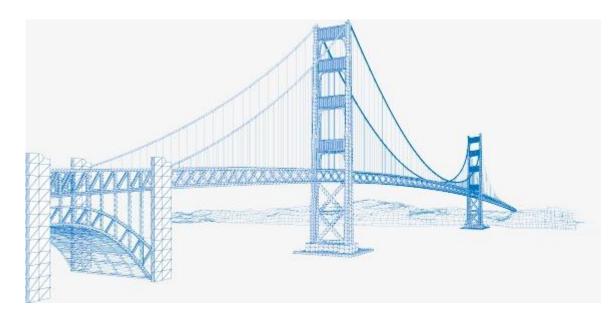
Eating an Elephant

Iterative Maintenance & Modernization of a Legacy System

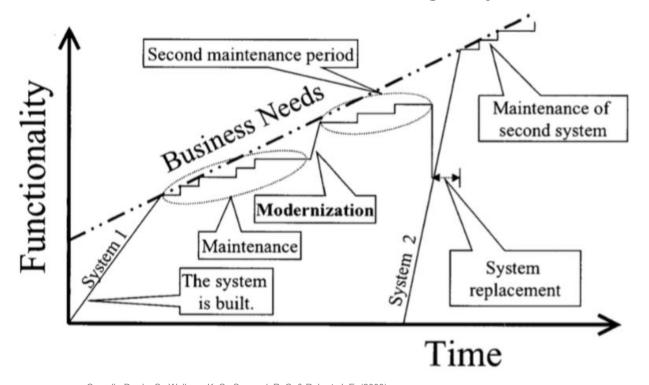
Working with a Legacy System is...

- 1. Difficult
- 2. Under-appreciated
- 3. Opportunity to innovate



What is *Legacy*?

If your software is used, it is legacy.



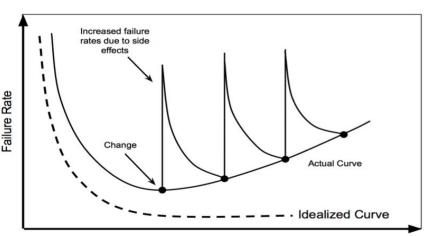
Comella-Dorda, S.; Wallnau, K. C.; Seacord, R. C. & Robert, J. E. (2000), A Survey of Black-Box Modernization Approaches for Information Systems., in 'ICSM', IEEE Computer Society, , pp. 173-183 .

However... it is valuable because it is used

Don't forget the end user has value in the remaining functionality of the legacy system.

A legacy system has a reputation

- Sometimes a very good reputation
- Don't dismiss the credibility it has



Thomas Mullen - Writing code for other people: cognitive psychology of chunking

Michael Feathers - RailsConf talk (Working effectively with Legacy code)

Taylor Jones - Working with Legacy Code

What is Legacy?

"written years ago with outdated techniques, yet continues to be useful" ...

"large software systems that we don't know how to cope with but are vital to our organization"

K. Bennett, "Legacy systems: Coping with success," IEEE Software, vol. 12, no. 1, pp. 19-23, 1995.

"any systems that cannot be modified to adapt to constantly changing business requirements and their failure can have a serious impact on business"

M. L. Brodie and M. Stonebraker, Migrating Legacy Systems. Gateways, Interfaces, and the Incremental Approach. Morgan Kaufmann, 1995.

"A major portion of the **time** spent coding and designing is taken up in learning and understanding the application code."

"The majority of the development cost is spent maintaining the existing code."

"Most software tasks are to extend/mend existing software..."

If you don't know where you are, a map won't help.

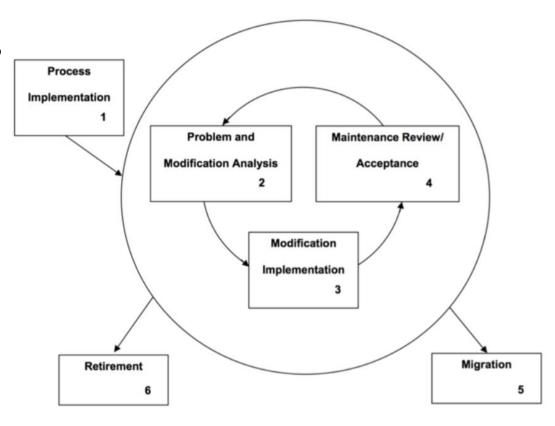
~Watts Humphrey

Maintenance, Modernization and Migration (in context)

