OOoCon 2004 - Berlin

The new development process:

How child workspaces will improve the developer experience and the quality (aka How to Contribute)



Agenda

- Speaker Introduction
- Contributions to the OOo project
- The JCA and other stuff
- A new/different development process
- Child workspaces in pratice
- Q & A



Who I am

- StarWriter 2.0 (1994)
- Program Manager OOo within Sun
- Project Lead Tools
- Project Lead Porting
- Project Lead External
- Member of Community Council



Contributions to 00o

- Use the product
 - Download, install and use OOo
 - http://download.openoffice.org
 - Give feedback via Survey
 - http://www.openoffice.org/welcome/regitsratrionsite.html
 - Donate money
- Participate
 - Subscribe to mailing lists
 - Ask questions and give answers
- Join a project
 - Review work, give feedback via mail, IssueZilla
 - Request for enhancements, input for specs.



Contributions to 00o

- Become a QA expert
 - Use the bleeding edge (biweekly snapshots)
 - Review and write issues
 - testplans
- Localize
 - New localizations
- Develop
 - Use the API
 - Components
 - Compile and review the code
- Core Development
 - Add new functionality
 - Porting

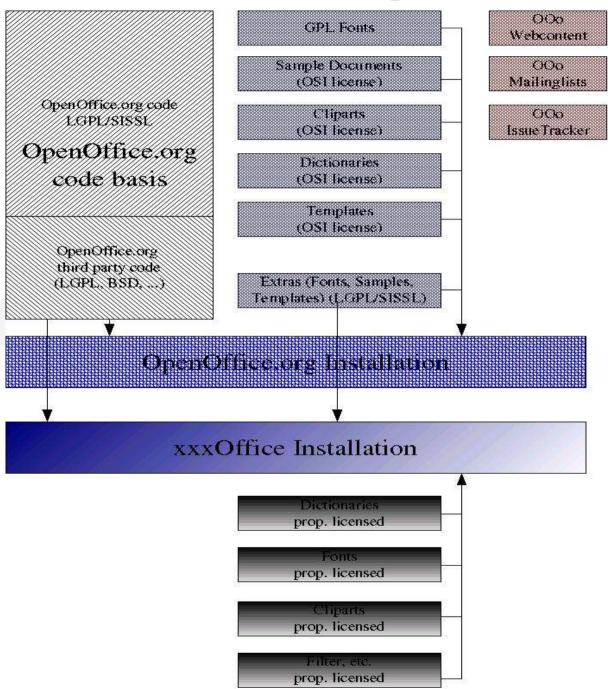


The JCA and other stuff

- Code contributions
 - Sign the JCA for changes or additions to the code basis or localization
- External components
 - Code: LGPL, BSD style
 - Get documented within external project
 - Other artifacts
 - Licenses compliance



External Components





Software Development

- Preparation
 - Writing a Specification
 - Planning a change
- Implementation
 - Coding
 - Hacking
- Verification
 - QA with a testplan
 - Does the beast compile



OOo complexity

- The Platforms
 - Unix (Linux, Solaris, MacOSX and other)
 - Different baselines
 - Windows
- The Code size
 - The beast need hours to build (interface changes)
 - It's a moving target (several hundred code changes per day)
 - Architectural dependencies (layered arch.)
- Localization
 - UI-Freeze
 - Layout



The traditional model

- Continous integration and build
 - Developer has to stay until their changes has been build and smoke tested (tinderbox builds)
 - The build has to be fixed immediatly
- Release early and often
 - Early and often releases ensures quick bug findings

- Stableizing a Release
 - Until it is ready/bug free



The problems with it

- Continous integration and build
 - Too many changes within a build cycle
 - The problem of not having atomic commits
- Release early and often
 - A developer wants user to test code
 - A user wants already tested code and not extra burden writing bugs
- Stableizing a Release
 - Can be an unpredictable process



