

Simplifying Development of Complex Applications

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Intro

- Introduction
 - Using LabVIEW professionally for 25 years
 - Manage team of developers
 - Range of skill levels during development
 - Providing support / updates for legacy projects
 - May be different developers involved





#OurGiantsAreFemale



Margaret Granger

3



Audience

- Audience
 - Architects
 - Preaching to the converted
 - Generate some discussion
 - Developers
 - Stimulate some thought about your next project
 - Get thinking about current development methodologies
 - New Users
 - Think about style and building simple applications
 - Complex architectures can come later



Typical Complex Project

- What does our typical "Complex" project look like
 - Production Station
 - Test Station
 - Large applications with a number of interfaces
- What are the project needs
 - Rapid development
 - Formal release procedure
 - Length of project

https://www.softwiresystems.com

• Development, Integration and Support



Choice of Architecture

- This presentation is about development methodologies
 - Promote code that's easy to develop and easy to support
 - Business needs (quick and efficient to develop)
 - Customer needs (quality)
 - Future needs (support / upgrades)
- Choose an appropriate architecture
 - Fit for purpose
 - Comfortable in using



Infrastructure

- We use a discrete set of tools to help with our development
 - VIPM
 - Manage our reuse libraries
 - Build and distribute our own packages
 - Runs off the palette
 - Can provide to customers as required
 - OpenG
 - Invaluable resource
 - Tend to avoid 3rd party tools
- General Software Tools
 - BitBucket
 - JIRA
 - Confluence



Common Code

- Log Files
- Error Handling
 - Custom Error Codes
- Dialogs
 - Windows Buttons
- Vision Modules
- Database Modules
- Application Templates
 - Dynamic Menu Template
 - Vision Template
 - Touchscreen Template
 - Desktop Template







Dynamic Menus

- Gmail Template
- Use this for over half of our applications
- Note the following
 - Menus Project.proj already exists
 - Top Level Application is basic producer / consumer
 - Lot of re-use code already included
 - Sub-panels do most of the project work
 - Show link to buttons on left
 - Demo



9





- Why Subpanels
 - Split up tasks
 - Derive from same template
 - Style should be similar
 - Independent development
 - Debug in real-time
- Why Producer Consumer
 - Teach anyone pretty quickly
 - Standardised
- Why VIPM Packages
 - Using same code throughout application





What Else

- Encourage documentation
 - SubVIs
 - Block Diagrams (case statement / while loops)
 - Git Commits
 - Release notes
- Everyone involved in integration / testing
 - Understand issues across application
- Split up "Application" and "Package" development
- Get the basics right
- Allow creativity



Examples





12



Complex Project Example

- Requirements
 - Production Systems to be deployed to a number of sites (globally)
 - Strong interaction with hardware, similar configuration
 - Motion / Vision / Mature Process
 - Some customisations likely
 - Client to provide 'first level support'
 - Customers buying for a decade





• Surfx Cloudbreak Application





14



QUESTIONS



15