

Designing and Launching an Embedded Product

Class 2: Success Through Design and Development Processes

November 19, 2019
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Course Overview

Topics:

- The Business of Product Development
- **Success through Design and Development Processes**
- Scalability, Architectures and the MVP
- Achieving Quality and Reasonable Time to Market
- Techniques for Accelerating Time to Market

Session Overview

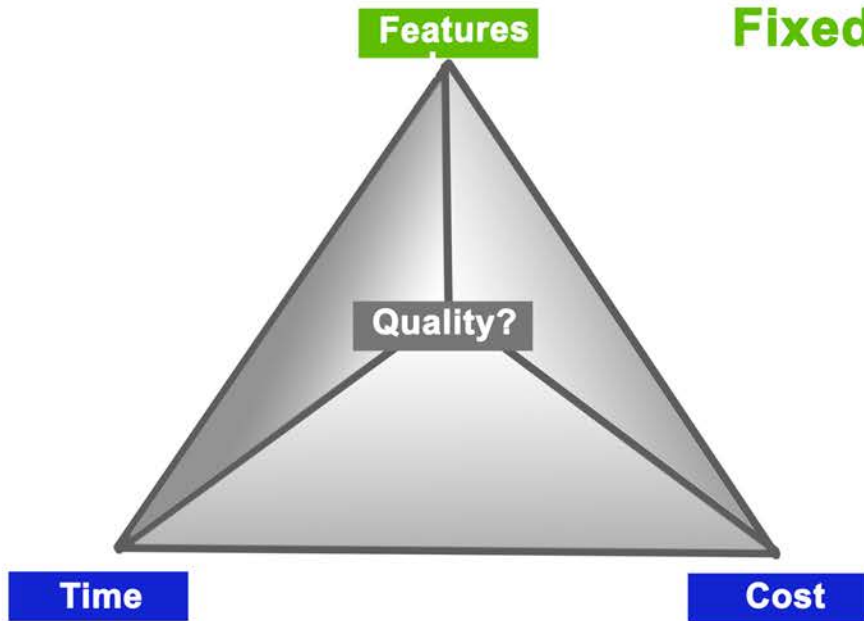
- Managing Development
- Design Processes and Tools
- Build Processes



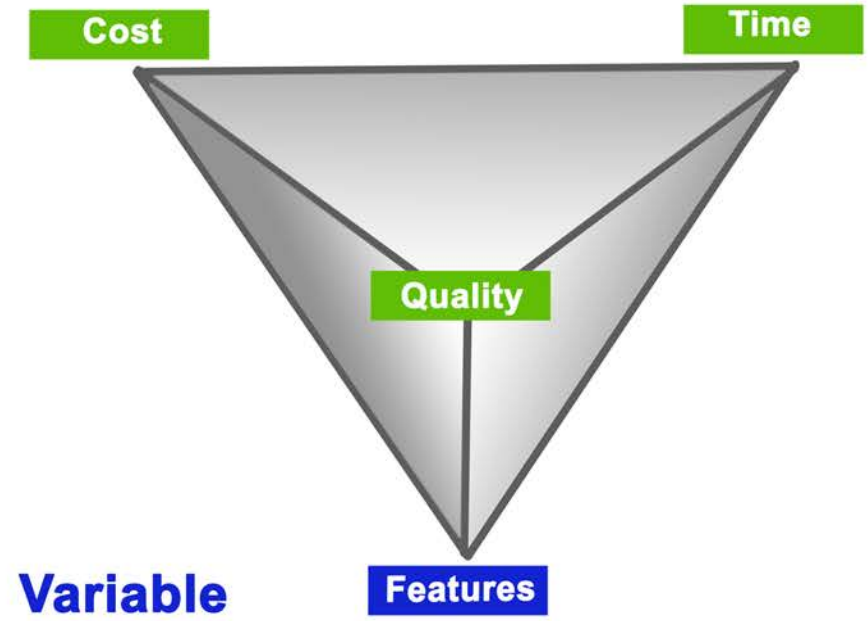
Presented by:

Waterfall versus Agile

Waterfall



Agile



Managing Development – Dev Ops

PLAN, TRACK, & SUPPORT

Jira Software

Plan, track, and release world-class software with the #1 software development tool used by agile teams.