The OOo 2.0 numbers

>100 developers committed to the repository

- Committed > 100,000 times
 - 450 files per day

- Fixing > 4000 issues
 - Reported by > 500 people



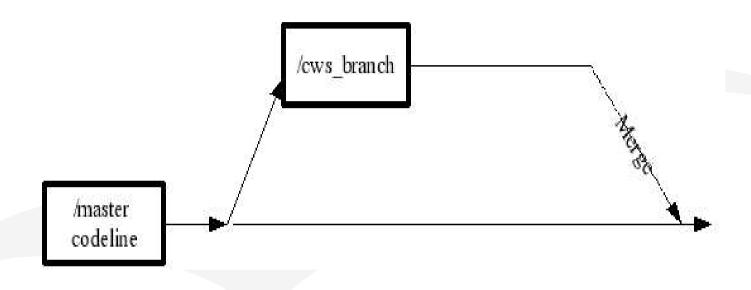
The new process

- Continious commits
- QA after integration
- Having known problems in the master build
- Not finished items in the tree

- Scheduled commits
- QA before integration into the codeline
- Have less problem on the master build
- A new feature only get integrated when it is ready
- Possibility to reschedule target milestone



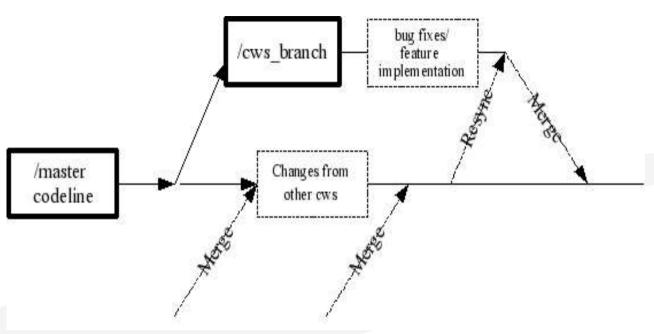
Child workspace



A child workspace is implemented as a CVS branch



Cws resync



- A cvs branch can be merged backed without conflicts only if now conflicted changes has been done in the meantime
- "Long" living cws will need a resync first before joined back

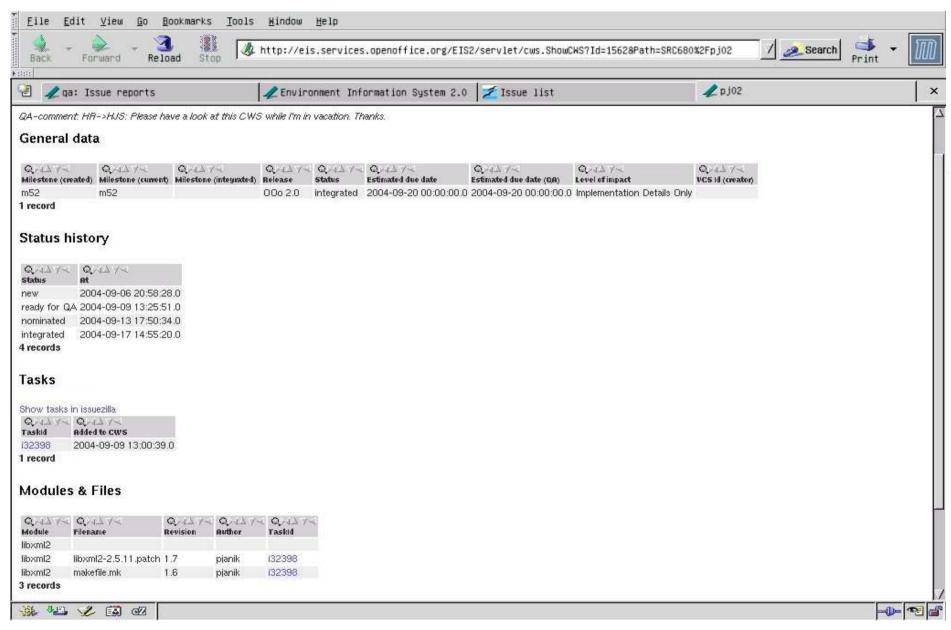


Tools for cws

- Create a new child workspace cwscreate
- Add a new module cwsadd
- Update a child workspace cwsresync
- Analyze a child workspace cwsanlyze
- Register a new task cwsaddtask
- Environment Information System (EIS)
- http://tools.openoffice.org/dev_docs/ooo-cwstools-doc.sxw
- http://eis.services.openoffice.org



