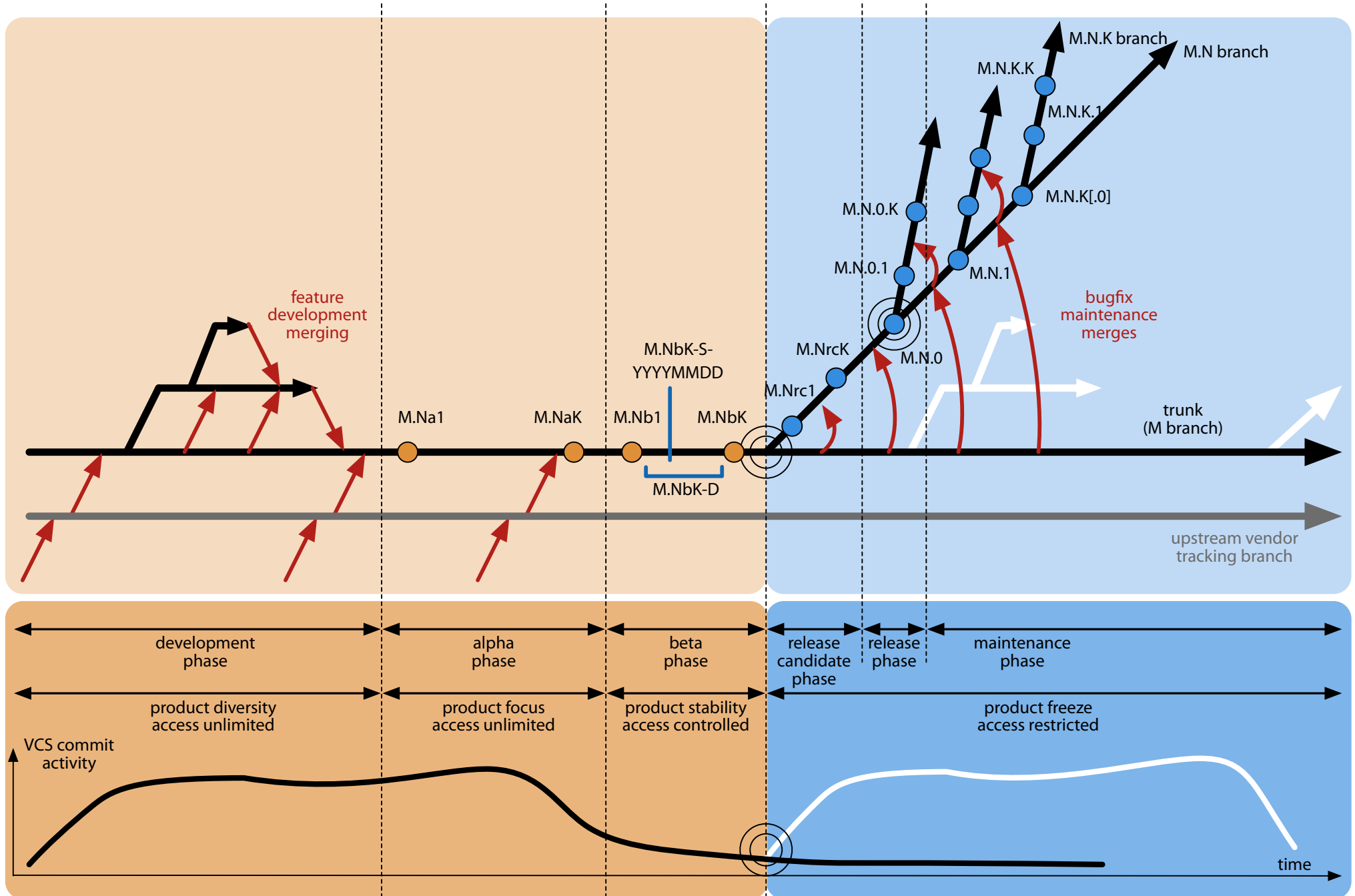