[Learn more →](#)

Jira Align

Connect business and technology teams to align strategy with outcomes at enterprise scale.

[Learn more →](#)

Jira Service Desk

Give your customers an easy way to ask for help and your agents a fast way to resolve incidents.

[Learn more →](#)

CODE, BUILD, & SHIP

Bitbucket

Collaborate on code and manage your Git repositories to build and ship software, as a team.

[Learn more →](#)

Sourcetree

Harness the full power of Git and Mercurial in a beautifully simple application.

[Learn more →](#)

Bamboo

Continuous integration, deployment, and release management.

[Learn more →](#)

COLLABORATE

Confluence

Spend more time getting things done. Organize your work, create documents, and discuss everything in one place.

[Learn more →](#)

Trello

Collaborate and get more done. Trello boards enable your team to organize projects in a fun, flexible, and visual way.

[Learn more →](#)

Managing Development - Time

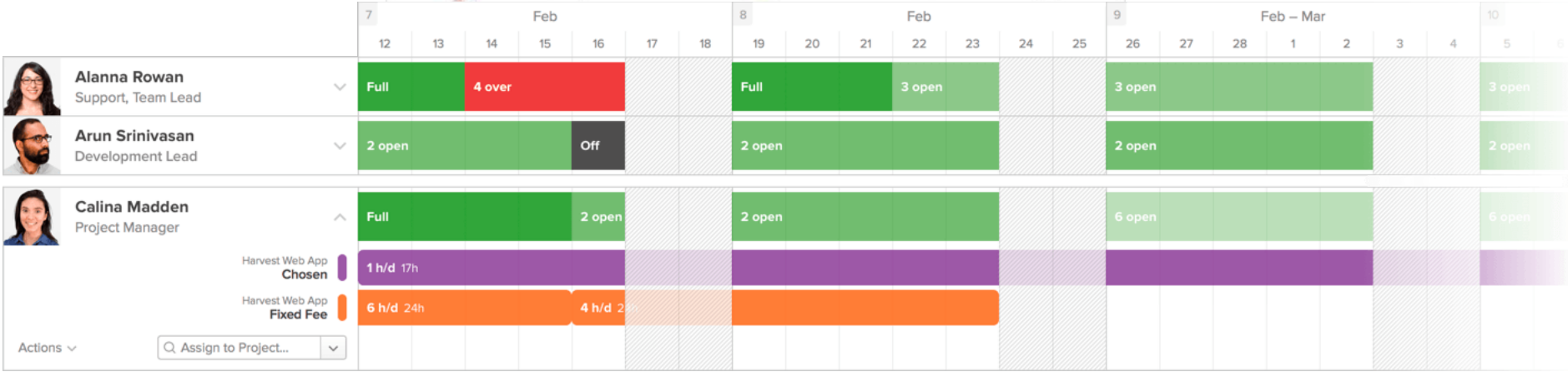
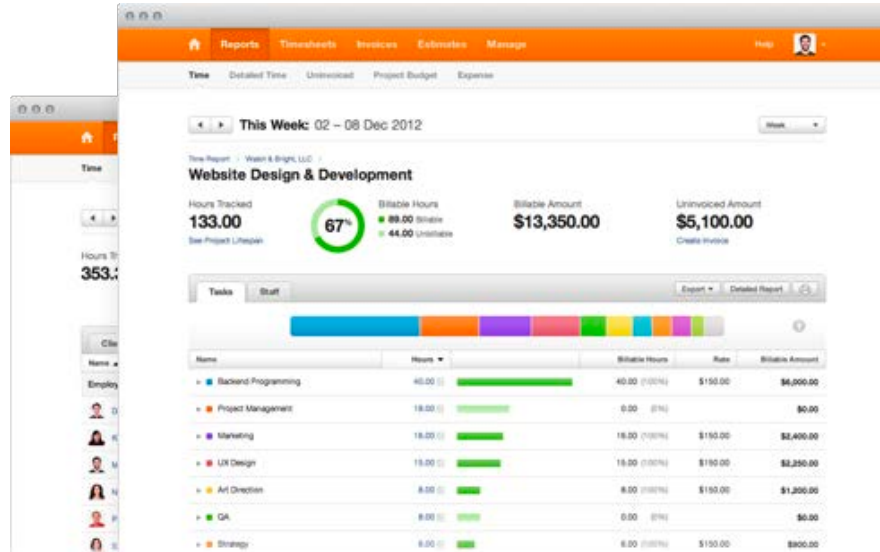
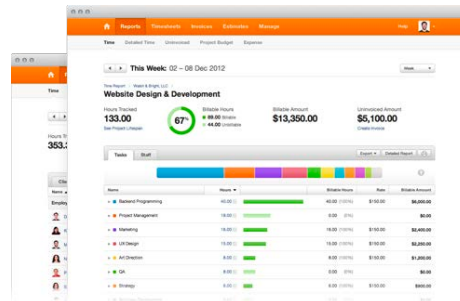
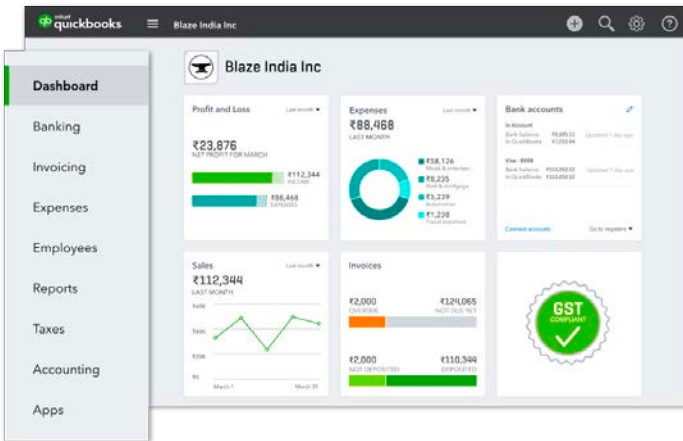


