

## Software maintenance

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- ◆ Managing the processes of system change

## Objectives

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- ◆ To discuss different types of software maintenance and the maintenance process
- ◆ To explain the dynamics of program evolution
- ◆ To suggest a number of technical and non-technical factors which affect maintenance costs
- ◆ To explain how some complexity metrics may be used to predict maintenance requirements

## Topics covered

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- ◆ The maintenance process
- ◆ System documentation
- ◆ Program evolution dynamics
- ◆ Maintenance costs
- ◆ Maintainability measurement

## Software maintenance

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- ◆ Modifying a program after it has been put into use
- ◆ Maintenance management is concerned with planning and predicting the process of change
- ◆ Configuration management is the management of products undergoing change. Covered in the following chapter

## Maintenance is inevitable

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- ◆ The system **requirements are likely to change** while the system is being developed because the **environment is changing**. Therefore a delivered system won't meet its requirements!
- ◆ Systems are tightly coupled with their environment. When a **system** is installed in an environment it **changes that environment** and therefore changes the system requirements.
- ◆ Systems **MUST** be maintained therefore if they are to remain useful in an environment

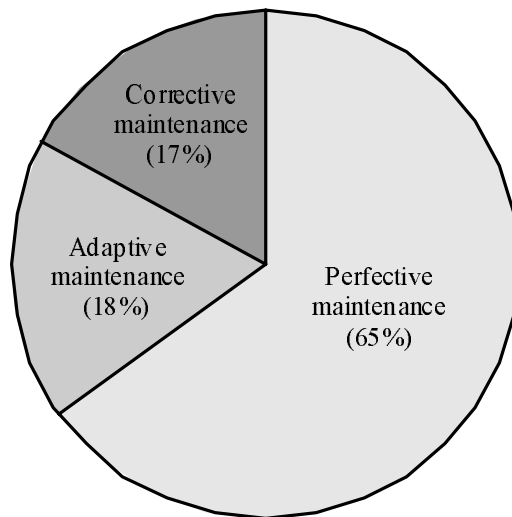
## Types of maintenance

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- ◆ **Corrective maintenance**
  - Changing a system to correct deficiencies in the way meets its requirements
- ◆ **Adaptive maintenance**
  - Changing a system to meet new requirements
- ◆ **Perfective maintenance**
  - Changing a system to make it meet its requirements more effectively

## Distribution of maintenance effort

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## Evolving systems

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- ◆ It is usually more expensive to add functionality after a system has been developed rather than design this into the system
  - **Maintenance staff** are often inexperienced and unfamiliar with the application domain
  - **Programs** may be poorly structured and hard to understand
  - Changes may **introduce new faults** as the complexity of the system makes impact assessment difficult
  - The **structure may be degraded** due to continual change
  - There may be **no documentation** available to describe the program

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## Maintenance management

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- ◆ Maintenance has a poor image amongst development staff as it is not seen as challenging and creative
- ◆ Maintenance costs increase as the software is maintained
- ◆ The amount of software which has to be maintained increases with time
- ◆ Inadequate configuration management often means that the different representations of a system are out of step

## Staff motivation

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- ◆ Relate software development to organizational goals - maintenance rationale
- ◆ Relate rewards to organizational performance
- ◆ Integrate maintenance with development
- ◆ Create a discretionary preventative maintenance budget
- ◆ Plan for maintenance early in the development process
- ◆ Plan to expend effort on program maintainability

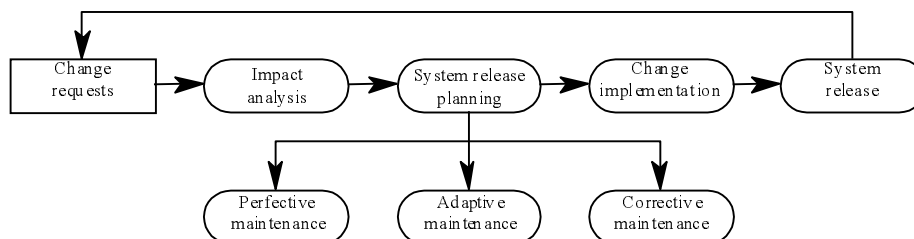
## The maintenance process

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- ◆ Maintenance is triggered by change requests from customers or marketing requirements
- ◆ Changes are normally batched and implemented in a new release of the system
- ◆ Programs sometimes need to be repaired without a complete process iteration but this is dangerous as it leads to documentation and programs getting out of step

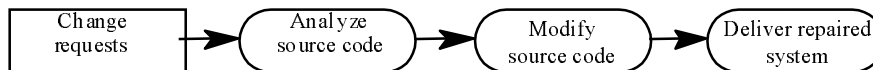
## The maintenance process

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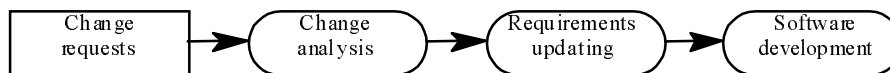


## Change processes

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### Fault repair process



### Iterative development process

## System documentation

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- ◆ Requirements document
- ◆ System architecture description
- ◆ Program design documentation
- ◆ Source code listings
- ◆ Test plans and validation reports
- ◆ System maintenance guide

## Document production

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- ◆ Structure documents with overviews leading the reader into more detailed technical descriptions
- ◆ Produce good quality, readable manuals - they may have to last 20 years
- ◆ Use tool-generated documentation whenever possible

## Program evolution dynamics

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- ◆ Program evolution dynamics is the study of the processes of system change
- ◆ After major empirical study, Lehman and Belady proposed that there were a number of 'laws' which applied to all systems as they evolved
- ◆ There are sensible observations rather than laws. They are applicable to large systems developed by large organisations. Perhaps less applicable in other cases



