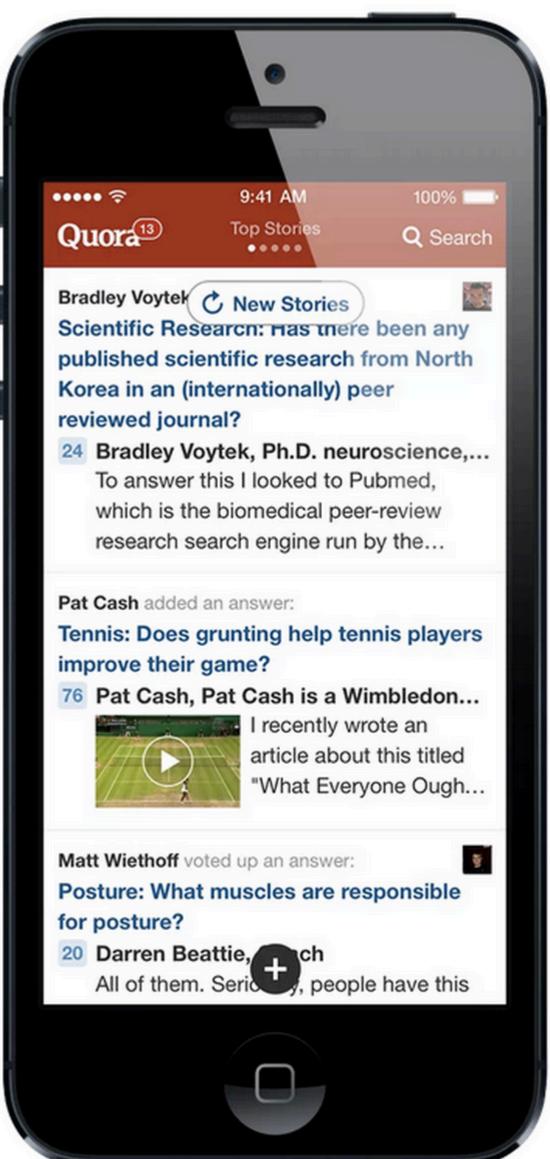
A/B Testing

Generate a hypothesis
Implement the experiment
Measure impact

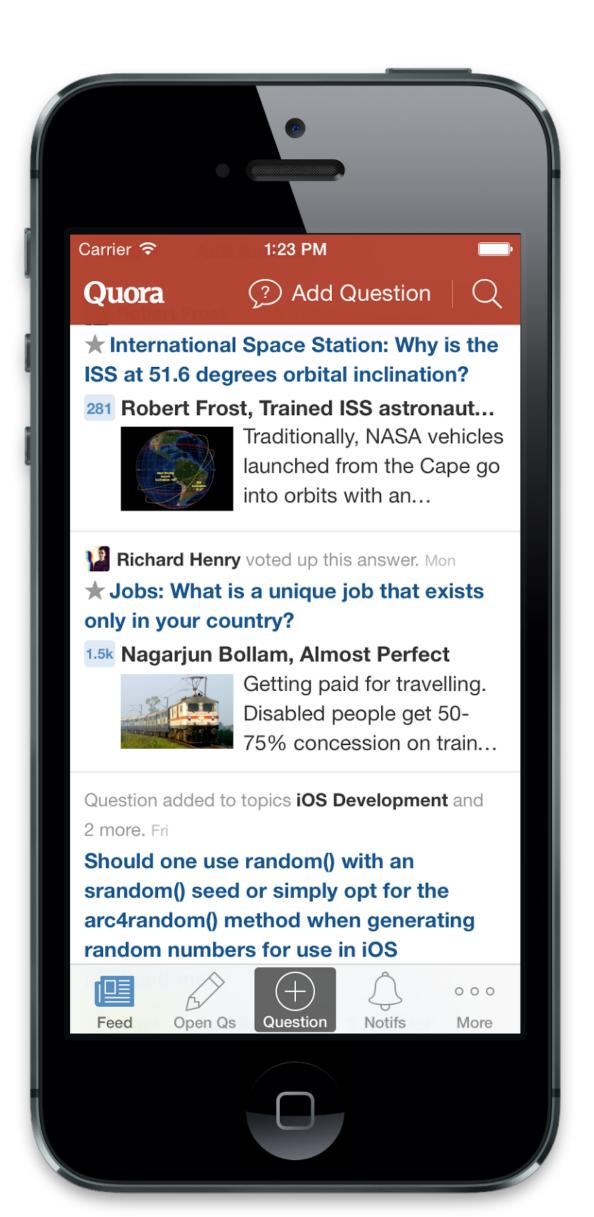
Generate a hypothesis

Implement the experiment

Measure impact