EIS - cws data



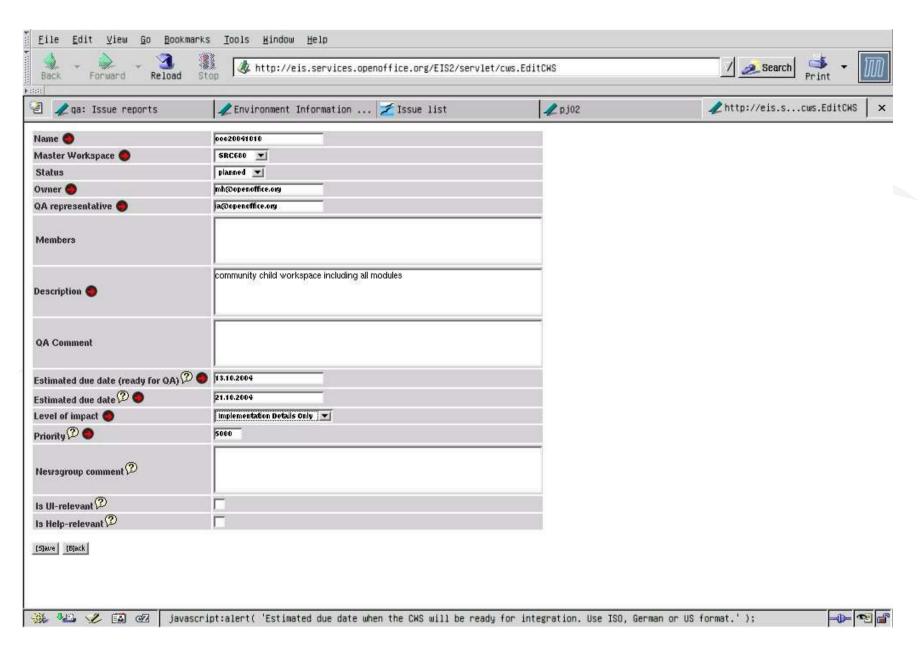


Child workspace creation

- Create a new child workspace
 - Register in database in EIS
 - What's the purpose ?
 - Provide a description
 - •What level of QA is needed
 - Ul relevant
 - Help relevant
 - •-> Specification needed ?!
 - Timeframe
 - What are the impacts
 - •Regarding the user experience ?
 - •To other developers ?