## Lehman's laws

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| Law                         | Description  |
|-----------------------------|--|
| Continuing change           | A program that is used in a real-world environment necessarily must change or become progressively less useful in that environment.  |
| Increasing complexity       | As an evolving program changes, its structure tends to become more complex. Extra resources must be devoted to preserving and simplifying the structure.                                     |
| Large program evolution     | Program evolution is a self-regulating process. System attributes such as size, time between releases and the number of reported errors are approximately invariant for each system release. |
| Organisational stability    | Over a program's lifetime, its rate of development is approximately constant and independent of the resources devoted to system development.   |
| Conservation of familiarity | Over the lifetime of a system, the incremental change in each release is approximately constant.   |

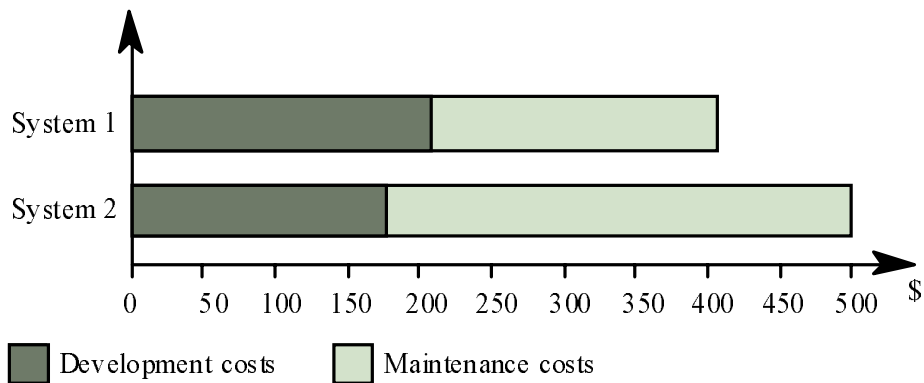
## Maintenance costs

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- ◆ Usually greater than development costs (2\* to 100\* depending on the application)
- ◆ Affected by both technical and non-technical factors
- ◆ Increases as software is maintained. Maintenance corrupts the software structure so makes further maintenance more difficult.
- ◆ Ageing software can have high support costs (e.g. old languages, compilers etc.)

## Development/maintenance costs

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## Maintenance cost factors

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- ◆ **Module independence**
  - It should be possible to change one module without affecting others
- ◆ **Programming language**
  - High-level language programs are easier to maintain
- ◆ **Programming style**
  - Well-structured programs are easier to maintain
- ◆ **Program validation and testing**
  - Well-validated programs tend to require fewer changes due to corrective maintenance

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## Maintenance cost factors

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- ◆ **Documentation**
  - Good documentation makes programs easier to understand
- ◆ **Configuration management**
  - Good CM means that links between programs and their documentation are maintained
- ◆ **Application domain**
  - Maintenance is easier in mature and well-understood application domains
- ◆ **Staff stability**
  - Maintenance costs are reduced if the same staff are involved with them for some time

## Maintenance cost factors

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- ◆ **Program age**
  - The older the program, the more expensive it is to maintain (usually)
- ◆ **External environment**
  - If a program is dependent on its external environment, it may have to be changed to reflect environmental changes
- ◆ **Hardware stability**
  - Programs designed for stable hardware will not require to change as the hardware changes

## Maintenance cost estimation

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- ◆ Can use COCOMO model for maintenance cost estimation
- ◆ Based on % of program instructions changed per year (ACT)
- ◆ Simplistically, maintenance costs are directly proportional to development costs
- ◆ Multipliers like development multipliers but with different values

## Maintenance planning

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- ◆ COCOMO approach is simplistic because of non-technical factors
- ◆ COCOMO approach can be used to decide what and what kind of resources should be devoted to maintenance

## Maintenance/development effort

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- ◆ Replace with portrait slide

## Maintenance metrics

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- ◆ Measurements of program characteristics which would allow maintainability to be predicted
- ◆ Essentially technical, how can technical factors above be quantified
- ◆ Any software components whose measurements are out of line with other components may be excessively expensive to maintain. Perhaps perfective maintenance effort should be devoted to these components

## Maintenance metrics

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- ◆ *Control complexity* Can be measured by examining the conditional statements in the program
- ◆ *Data complexity* Complexity of data structures and component interfaces.
- ◆ *Length of identifier names* Longer names imply readability
- ◆ *Program comments* Perhaps more comments mean easier maintenance

## Maintenance metrics

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- ◆ *Coupling* How much use is made of other components or data structures
- ◆ *Degree of user interaction* The more user I/O, the more likely the component is to require change
- ◆ *Speed and space requirements* Require tricky programming, harder to maintain

## Process metrics

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- ◆ Number of requests for corrective maintenance
- ◆ Average time required for impact analysis
- ◆ Average time taken to implement a change request
- ◆ Number of outstanding change requests
- ◆ If any or all of these is increasing, this may indicate a decline in maintainability

## Maintenance metrics

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- ◆ Log maintenance effort on a per component basis
- ◆ Choose set of possible metrics which may be related to maintenance
- ◆ Assess possible metrics for each maintained components
- ◆ Look for correlation between maintenance effort and metric values

## Key points

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- ◆ Three types of maintenance are perfective, adaptive and corrective
- ◆ Maintenance costs usually exceed development costs for large, long-lifetime systems
- ◆ Investing effort in maintainability is therefore likely to be cost-effective in the long-term
- ◆ Documentation should include requirements, design and validation documents

## Key points

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- ◆ Lehman's laws of program evolution dynamics have been derived from empirical observation
- ◆ Technical and non-technical factors affect maintenance costs
- ◆ Complexity metrics may be useful in finding components which cause maintenance problems