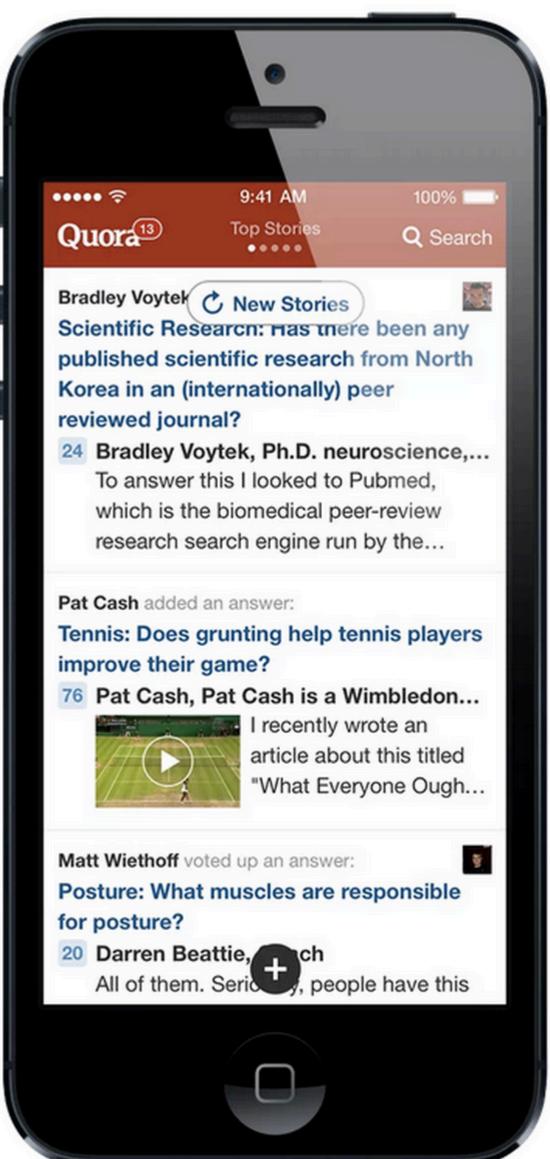
"It's easier to see what pages are available"

"It's more obvious how to add a question"

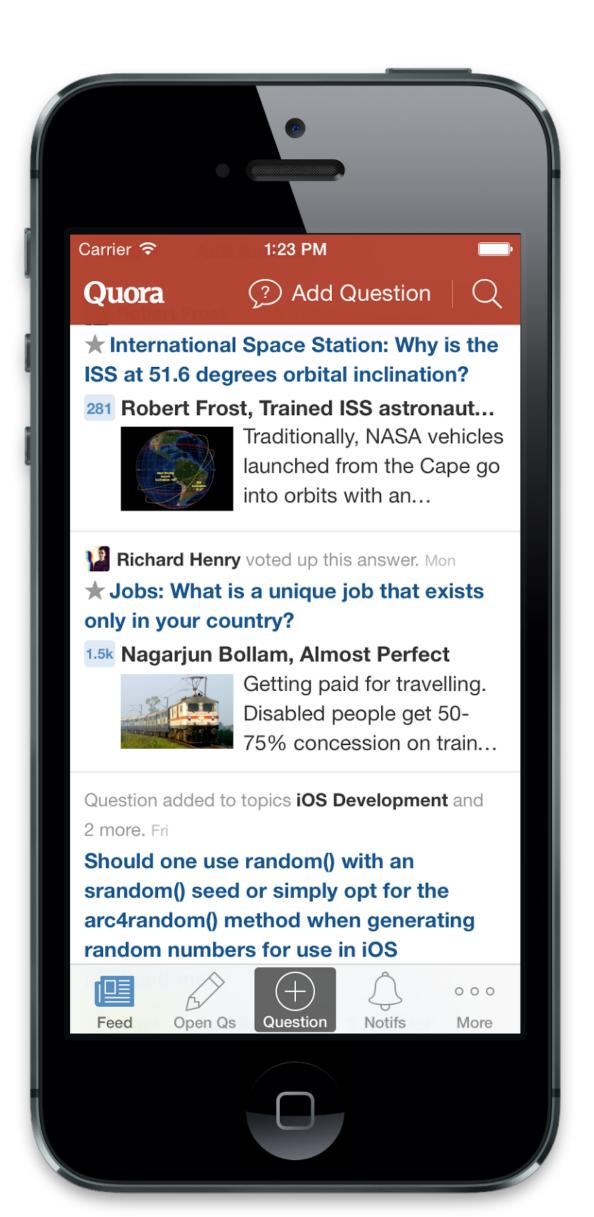
"Swipe gestures are trending right now"