cwscreate



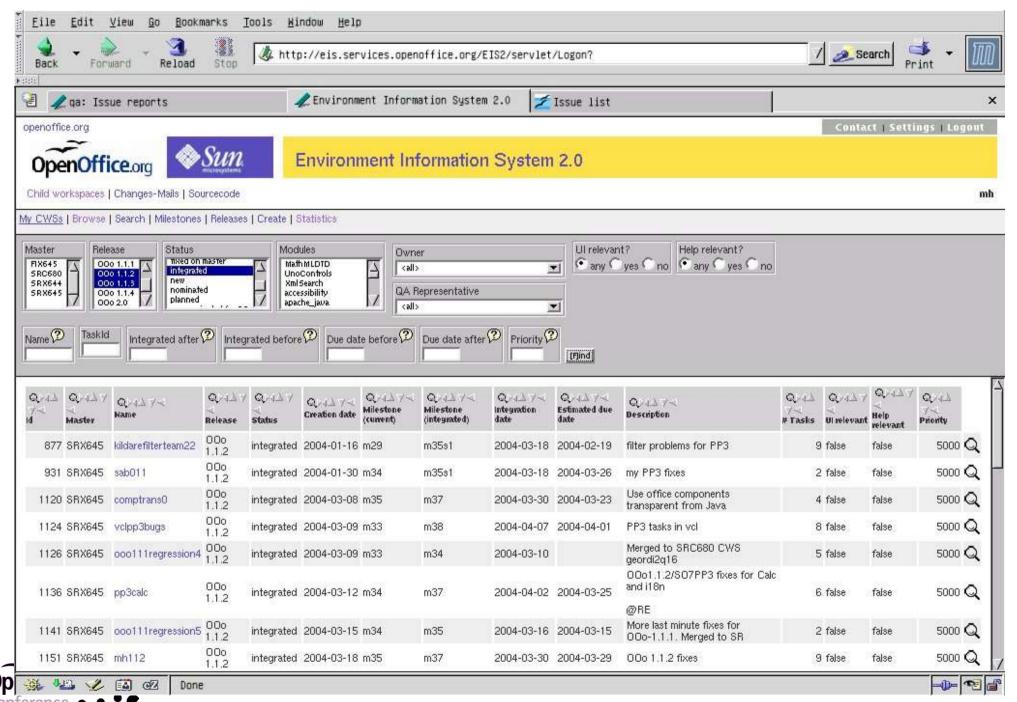


Cws lifetime

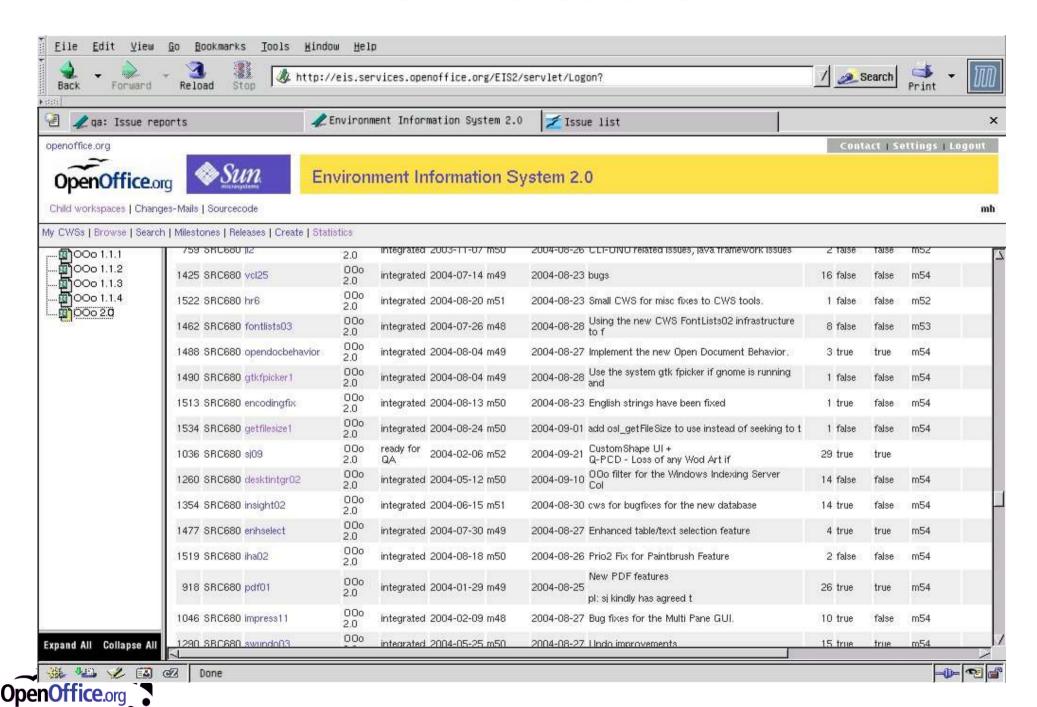
- The quick thing (less than one day, some days)
 - There's no impact, it just fix the damn thing
 - Trivial bug fixes
 - Build problems
- The big thing (months or years)
 - New functionality
 - ·Leads to new UI, translation is needed
 - Needs documented in Help, Documentation
 - Specification is needed
 - New architecture
 - Other developer need to know about these changes



