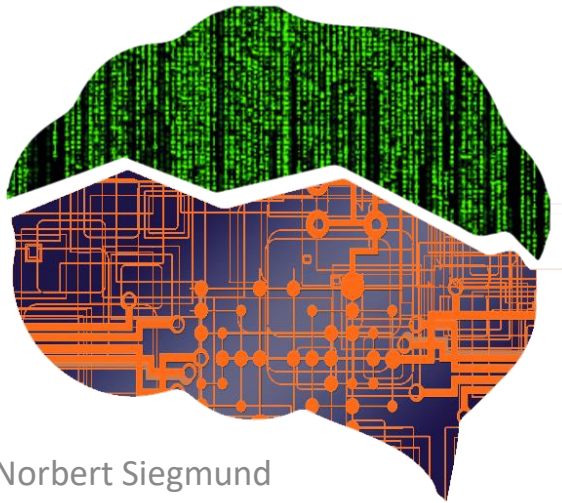


Modern Software Technologies

Introduction and Motivation



Prof. Dr.-Ing. Norbert Siegmund
Intelligent Software Systems

Bauhaus-Universität
Weimar

What this Course is About

- You will learn state of the art software technologies, such as
 - Docker, Continuous integration, MicroServices, Vue.js, etc-
- You will apply these techniques in a real-world software project
 - Digitize the registration for the Ferienpass-Weimar.de
- You will work with a real IT-Consultant and have real-world deadlines, etc.
- You will learn how to present the acquired skills

Topics: Full Stack Java Developer

Suche full stack (Ort oder 5-stellige PLZ) Suchen Erweiterte Suche

Ihre Suche nach full stack ergab 1739 Treffer

Relevanz Datum 1 von 70

Erscheinungsdatum

- neuer als 24h 93
- neuer als 7 Tage 714

Berufsfeld

- IT 815
- Führungskräfte 172

Full-Stack Webentwickler (m/w)
BALVI GmbH
Lübeck, Potsdam vor 6 Tagen
Kompetenzen: Webanwendungen Clean Code Fachplanung
Full-Stack Entwicklung - in Lübeck/Potsdam - BALVI ist seit über 20 Jahren auf die Softwareproduktion für die behördliche Überwachung von Tiergesundheit sowie Lebensmittel- und Futtermittelsicherheit spezialisiert.

Full-Stack Java-Entwickler (m/w)

Essential skills that are needed in industry!

Wanted Skills

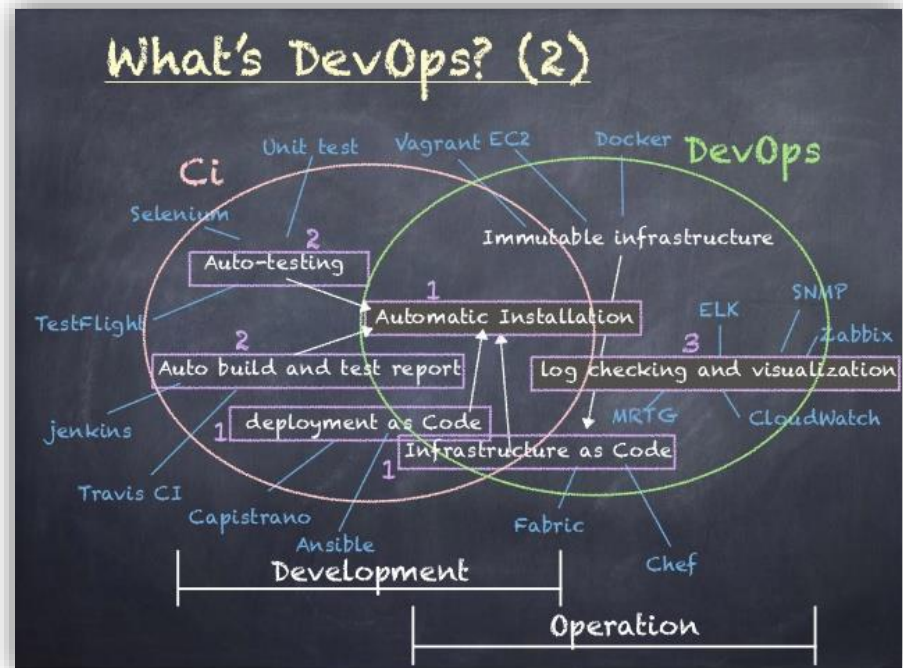
Wenn Du darüber hinaus noch intensive und fundierte Erfahrungen mit einigen der folgenden Tools, Technologien und Konzepten mitbringst:

