

Objectives of Module 7

- Present and discuss the software maintenance process and its associated activities
- Present and discuss the concept of Software Configuration Management (SCM) in some detail





- Maintenance of existing software can account for over 70% of all effort expended by a software organization.
- The possibility exists that in the near future "maintenance-bound" software organizations can no longer produce new software since all effort is expended in maintaining old software.
- Much software in use today is over 10 years old and produced at a time when software engineering techniques were not applied. The result is poor software structure, coding, logic, and documentation.



A primary goal of software engineering is to improve the ease which changes to software products can be made and to reduce the amount of effort expended in its maintenance.



- Adaptive and perfective maintenance involve the same tasks as new software development. Thus, the same software engineering processes are used in the same way.
- Unlike hardware, software breaks only when it is changed.

Software	Engineering
	Maintenance Costs
Period	% of Budget for Maintenance
1970's	35-40%
1980's	60%
1990's	80% (estimated)
As much has b	as a 40:1 productivity decrease (LOC's/person-month) een reported to maintain old code.
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Besides the direct cost to maintain code, the indirect costs include:

- Customer dissatisfaction to the delayed resolution of a problem.
- Reduction of software quality due to bugs introduced during the maintenance activity.
- Loss of new software development because of the transfer of software engineers to the maintenance function.





This model reflects the fact that maintenance costs increase exponentially if:

- Poor software engineering practices were used in the initial development
- The people who initially developed the software are no longer available



1. Maintenance organization:

- Can be informal except for very large organizations
- Use a maintenance controller to track maintenance needs
- Use a system supervisor to supervise maintenance tasks
- Use a change control board to decide on courses of action
- 2. User reporting:
 - Use a Software Problem Report (SPR) that a user can fill out and send to software maintenance organization
 - From the SPR, the internal software organization develops an Engineering Change Proposal (ECP) to identify:
 - Magnitude of effort to satisfy the SPR
 - Kind of software modifications needed
 - Priority of the request
 - Other data of significance about the request
 - The ECP is submitted to the Change Control Board (CCB) for evaluation. Maintenance efforts begin after the go-ahead by the CCB.



- 3. Maintenance process flow:
 - Determine if a maintenance request is a software error or a feature deficiency.
 - If an error, handle it as a crisis if warranted; otherwise, place the request on the work queue.
 - If a deficiency, consider whether adaptation or enhancement to the software is needed. Then place the request on the work queue.
 - Remove the next request from the work queue and process it as per the normal software engineering process.
- 4. Record keeping and evaluation:
 - Keep the necessary data on hand to support prediction of the software maintenance effort.
 - Use measures of maintenance performance to assist in predicting future approaches.



Keep a database of this information to be used to form quantitative assessments of the maintenance efforts.



Software Engineering
Reverse Engineering
and Re-Engineering
Reverse Engineering
The process of analyzing a program to create a representation of the program at a higher level of abstraction than the source code.
Re-Engineering
Altering or reconstituting existing software to improve its quality given reverse-engineered data.
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- Reverse engineering is normally done by a company to maintain its own old code.
- Re-engineering is sometimes called *software renovation* or *reclamation*.
- Few tools are available to support reverse engineering, and these tools are relatively primitive.



Configuration items for large systems are usually sections of an entire document, program source code, or data items (like test files), rather than the entire document, all the code, or all the data. For smaller systems, configuration items are usually entire documents, bodies of code, and data.



- Change occurs because we learn more about a system as it is being developed and used.
- A baseline is established before work progresses toward the next baseline.



- A software librarian controls the check-in and check-out permissions and the process. Automated tools, like SCCS or RCS, are employed once the permissions are established.
- An accounting file reflects the time, the Software Configuration Items, the designer, and the data for each check-in and check-out transaction.
- If no updates are permitted to the library while the Software Configuration Items are checkout-out for updating, the library is locked.



- The Software Configuration Items are organized as entity-relationships in the library.
- For example, if "source code" is modified, so must "Module N" and "test specification" since the directed arcs in the figure form a spanning tree rooted at "source code."







- Evolution Graph -- describes the change history of an object
- *Configuration Management (CM)* allows the user to specify alternative configurations of the software system.



Change control involves --

- Access control -- governs which software engineers have access to modify a particular configuration item
- Synchronization control -- ensures parallel changes by two different people do not overwrite each other





Software Engineering
Software Configuration
Management Standards
Military
O DOD-STD-480A
O DOD-STD-2167A
O MIL-STD-1521A
 Non-Military
O ANSI/IEEE 828-1983
O ANSI/IEEE 1042-1987
O ANSI/IEEE 1028-1988
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