Image source: Harvest App

Accounting Processes



Accounting Software



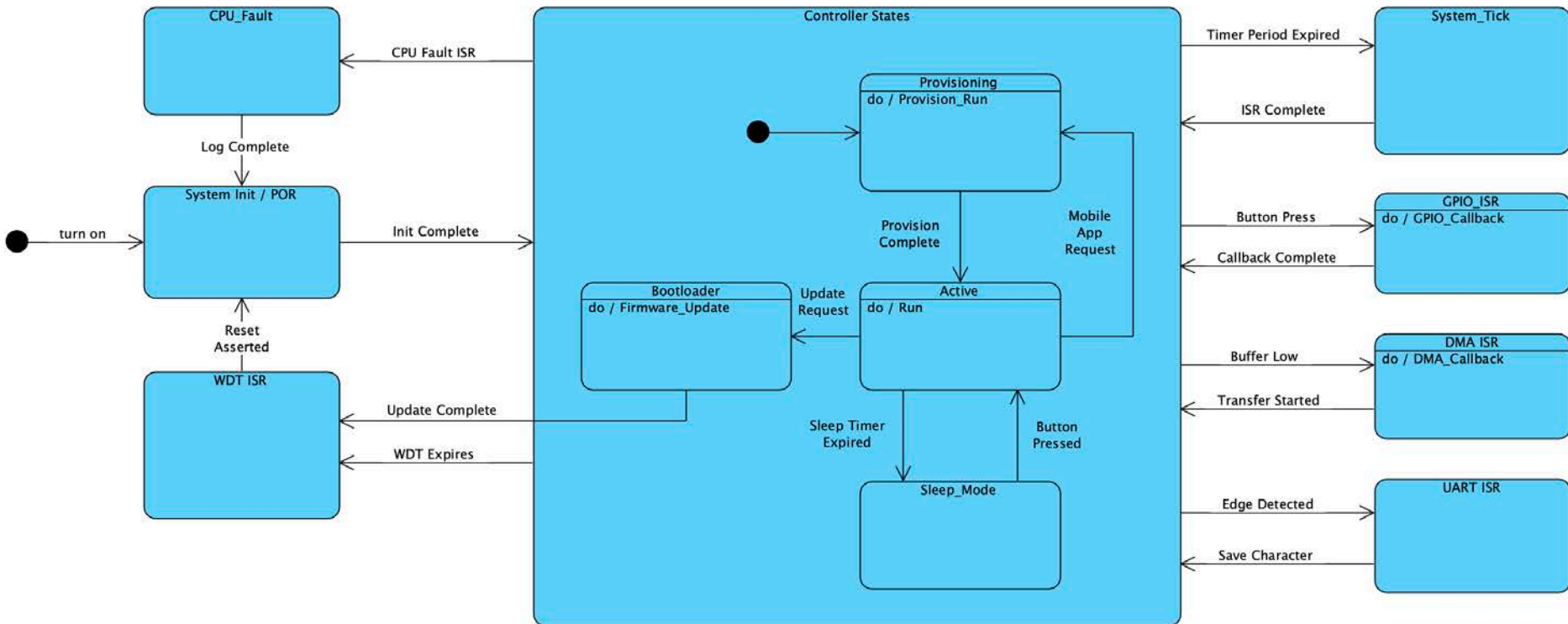
Requirements Processes – Stories



Image Source:

<https://www.knowledgehut.com/blog/agile/powerful-tips-for-writing-the-best-user-stories-in-scrum>