- Spring (Boot/Cloud)
- JAX-WS und JAX-RS
- ReactJS, TypeScript, Webpack
- Gradle, Git, SonarQube, Jenkins
- JUnit, Cucumber, Selenium, testcontainers
- MariaDB, Oracle, PostgreSQL, MongoDB
- Docker, Puppet, Vagrant, Ansible
- Amazon Web Services
- Microservices, Micro Frontends

... dann wollen wir Dich sogar unbedingt kennenlernen!



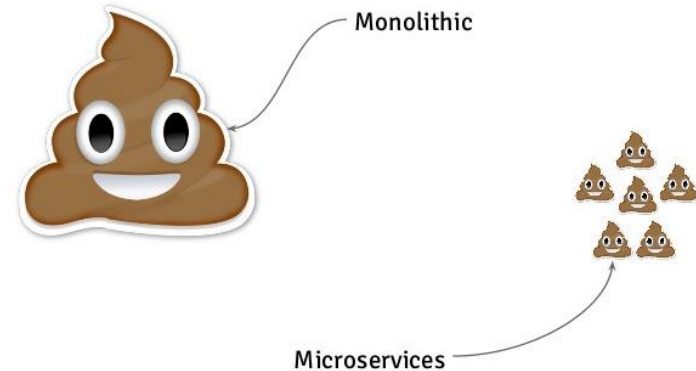
These are the topics you will learn!



MicroServices

- Functional scalable applications

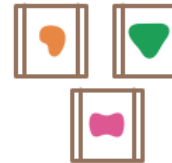
Monolithic vs Microservices



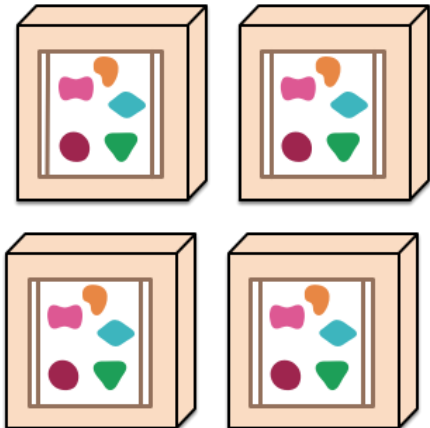
A monolithic application puts all its functionality into a single process...



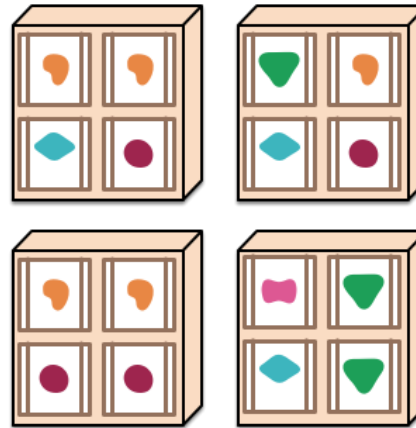
A microservices architecture puts each element of functionality into a separate service...