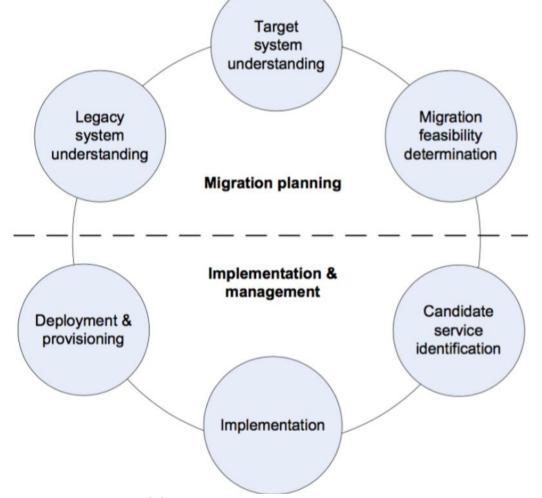
Maintenance includes Migration

ISO 14764-2006 and other IEEE standards (like ISO/IEC 12207) place migration as a departure from the maintenance cycle...

But in my experience (working on small teams), it should be part of the maintenance cycle.



A structured legacy to SOA migration process and its evaluation in practice



Khadka, R.; Saeidi, A.; Jansen, S. & Hage, J. (2013), A structured legacy to SOA migration process and its evaluation in practice_{1,0} in Anca Daniela Ionita; Grace A. Lewis & Marin Litoiu, ed., 'MESOCA', IEEE, , pp. 2-11.

Success Factors model for migrating legacy systems

Propositions - Factors

Potential of Legacy System

Business Process of the Company

Strategy of Migration

SOA Governance: SLA

Budgeting and Resources

in Literature:

Potential of Legacy System

Business Process of the Company

Strategy of Migration

SOA Governance: SLA

Legacy Architecture

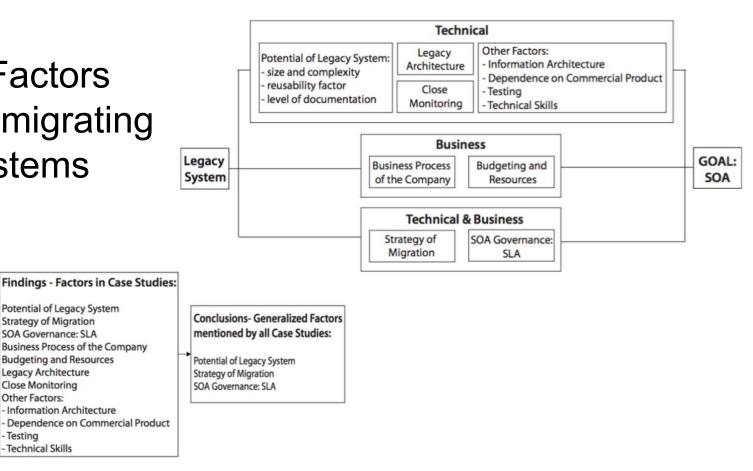
Close Monitoring

Other Factors:

-Testing Technical Skills

Budgeting and Resources

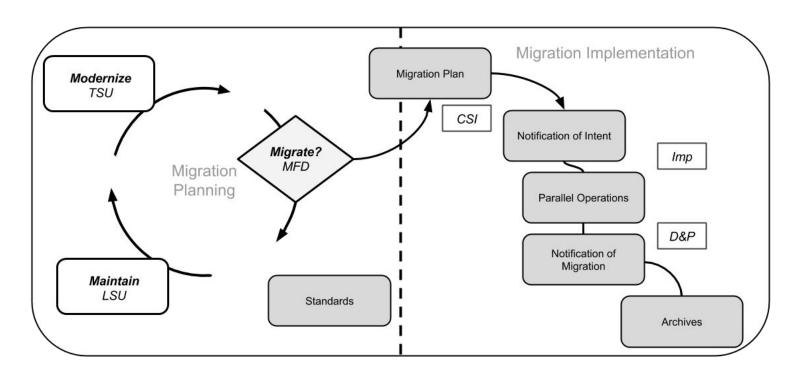
Information Architecture



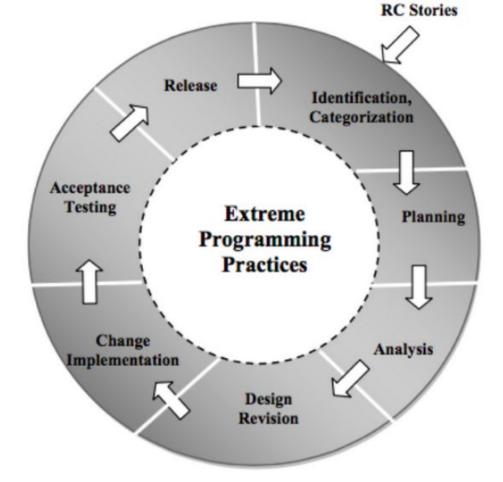
M. Galinium and N. Shahbaz, "Success factors model: Case studies in the migration of legacy systems to service oriented architecture," in Computer Science and Software Engineering (JCSSE), 2012 International Joint Conference on, pp. 236 – 241, 11 IEEE. 2012.