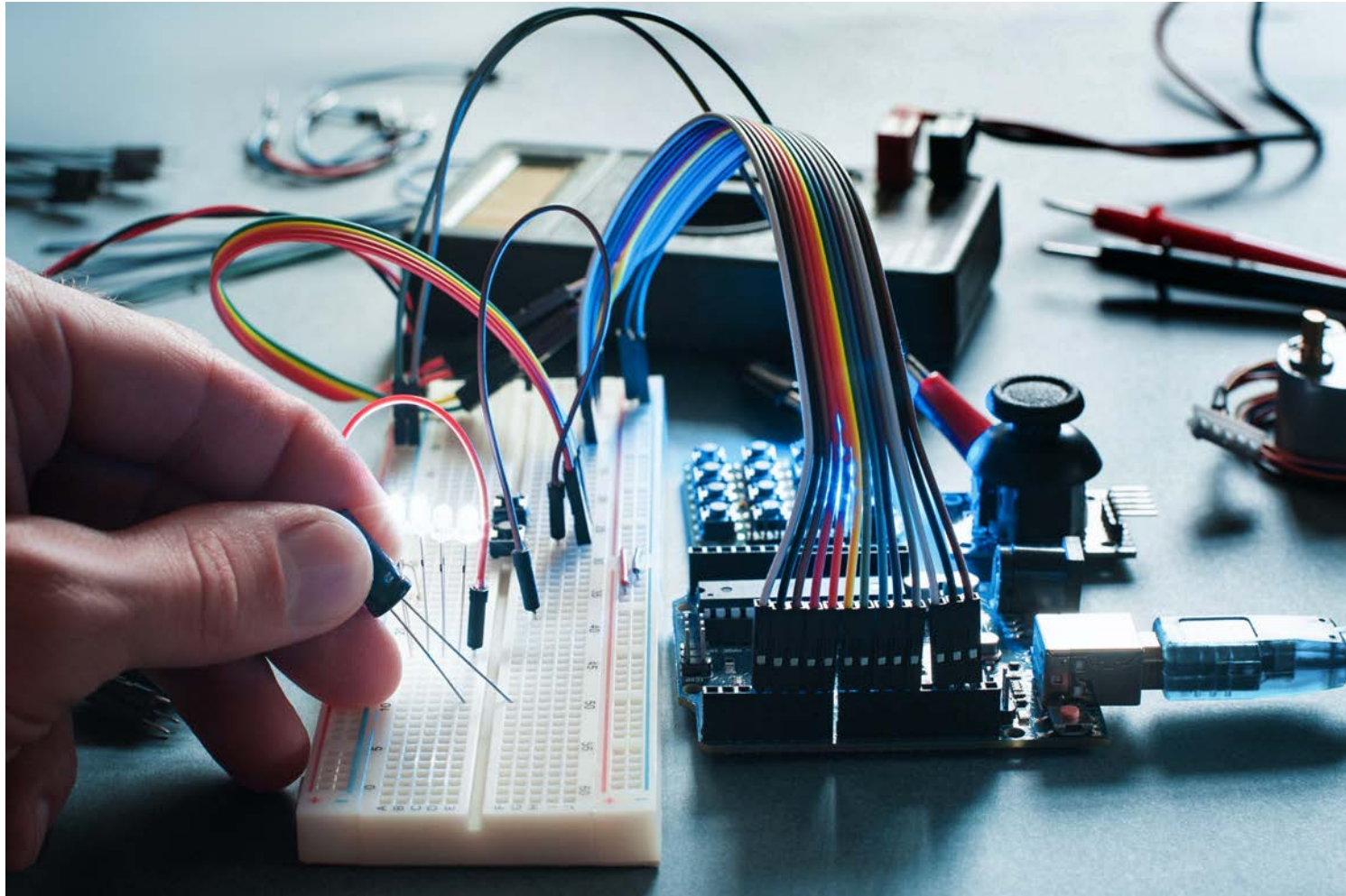
Design Processes - Architecture



Design Process - Simulation



Design Process – Rapid Prototyping



Build Pipeline Overview

Revision
Control

Compilation
and
Static Code