... and scales by replicating the monolith on multiple servers



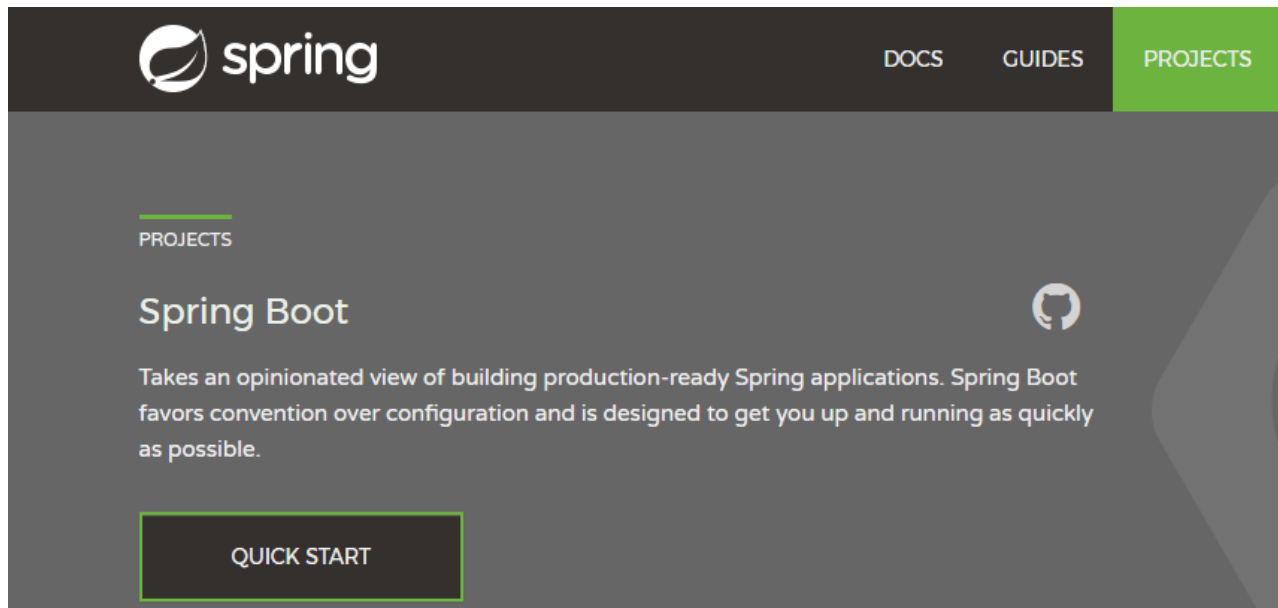
... and scales by distributing these services across servers, replicating as needed.



Frontend: Vue.js
Service-Layer: REST
Backend: Spring Boot

Spring Boot

- Rapidly build Web-based Java applications with minimal overhead
- Basis for Web services and digitization



REST: Representational State Transfer

- Programming paradigm for distributed systems (e.g., Web services)
- Every resource or entity addressed by an URI will elicit a response (e.g., as XML, HTML, JSON, etc.)



Core API admin

Alfresco Core REST API

Provides access to the core features of Alfresco

comments : Retrieve and manage Comments

Show/Hide | List Operations | Expand Operations

favorites : Retrieve and manage Favorites

Show/Hide | List Operations | Expand Operations

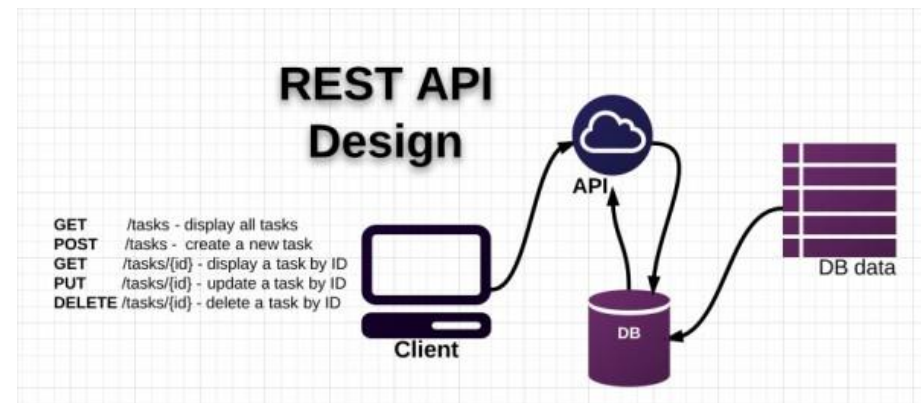
GET	/people/{personId}/favorites	Get favorites
POST	/people/{personId}/favorites	Add a favorite
DELETE	/people/{personId}/favorites/{favoriteId}	Delete a favorite
GET	/people/{personId}/favorites/{favoriteId}	Get a favorite

networks : Retrieve and manage Networks

Show/Hide | List Operations | Expand Operations

people : Retrieve and manage People

Show/Hide | List Operations | Expand Operations



Vue.js (or ...)