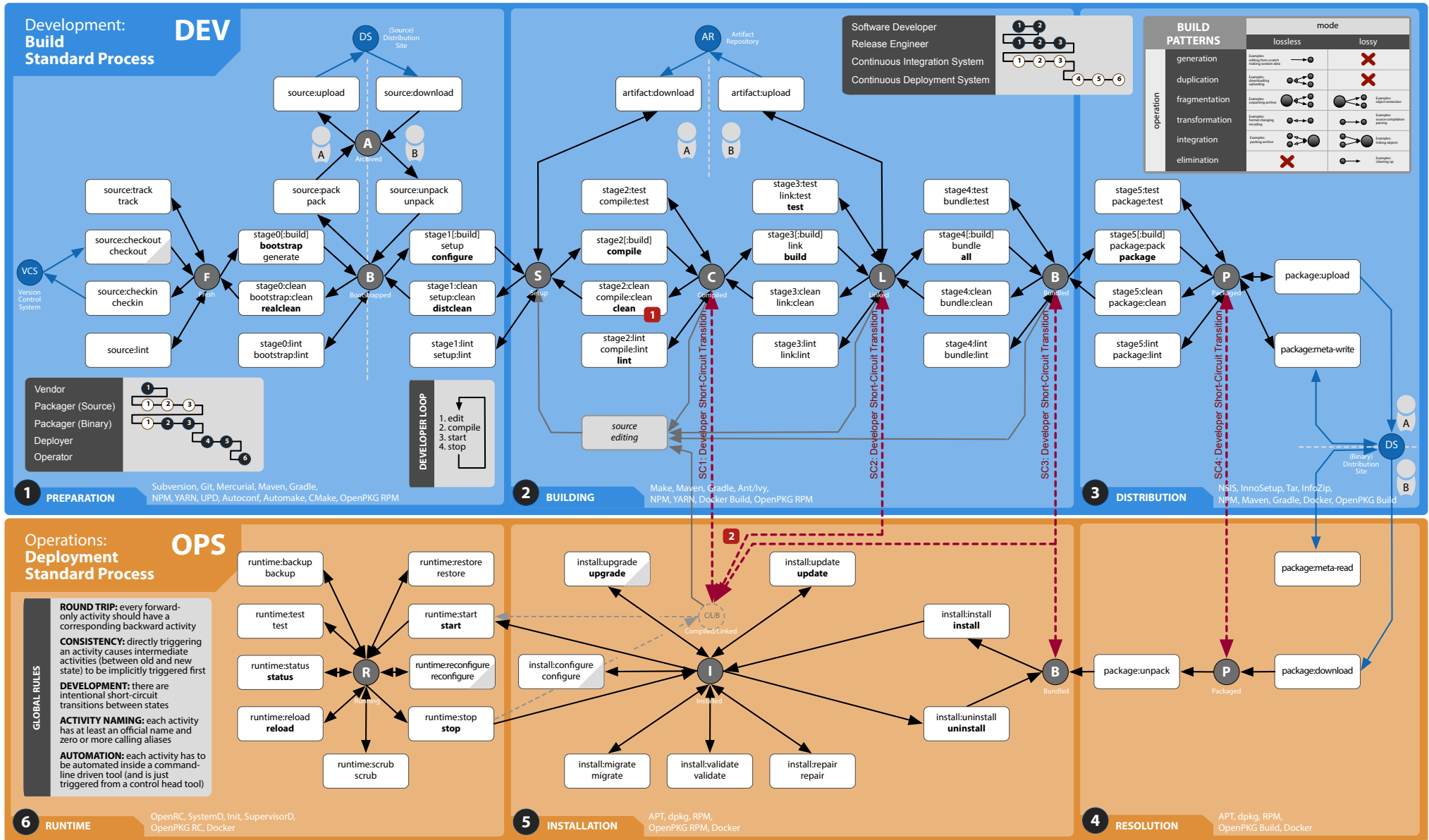