Generate a hypothesis Implement the experiment

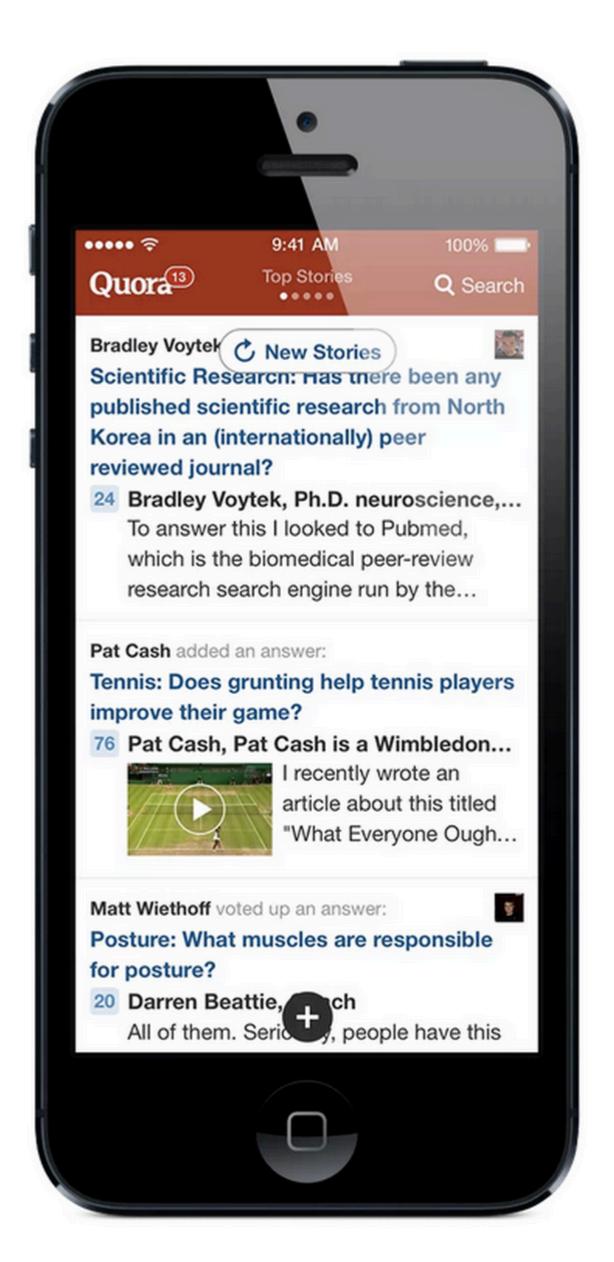
Measure impact

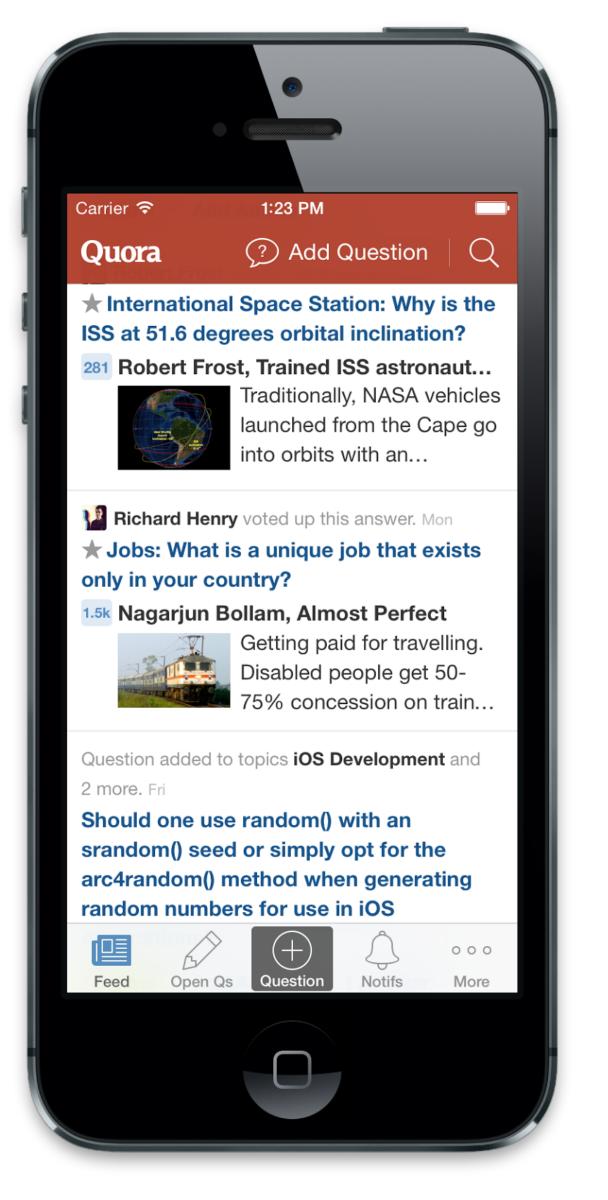












70%

30%

```
define_experiment('tab_bar',
  buckets=[
    (range(0, 30), True),