The Progressive
JavaScript Framework

GET STARTED

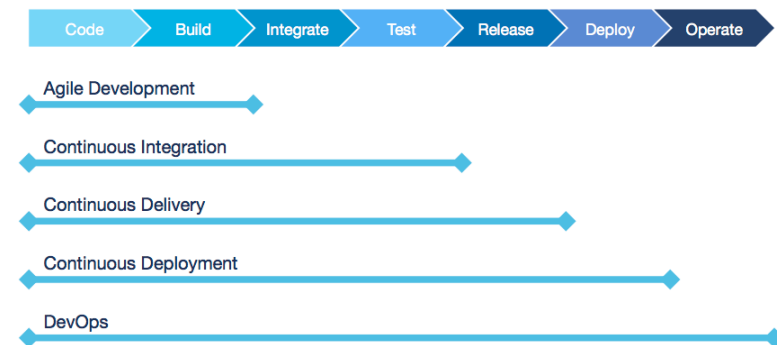
GITHUB

- Easy to learn JavaScript-Framework for rapidly building user interfaces

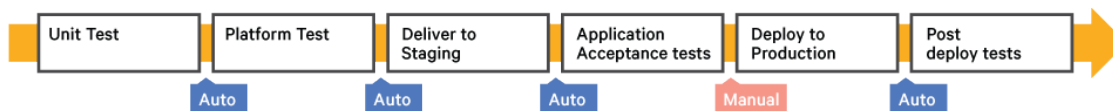
Decision point	Angular 2	React	Vue.js
Stable	Yes	Yes	Yes
Backed by a strong community or some big players	Yes, huge community and Google is behind it	Yes, huge community and Facebook backs it	Not as huge but is big enough and is backed by Laravel and Alibaba
Good documentation	Yes	Yes	Yes
Easy to learn	Not with Typescript	Kind of	Yes
Integration with Bootstrap	Yes	Yes	Yes
Small	566K	139K	58.8 K
Allow us to reuse code	Yes	No, only CSS	Yes, HTML and CSS
Coding speed	Slow	Normal	Fast
Reactivity	Kind of	Yes	Yes
Component based	Yes	Yes	Yes

Continuous Integration (CI)

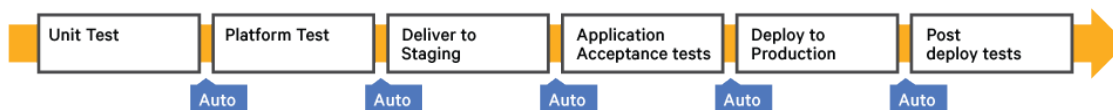
- SE principle for trying to merge each change made to the code base into productive code
 - Continuous testing (and deployment)
 - Change rejected when test fails or code quality is low



Continuous Delivery



Continuous Deployment



Maven™ (or Gradle)

- Manages project **builds**, **dependencies**, and **reporting**

Benefits of Maven over Ant

1. It makes project build process easy.
2. It provides easy and uniform build system.
3. It provides quality project document Information.
4. Managing project dependencies.
5. Provides guild lines for better project management practices.
6. It allows to build project using project object model (POM).
7. It downloads required dependency's jar files automatically from Maven central repositories.



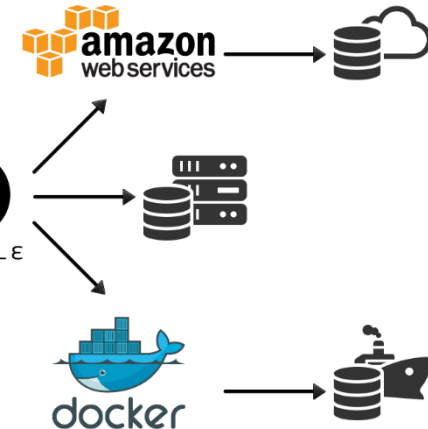
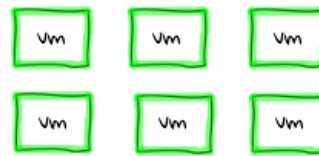
Ansible

- Automation engine for software deployment and administration as well as configuration management