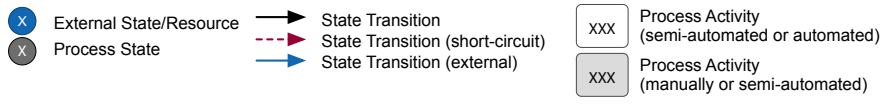
Software Engineering in der industriellen Praxis (SEIP)

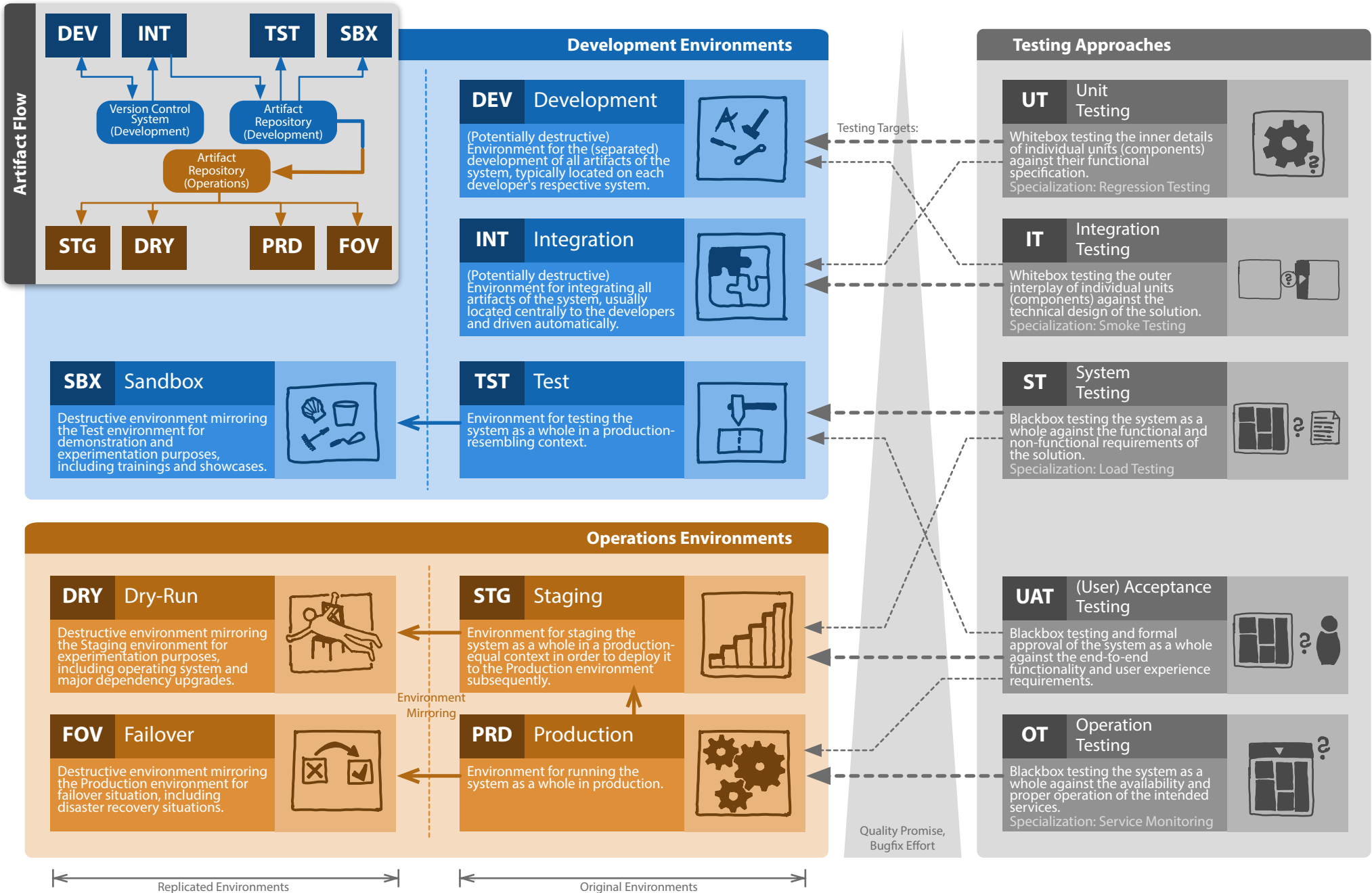
Dr. Ralf S. Engelschall

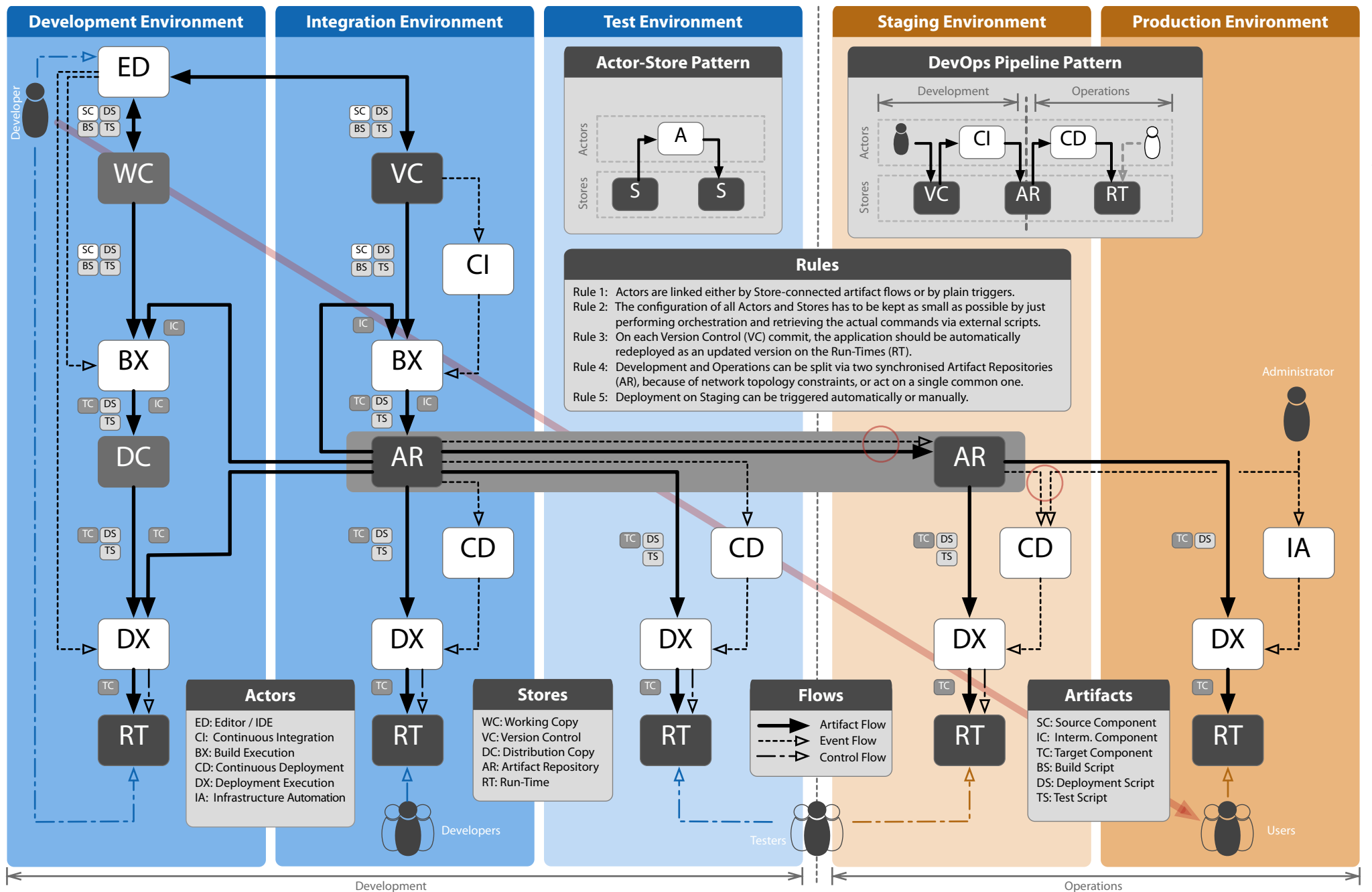


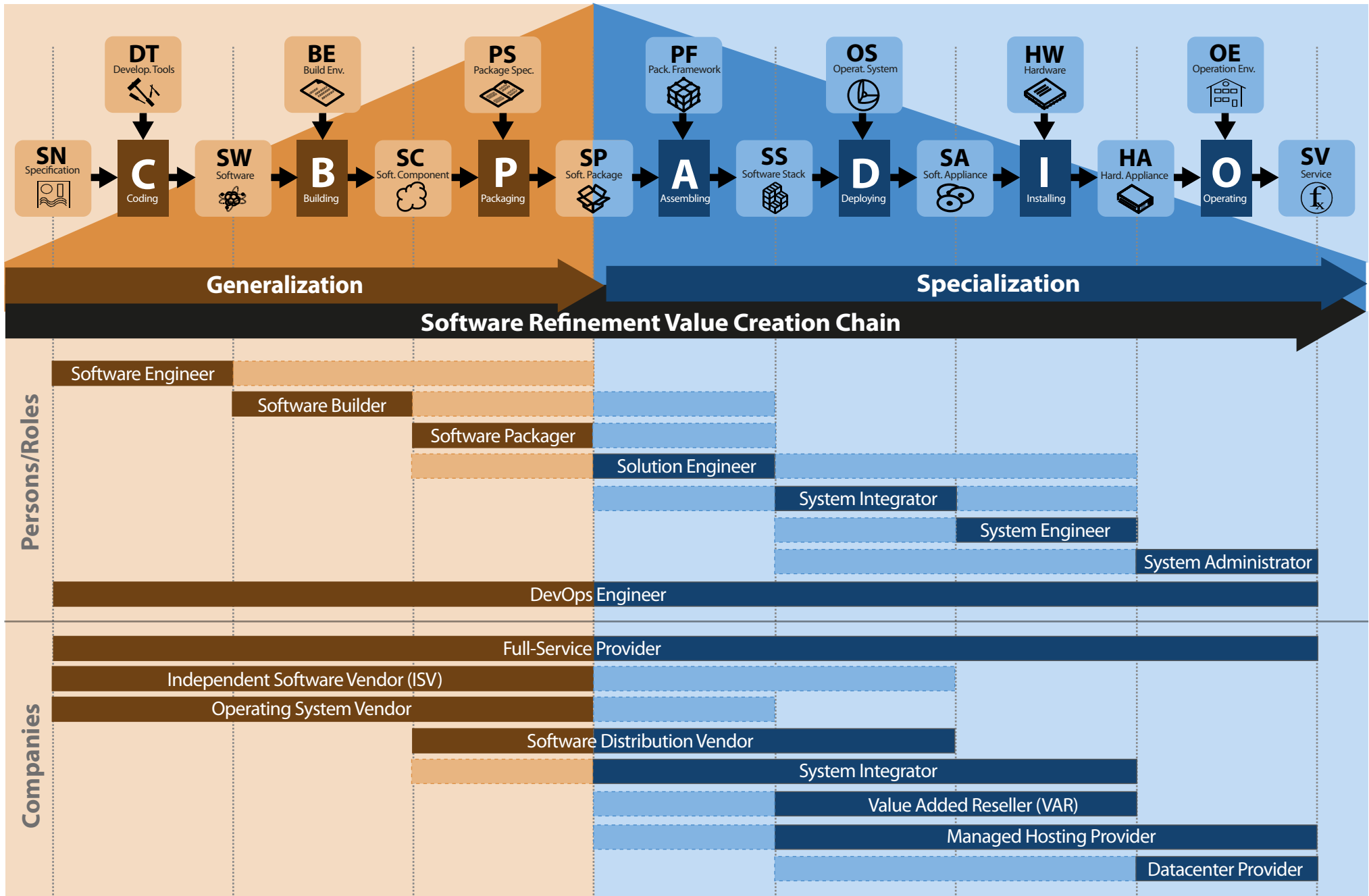


BUILD PATTERNS	mode	
	lossless	lossy
generation	Examples: building from scratch, making custom data	Examples: high automation
duplication	Examples: branching, submodules	Examples: source compilation paths
fragmentation	Examples: packaging artifacts	Examples: testing objects
transformation	Examples: format change, merge	Examples: linking objects
integration	Examples: packaging artifacts	Examples: linking objects
elimination	Examples: cleanup	Examples: cleanup









