Work Model Goals

- Organise software development from a single person up to teams in large projects
- Organise relationships between entire software bases or between simple packages
- Manage site, platform or product specific properties
- Factor out know-how from project to project, from package to package or from team to team
- Set up scenarios
  - usual ones (creating , improving, installing a package)
  - integration scenarios
    - » iterative integration
    - » backward compatibility control
  - multi-site distribution
  - inter-project communication

Work Model Work areas

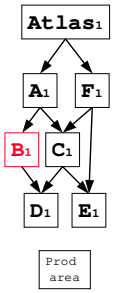
- private individual work areas
  - primary development
- shared team-wide development areas
  - integration phases
  - validation phases
- public production areas
  - installation
- export areas
  - distribution
- import areas for external software

Work Model Package categories

- Plain standard packages
  - versioned
  - can be referenced (used) by other packages
- Stand alone (*unstructured*) packages
  - simple test applications. Can use any package from standard areas but cannot be used by other packages.
- Standard packages
  - Container packages
    - » Contain sources, constituents, etc...
  - Glue packages
    - » Adapt external software to the work model
      `LHC++, Geant4, Objectivity`
  - Interface or logical packages
    - » provide a view to a set of correlated packages
      `Simulation, Reconstruction, Graphics, Atlas`
    - » provide generic configuration parameters to the set
      - integrated management scheme

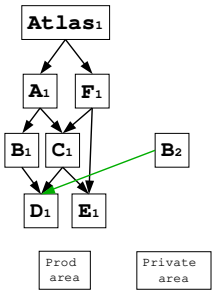
Work Model Scenarios

- Integration-0



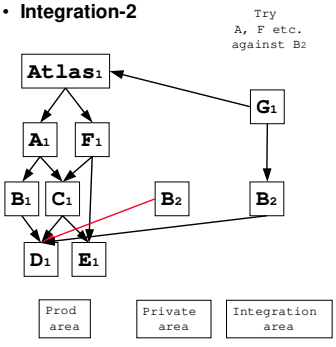
Work Model Scenarios

- Integration-1



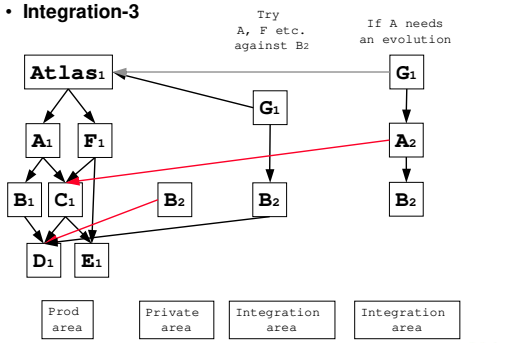
Work Model Scenarios

- Integration-2



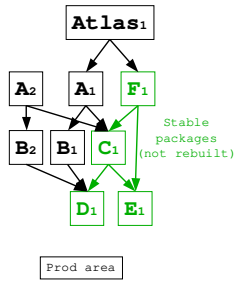
Work Model Scenarios

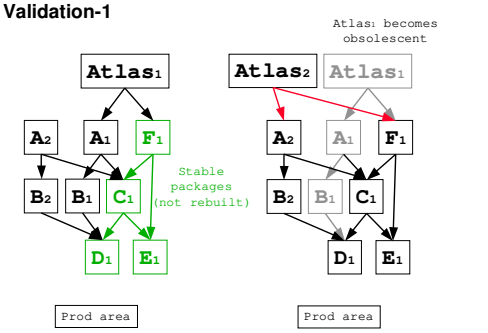
- Integration-3



Work Model Scenarios

- Validation-0



Work Model Scenarios

- Validation-1