Analysis

Unit
and
Acceptance
Testing

Internal
Deployment

Production
Deployment

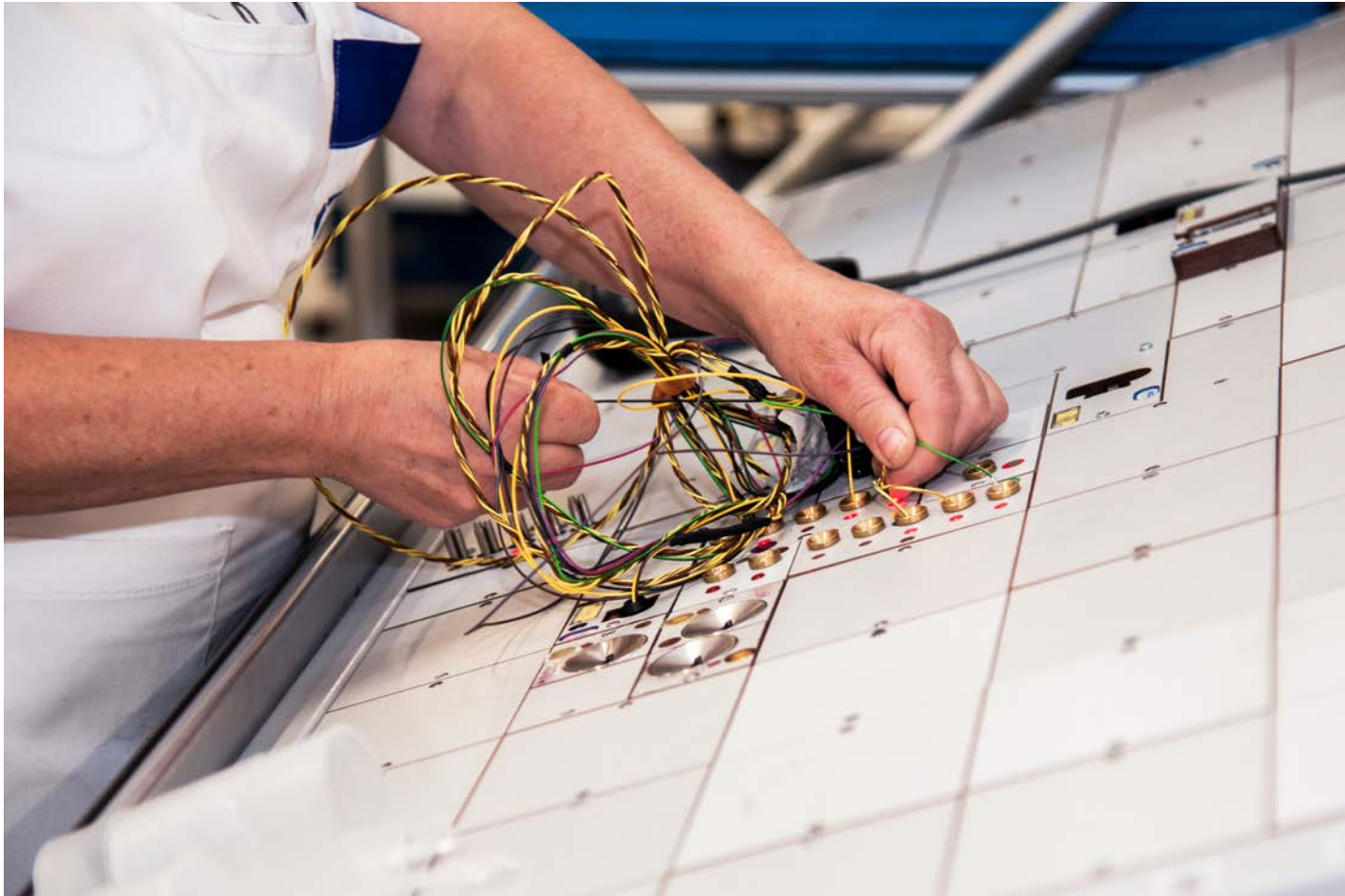
Static Analysis

- clang
- PC-Lint
- Klocworks
- Parasoft C/C++ Test
- Coverity
- Framac
- SonarQube