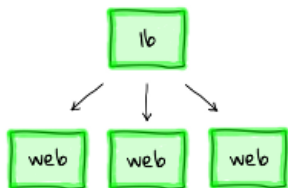
High Level Overview of Ansible



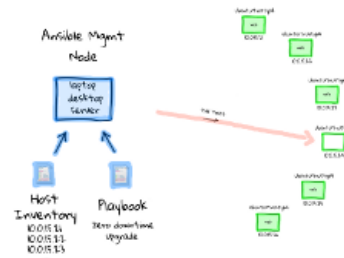
Learning Ansible with Vagrant



Configuration Management with Ansible



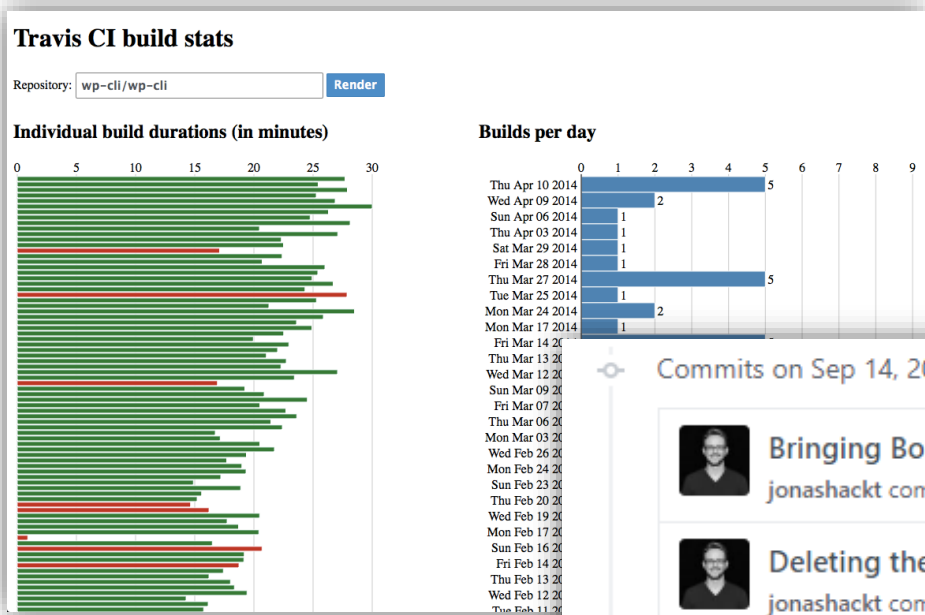
Zero Downtime Deployments with Ansible









Travis CI (or Jenkins)

- Distributed continuous integration service for building and testing software projects (e.g., GitHub)



Commits on Sep 14, 2017

-  Bringing Bootstrap into the game, playing around with elements - but ...
jonashackt committed 12 days ago ✓
-  Deleting the async-call which leads to CI problems we could analyse I...
jonashackt committed 12 days ago ✓
-  Splitting components into separate one for REST service calls
jonashackt committed 12 days ago ✗
-  Adding complete description how to call REST services from Vue.js to ...
jonashackt committed 12 days ago ✓

Continuous Code Analysis



Web service for tracking code (line) coverage of your tests

Inspect health or quality of your project



C O D A C Y

Alternative to sonarqube

JUnit (and Selenium for GUI Testing)

