

CSE 403 Lecture 13

Discussion of Urban Sim Dev Process

Urban Sim

- Use version control, even for solo projects
- Interesting idea:
 - Removing all redundant code, in itself, leads to good design
- Informal work atmosphere
 - Pointy hats, traffic lights, smiley faces
 - Mileage may vary

Urban Sim (cont.)

- Incremental build
 - Master copy always up to date and working
 - Continuous development
- Very quick release cycle
 - Implications for development and test process
 - Rapid requirements change?
- Where was test?

Code / debug cycle

- Lead codes quickly, junior programmers fix bugs
 - Recognized as a stupid approach
 - Feedback cycle the wrong direction
 - The worse your code, the more you write
- Devs aim for high quality through testing their own code
 - Major testing phase after integration
- Continuous bug fixing
 - Clear all Pri 1 bugs as detected
 - Depends upon early integration