Migration as a Structured Process

The iterative model looks like a way to categorize maintenance activities into phases of migration.



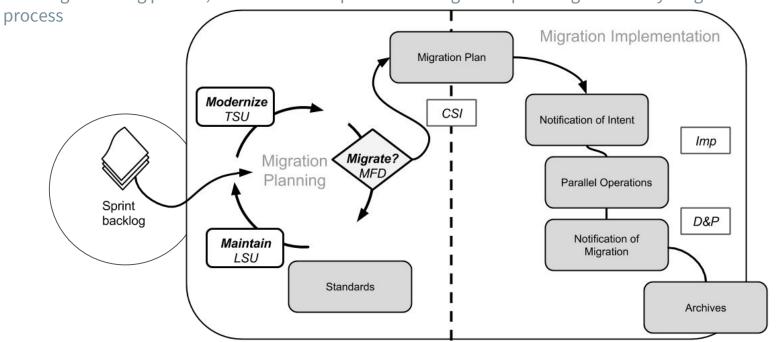
Extended Iterative
Maintenance Lifecycle
Using eXtreme
Programming



Choudhari, J. & Suman, U. (2014), 'Extended iterative maintenance life cycle using eXtreme programming.', ACM SIGSOFT Software Engineering Notes 39 (1), 1-12.

Migration as Maintenance

Looking at the big picture, we see the incorporation of migration planning into the cycling of maintenance



Spahn, N. (2016), When can we migrate? A model for approaching legacy system migration https://hal.archives-ouvertes.fr/hal-01687747

What about the System at UCSB?

Enterprise Resource Planning Tool

History:

Development began in the late 90's

Built to meet a need:

Replacing a non-y2k compliant system

Commercial framework (Graphical IDE)

Architecture:

Distributed systems

End-to end proprietary language

Commercial backups to attached storage

Enterprise Resource Planning Tool

History:

Development began in the late 90's

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Architecture:

Distributed systems

End-to end proprietary language

Commercial backups to attached storage

4 years ago:

I was hired onto the project

Graduate studies in Software Engineering

Learned all that I could from the Chief

Architect/Designer & end users

Enterprise Resource Planning Tool

3 years ago:

New manager was hired

Phenomenal programmer

Quick learner with good ideas

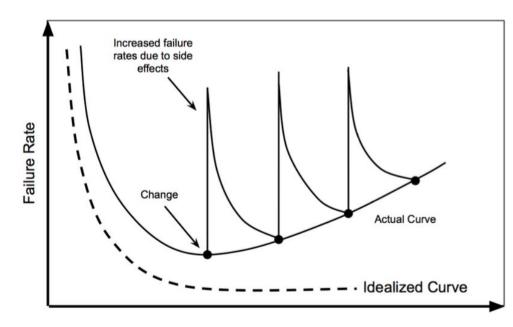
2 years ago:

Iterative Migration Model

- Scrum practice: maintenance which incorporates development strategies
- Success at every structured phase
- Melding migration into maintenance

Working with a Legacy System is: Difficult

- 1. 20 years of code
 - Developed by various people
- 2. Commercial Software product
 - Updates regularly (older versions no longer supported)
 - Desktop compatibility issues
- 3. Difficult to find skilled help
- 4. Significant changes are costly!



Pressman, R. (1994), Software Engineering, a Practitioner's Approach (European Edition), McGraw Hill, New York.

What have you done with the system?

Automation

Backups & Monitoring

Backup: off-site managed storage

Monitoring:

- age of backups across the distributed systems
- Responsiveness of servers across infrastructure

Consistency

We only have vanilla

Ansible scripts to:

- Report on server configurations
- Surface anomalies

Active maintenance

We know a language that you don't know...

We have become fluent in writing and debugging this legacy language so that we can:

- Correct defects
- Create new functionality

Create new functionality...

In the *legacy language*.

- Using the limited data types
- Language nuances
- Within the paradigm of the existing Software Framework

In NodeJS:

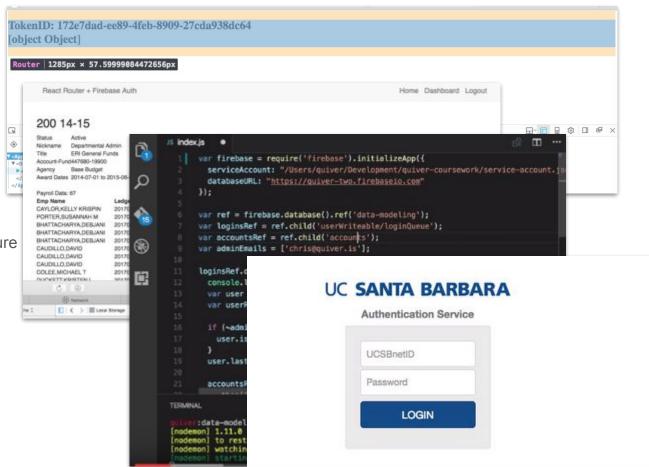
- Creating APIs to be consumed
- Building prototypes

Building Prototypes...