Unit testing for Java applications



Tool suite to automate Web browsers for testing purposes



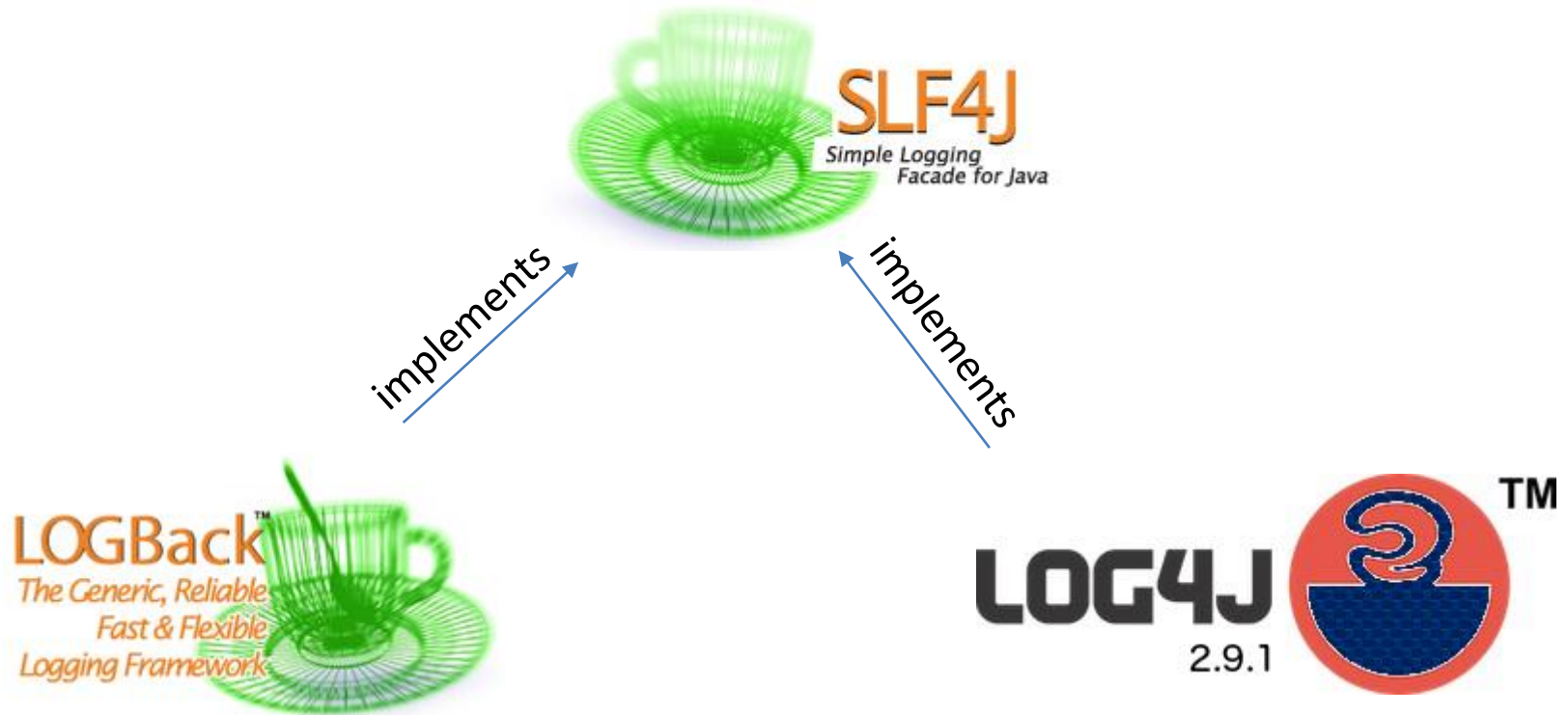
Eliminating the problem of “works on my machine”



Software runs on isolated containers that are easy to deploy and run without overhead

Bonus: Logging in Java (LogBack)