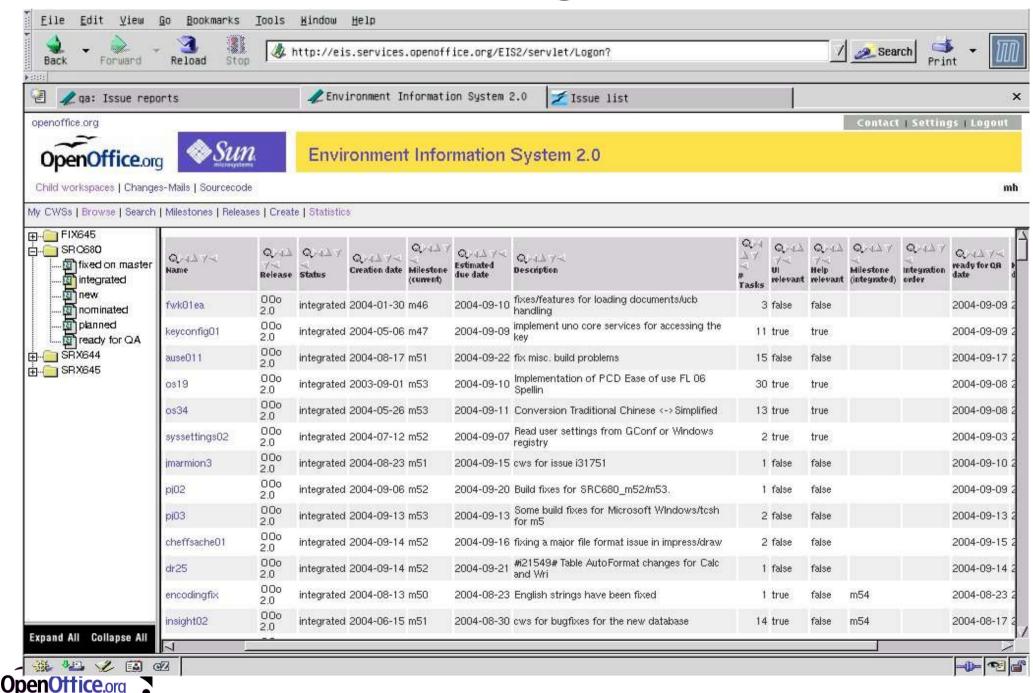
Environment Information System



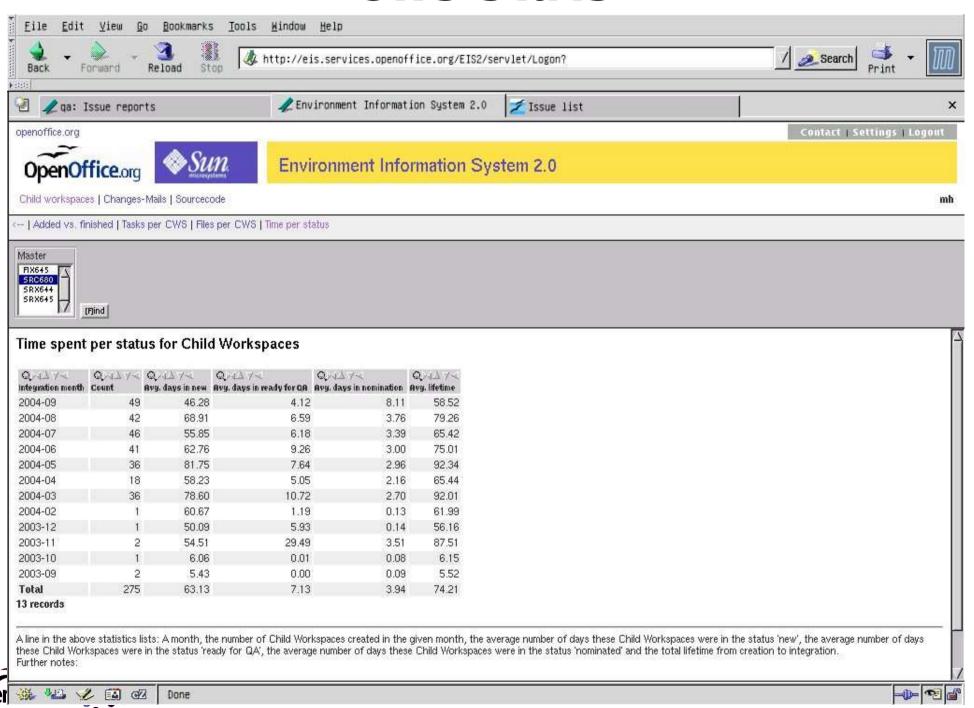
EIS - releases



EIS - integrated



Cws stats



A better solution

- Continious integration and build
 - Simulate atomic commits of file sets
 - Group issues to logical entities
- Release early and often
 - Release often already tested code
 - It does not matter if a features gets in weeks earlier or later
- Stableizing a Release
 - Minimize the time needed for stableizing the product
 - Be able to release a stable code base at any time



ToDo's and the vision

- Get quick cws round trips for "need to have" things
- Speed up the patch process
 - Patch Gatekeeper wanted
- Get automated tinderbox builds for cws
- QA wanted to test before integration
 - Enhance smoketest and automated test and integrate them into the build system



Summary

- Be everytime in a state to release
- QA before release
- Grant liberal commit access to the cvs repository
- Think twice before nomination for integration!
- Get assistance!