Software Metrics

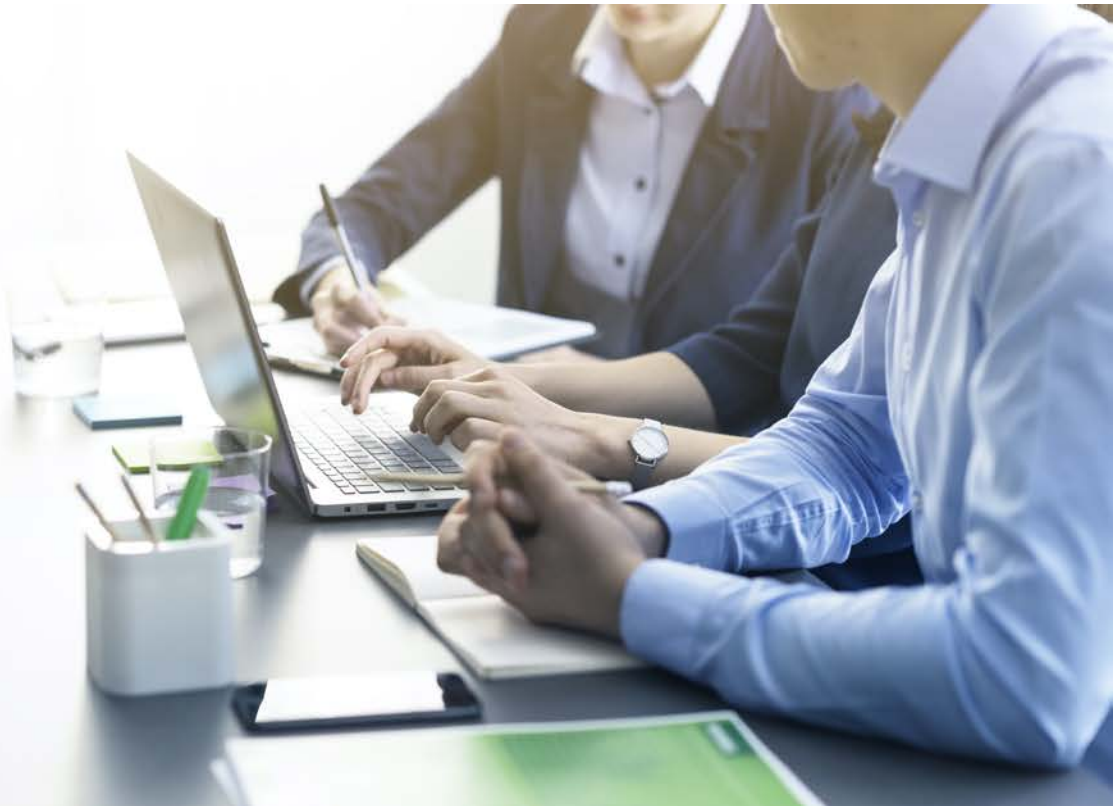


Test Harnesses



Code Reviews

```
51 char *EXP_COM[] = {"~", "L.P.", "L.P."};
52 char *RV_TIME[] = {"8 seconds", "9 seconds"};
53
54
55 int summary(void *barg, void *arg)
56 {
57     char *str = (char *)barg;
58     st_board *board = (st_board *)arg;
59     int ret = 0;
60     char *ptr_shuttercounter = "1000";
```



Additional Resources

- Supporting Materials
 - Beningo.com
 - Blog
 - Code, White Papers, Courses
- Embedded Bytes Newsletter
 - <http://bit.ly/1BAHYXm>



From www.beningo.com under

- Blog > CEC – Designing and Launching an Embedded Product