Evolution Stage		What?	
WF Wireframe	WS Walking Skeleton	Distraction-free low-fidelity illustration of the solution and its base features, displaying its pure structure and core functionality only.	Realization of all technical, fundamental aspects of the solution, ensuring the domain specific aspects can be realized later on top of it without problems.
PT Prototype	MVP Minimum-Viable Product	High-fidelity mostly interactive sample, mockup, model or simulation of the solution and its base features, showcasing its structure and functionality.	Early version of solution with just enough functionality to enable full turn of Build-Measure-Learn loop with minimal amount of effort and time.
PoC Proof of Concept	FP Full Product	Pure realization of most-risky aspects of the solution, proofing their feasibilities. Might still be based on a different technology than WS, MVP and FP.	Final version of the solution with all intended functionality and targeting the mainstream market.

← arbitrary technology → ← target technology →

Version Number		When?
M Major Version	Major Version of solution. Usually bumped on major technical or domain-specific changes only. A bump resets the Minor Version and the Revision, too.	
N Minor Version	Minor Version of the solution within the Major Version. Usually bumped on new features. A bump resets the Revision, too.	
R Revision	The Revision of the Release Phase within Major and Minor Version. Bumped for every A/B/C/R Release Phase.	

Release Phase (p)		When?
A Alpha	C Candidate	Early version of the solution with incomplete and unstable functionalities to get feedback on product. Usually tagged as "M.NaR" (R > 0). Mature version of solution with complete and stable functionalities to catch last-minute problems. Usually tagged as "M.NrcR" (R > 0) around RTM.
B Beta	R Release	Early version of the solution with complete but still unstable functionalities to stabilise product. Usually tagged as "M.NbR" (R > 0). Release version of the solution with complete and stable functionalities, available for production use. Usually tagged as "M.N.R" (R >= 0).

Points-In-Time (PiT)		When?
DEV Development	Arbitrary permanent points-in-time during development. This is the default tag for the source code. Intended for no availability releases.	
SNP Snapshot	Distinct temporary point-in-time for a release of the current version without a version increase. Intended for limited availability releases.	
REL Release	Distinct temporary point-in-time for a release of the current version with a version increase. Intended for early and general availability releases.	

Product Edition		Which?
CE Community Edition	STD Standard Edition	↕
Edition of the solution for the Open Source Community. Contains just the base functionality and has limited volunteering support.	Edition of the solution with just the standard functionality and regular support.	
EE Enterprise Edition	PRO Professional Edition	↕
Edition of the solution for the Enterprise market. Contains the base and additional functionality and has full commercial support.	Edition of the solution with both the standard and extra functionalities and extended support.	

Availability Scope (S)		Who?
XA No Availability	EA Early Availability	
No public availability of solution at all. The scope for all Development and sometimes Snapshot point-in-times.	Early public availability of solution for early market. Usually for Beta or Release Candidate levels or for Release and initial Release Update levels.	
LA Limited Availability	GA General Availability	
Limited public availability of solution. Usually for releases after the End-of-Life-Announcement (EOLA) or for releases with specific customer features.	Late public availability of solution for mainstream market. Usually for Release and sometimes just for Release Update levels.	

Distribution Channel		Where?
BLEED Bleed Channel	STABLE Stable Channel	
Distribution channel for all daily snapshots ("YYYY.MM.DD") with experimental features turned on. Intended for testing purposes only.	Distribution channel for all quarterly releases ("YYYY.QN") with experimental features turned off. Intended for fast mainstream market and production use.	
EDGE Edge Channel	SOLID Solid Channel	
Distribution channel for all monthly releases ("YYYY.MM") with experimental features turned on. Intended for early market or testing purposes.	Distribution channel for all (half-)year releases ("YYYY.N") with experimental features turned off. Intended for slow mainstream market and production use.	