Leveraging Campus SSO

NodeJS + React + Firebase

Serverless (almost) architecture



Working with a Legacy System is: Under-Appreciated

Prototypes don't always get to production

Working with a Legacy System is: Under-Appreciated

Prototypes don't always get to production

Most of the changes that we make to the system are never noticed by users

Working with a Legacy System is: Under-Appreciated

Prototypes don't always get to production

Most of the changes that we make to the system are never noticed by users

Incremental changes for a better user experience

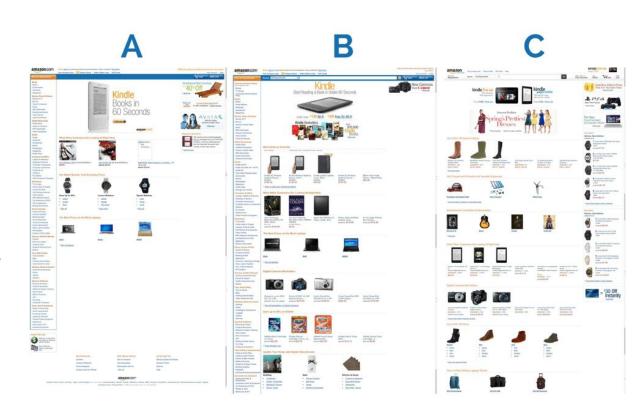
Working with a Legacy System is:

Under-Appreciated

Prototypes don't always get to production

Most of the changes that we make to the system are never noticed by users

Incremental changes for a better user experience



What are you working on now?

APIs and services

NodeJS

Replace:

'one of a kind' services:

don't touch it, it might break

Create:

Testable, reproducible:

micro-services

Replace: fragile services

What was:

- Older version of a Desktop OS
- Legacy server software not supported
- Proprietary database driver
- Convoluted codebase:
 - Legacy language
 - Not in the style of the rest of the app



Replace: fragile services

What was:

- Older version of a Desktop OS
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- Convoluted codebase:
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 - Not in the style of the rest of the app

Is becoming:

- Lightweight express application
- Deployable to any modern OS
- Leveraging open source code
 - Testable
 - Reliable
 - Inspectable



Create: future-facing tools & prototypes

UCPATH

- Interface to aide in title code changes
- Employee ID mapping service utilized within existing framework

APIGEE

 Looking to be a producer/consumer of the API service

Overhaul of the existing web interface:

- Single page web application
- Making use of the existing auth system



Working with a Legacy System provides an:

opportunity to innovate

Some prototypes evolve into production services

Change is slow, but it is taking place

The goal is maintain usability to meet business needs.

Maintain, modernize or migrate with end users.



GUS 1.0

Search docs

GUS contacts

Download GUS

GUS Update Instructions

FAQ

Release Notes

BUDGET DOCUMENTATION

Projects

Subs

Cost Types

Posting

Reconciliation Process

Carry Forward

Liens

CONTRACTS AND GRANTS

Contracts and Grants

C & G Components

Conditions Codes

PERSONNEL

Employees

Payroll Projection

Payroll Reconciliation

Docs » Welcome to GUS

Welcome to GUS

GUS is a custom database system for managing and maintaining funding source, purchasing, lien, and other essential financial information for many departments and research organizations across the UCSB campus.

Managing intramural as well as extramural funding, expense tracking and reconciliation can be very tedious and time consuming. The primary goal of the GUS development team is to simplify these complex and detailed operations while minimizing errors and reducing the frustrations normally associated with these essential tasks.

Since it's inception in 1998, the system's user base has grown from a single research organization to over 50 various units campuswide.

The five major modules within GUS are:

- Budget provide insight into the core of how GUS helps with financial management (based on the idea of management by
 Projects)
- . Contracts and Grants is the starting point for many of the funds that are managed by organizational research units
- Personnel payroll and payroll projections
- Recharges tracks and manages departmental recharges and generates the Financial Journal
- . Purchasing on the web or using the equipment module from the 4D client

GUS is intended to improve data access, ease data entry, reduce duplicated data entry and data entry errors and provide automated assistance for common functions:

- monthly reports
- · monthly reconciliations with the campus ledger
- · communication with clients
- report production

Discussion...