     (range(30, 100), False)
  ]
)
```

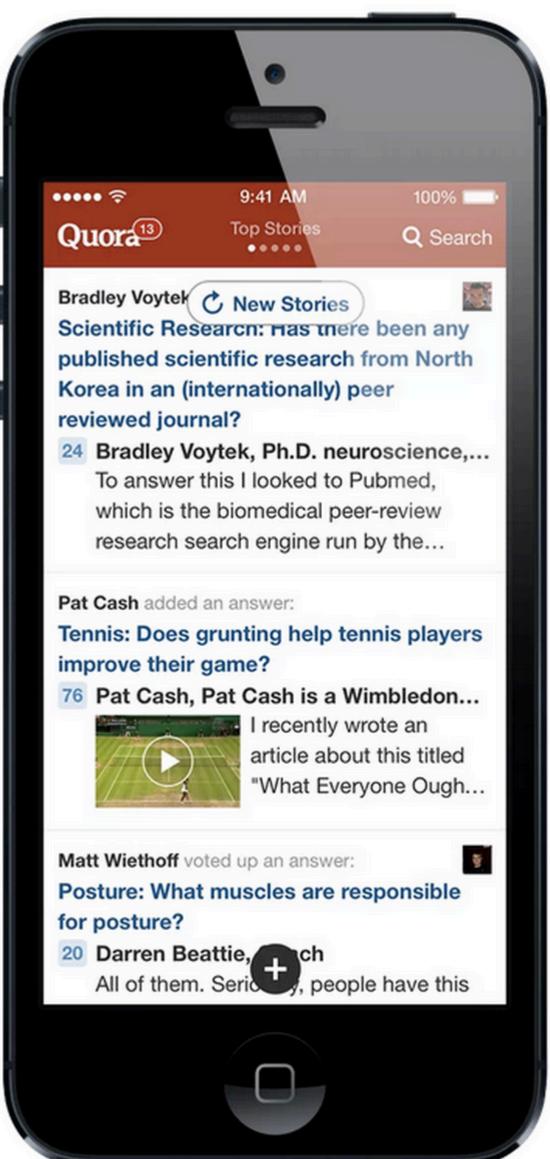
```
def render():
    if experiment.get('tab_bar'):
        return render_with_bar()
    else:
        return render_without_bar()
```