Abstraction for various logging frameworks



Bonus: Log Analysis with Elastic Search

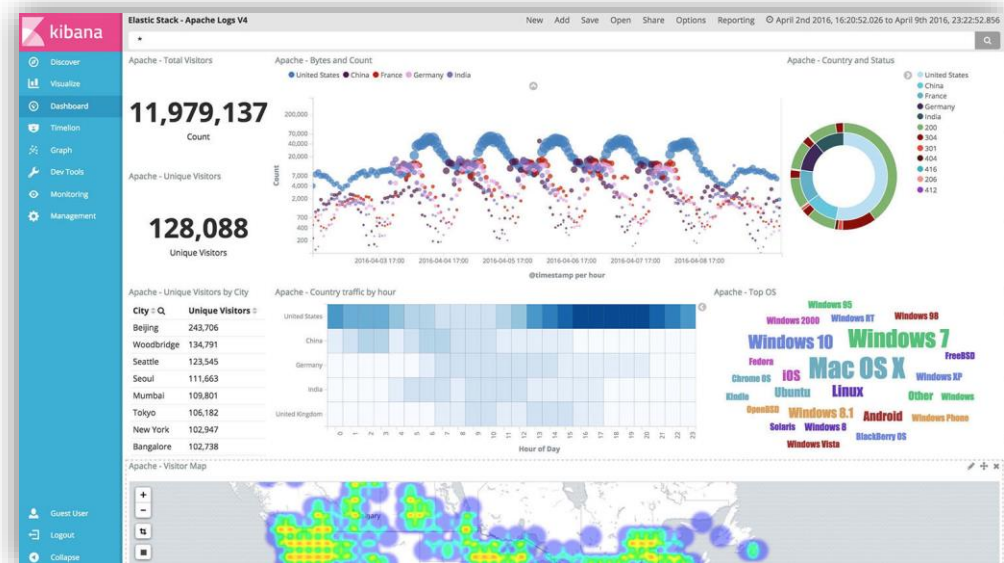
Beats: Data transfer to Logstash



Logstash: Dynamic pipeline for data collection

Elastic Search: Distributed search and analysis engine

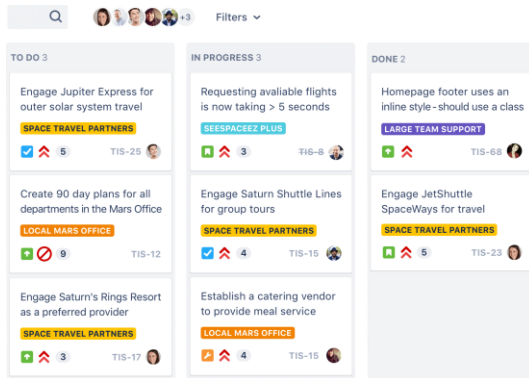
Kibana for visualization and analysis



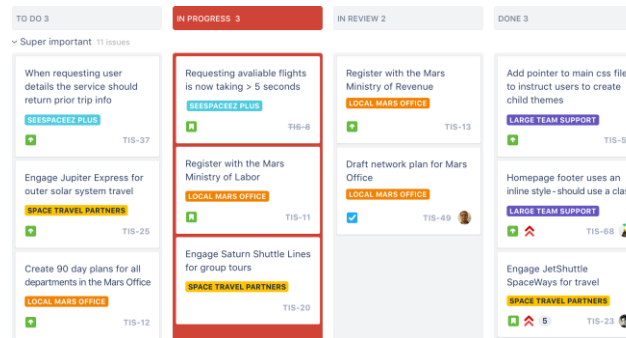
Bonus: Ticketing and Issue Systems (Jira/GitHub Issues)



Project management tool for agile software development



Scrum boards

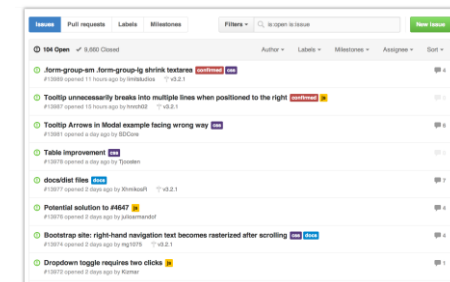


Kanban boards



Reporting

GitHub Issues: Keep track of tasks, bugs, etc.



Practical Task: Digitalizing Charity Organization

- Ferienpass Weimar is a charity organization, which connects children with supporter providing activities during holiday



- Task: Digitalize the current analog and time consuming task of registering a child for an activity in form a Web application

What you will encounter

- **Real-world** problem
- Real **customers** who will **speak with you** about their requirements
- Open-source implementation **deployed in the cloud**
- Actually **used** application by hundreds of children and their parents!

Grading

- Presentation: 40%+10% present at the dates
 - Is the topic properly motivated?
 - Is the content correct and sufficient?
 - Is the style of the slides appropriate?
 - Is the talk engaging and easy to follow?
- Project / Tutorial: 50%
 - Is the person engaged to the project?
 - Does the implementation address the requirements?
 - Is the code properly commented / documented?
 - Alternatively, is the tutorial appropriate?