Generate a hypothesis
Implement the experiment
Measure impact

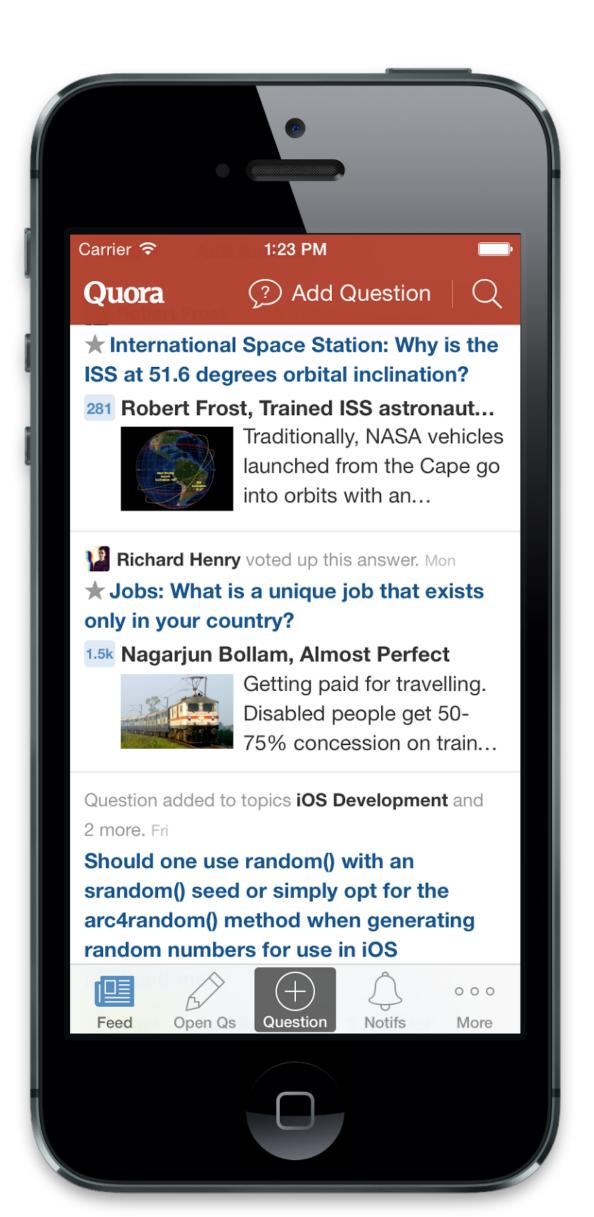
Analytics

- Google Analytics
- Firebase
- Mixpanel
- Optimizely
- In-house

Key Metrics



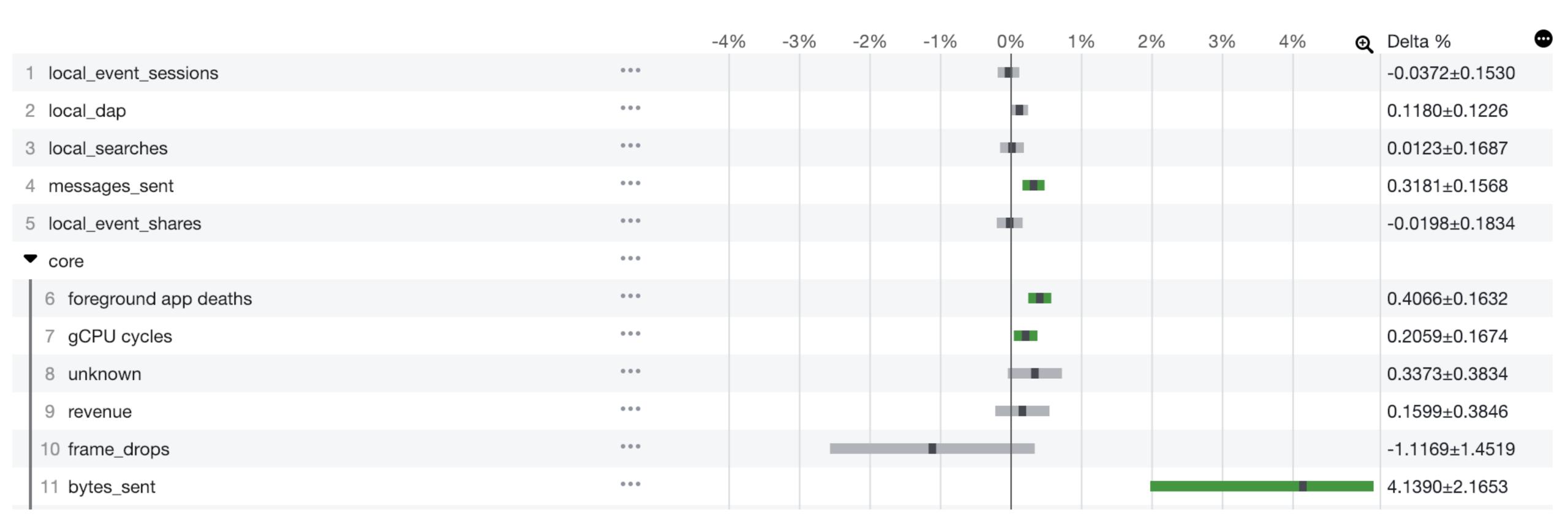






Key Metrics

- Engagement?
- Performance?
- Cost?
- Complexity?



Tradeoffs

Build

Test

Launch

Deployment Strategies

Manual Scheduled Continuous

Manual

Scheduled

Continuous

Manual

Scheduled

Continuous

Manual Scheduled

Continuous

Company 1

- B2B company for medical records
- Contracts include reliability SLAs
- 50 employees

Company 1 Strategy: Scheduled

- Tuesday: Code freeze
- Tuesday night: QA team tests
- Wednesday: Staged rollout to "insider" customers
- Thursday: Wide rollout
- Friday: Release critical patches

Company 2

- Consumer social network
- Ad-based revenue
- 5000 employees

Company 2 Strategy: Continuous

- Every few hours:
 - Full suite of tests runs on latest code
 - Employee version switches to latest code for an hour
 - Release if no red flags
- Bugs? Fix in the next release

Tradeoffs

Q&A

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