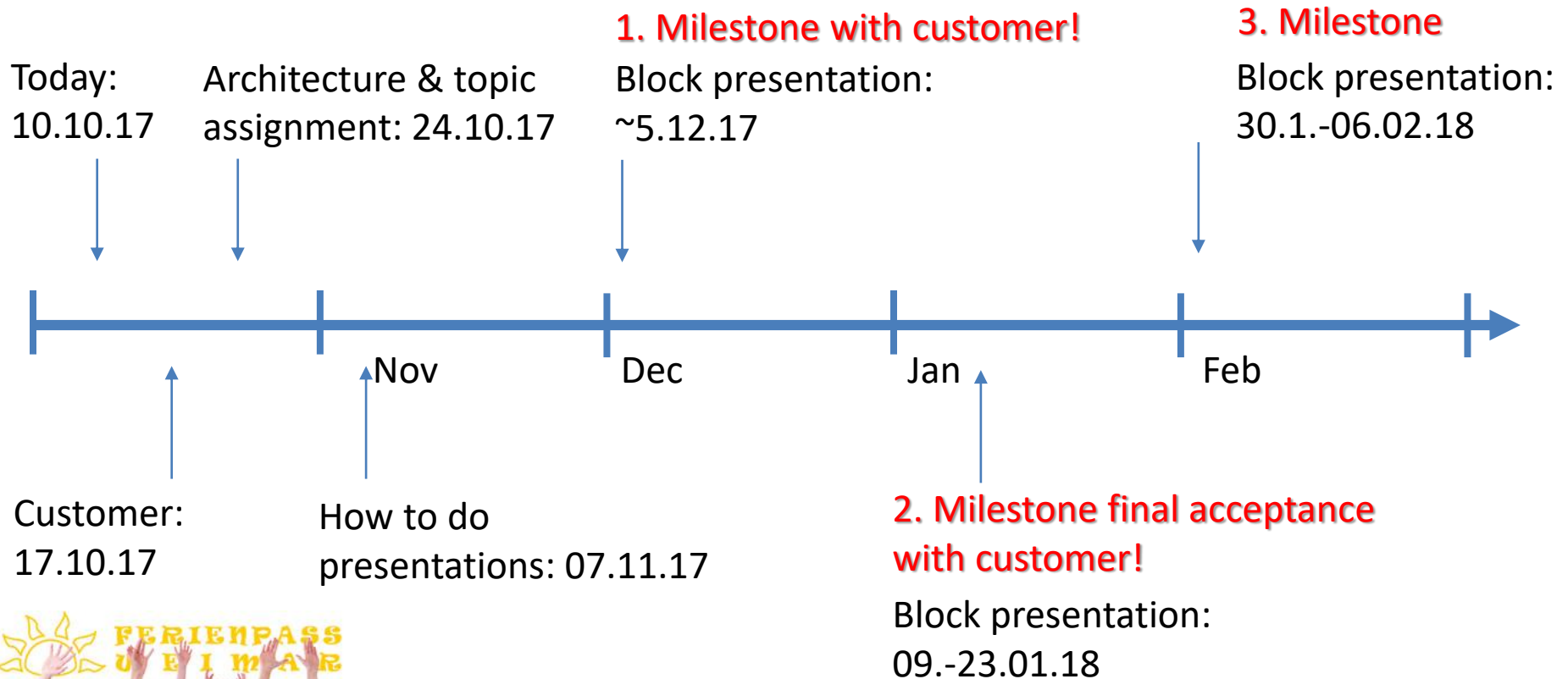
```
// Calculate the x and y coordinates of the projectile
// As functions of time from zero to totalTime
// T += deltaT is the same as T = T + deltaT
for(t = 0; t < totalTime; t = t + deltaT)
{
    // Fill the array xCoord and yCoord with calculated values
    x[i] = v * (cos(degrees_to_radians(angle))) * t;
    y[i] = v * (sin(degrees_to_radians(angle))) * t - ((g*pow(t, 2))/2);

    cout << fixed << setprecision(3);

    // Display the calculated values of the output
    cout << i << "\t" << x[i] << "\t" << y[i] << "\t" << "\n";

    i++;
}
```

Important Dates



Milestones & Block Presentations

- 1. Milestone
 - Show initial Web page to the customer and initial functionality
 - 3x20min per demonstration + 5-10min discussion
- 2. Milestone
 - Similar to above, but with acceptance or rejection by customer
- 3. Milestone
 - Without customer and more in-depth analysis
- After demonstration:
 - Presentations of topics (20min)
 - Tutorials for non-customer related implementation (30min)

Scheduling the Milestones

- 3-4 hours in a row (or with a small break in between)
- Day of the week
 - Monday, Tuesday, Wednesday, Thursday, Friday?
- 1. Milestone: 5.12.?
- 2. Milestone: 08.01.? 23.01.?
- 3. Milestone: 30.01.? 06.01.?

Details...

- Topics are selected by lot (Lose); trading is possible within a day
- Depending on the topic, you implement a solution for the customer or prepare a tutorial for your fellow student
- Presentations need to be sent 1 week before the day for presentation arrives to get feedback
- Consultation with Jonas Hecht and me are possible and welcome
- Dates for presenting implementation/tutorial + topic depends on the concrete topic (some early Dec; some Jan)