



# Master's Thesis Final Presentation -Design and Evaluation of a Collaborative Approach for API Lifecycle Management

Duc Huy Bui, 2018-09-10, Garching

Chair of Software Engineering for Business Information Systems (sebis) Faculty of Informatics Technische Universität München wwwmatthes.in.tum.de

## Outline



#### 1. Motivation

- 2. Research Questions
- 3. Research Approach
- 4. Conception
- 5. Prototype
- 6. Evaluation
- 7. Conclusion

## Motivation Web APIs become Products







- API Economy
  - API becomes a product
  - Innovation driver for digital businesses (Cloud, Big Data, IoT, etc.)
  - Competitive advantages, e.g. Salesforce (50% revenue), Ebay (60% revenue), Expedia (90% revenue) [1]
- Need for API Management and API Lifecycle Management

#### Trend: Full Lifecycle API Management

## Motivation Problem Statement

- Difficulties to align all project members on the same status of an API
- Unnecessary long and indirect communication ways
- Break in collaboration between participants e.g. changes of conception and implementation of service or API not trackable
- No known contact point for customers who need an API from the company, only through personal network
- High manual paperwork and use of a non-optimized process for internal APIs (No existing process for external APIs!)
- Dependencies between frontend and backend developer lead to longer development cycles for APIs
- Bad API usability and missing or bad documentation of APIs that is not up-to-date
- ...

Need for central solution to guide API consumer and API provider through the API Lifecycle process that is supported by collaboration and acceleration features to efficiently improve shortcomings.

## **Research Questions**

RQ1	How could a holistic approach for an API Lifecycle, including phases, activities, artifacts and roles, look like that is driven by the collaboration of participating stakeholders?
RQ2	How can tools and collaborative features be used to support the API Lifecycle Management?
RQ3	What are the users' experiences of the designed web application prototype solution?

### **Research Approach**



Adapted from Hevner, March, Park, & Ram. (2004). Design Science in Information Systems Research. MIS Quarterly, 28(1), 75. https://doi.org/10.2307/25148625

## Collaborative API Lifecycle Management

**Extract from Conceptual Model** 





7

## Prototype States and Activity Flow



## **Prototype** Live Demo

CALM			Loggedin as manager-insurance@example.com MA Log Out
🛪 Home	# Dashboard / Home		
Proposals     Console	HOME		
Analytics		FILTER BY A CATEGORY	
	Proposal	Proposal 15 Insurance VOTES	Proposal 0 Automation VOTES
	Propose New API	/Basic Products API	/Document Processing API
	Get your API that satisfy your needs!	Keywords: Accident, Liability, Unemployment	Keywords: Document, Processing, Sharing, Automation
	Proposal 15 Insurance votes	Proposal 5 Finance VOTES	Proposal 50 Insurance votes
	/GetSafe API	/Hydrogen Atom API	/Insurance Reporter API
	Keywords: Security, Robots, Healthcare, Health	Keywords: Automation, Transactions	Keywords: Reporting, Automation
	Proposal 12	Proposal 13	Proposal
	Insurance votes	Health VOTES	Workflow VOTES
	/Lemonade API	/Vericred API	/Vertafore API
	Keywords: Home Insurance, Insurance as a Service, Al	Keywords: Medicine, Health	Keywords: Integration, Products
Version: 1.0.3			

## Evaluation Expert Interview Setting

Goal	Evaluation of the usability and utility of the proposed solution for Collaborative API Lifecycle Management								
		Scenario 1: API Consumer	Scenario 2: API Provider						
w Partners EA, 1 SWA)	•	Search for existing API proposal Create new API proposal with details like API Specification, SLAs, etc.	<ul> <li>Review API proposals</li> <li>Prepare approved proposals for handover</li> </ul>						
' Intervie 2 RA, 4 E		System Usab	lity Scale (SUS)						
		4 Open Quali	tative Questions						

٦Π

## Evaluation Results from SUS

ID Alias		Score of Scenario 1	Score of Scenario 2
1	RA1	77.5	-
2	RA2	35	-
3	EA1	77.5	87.5
4	EA2	87.5	95
5	SW1	90	77.5
6	EA3	95	92.5
7	EA4	85	87.5
Average		78.21	88.0





Source for SUS Score Scale: Bangor, A., Kortum, P., & Miller, J. (2009). Determining What Individual SUS Scores Mean: Adding an Adjective Rating Scale. J. Usability Studies, 4(3), 114–123.

## **Evaluation**

## Results from Qualitative Questions



#### Highlights

- General idea of a central entry point in form of a web portal
- Social features like comments and votes are useful
- API Specification linter to pre-check violations helps for unification and structure
- Automated project generation (Documentation, Repository, CI/CD Pipline)
- Integration of existing tools like Github

#### **Enhancement Ideas**

- Include a history tracker to record changes of a proposal
- Rethink the **staging model** and adapt to API Type
- Provide more context information and examples
   about constraints beforehand
- Improve **review system** and provide possibilities for iterations
- Stronger focus on **user-centered design** for API Consumer (data model, SDK, etc.)

YES

YES NEUTRAL



Prototype helpful for Collaboration?

## Conclusion

Goal

- Prototype to support the Collaborative API Lifecycle Management
- Collaboration features to align users and reach higher product quality
- Acceleration approach to facilitate life-cycle

## Solution Approach

- Requirements for conceptual model
- Collaborative API Lifecycle Management model
- Design and prototypical implement of main design artifact
- Evaluation in form of case study with expert interviews

#### Key Findings

- Prototype is a viable solution
- API Linter provides
   flexible and simple
   governance check
- Acceleration through structured form, transparency and automation approach
- Collaboration features
   helpful, but require
   active commitment
- API First supported by architects, but doubted by developers

#### Future Work

- Further DSR iterations and include feedback from 1<sup>st</sup> iteration
- Evaluation of prototype
   with other stakeholders
   from other companies
- Evaluation of conceptual model in other companies
- Increase usability by including Gamification and Machine Learning
- Consideration of further API protocols beside REST



# Thank you for your attention! ③

## **TLM** sebis

B.Sc. Duc Huy Bui

Technische Universität München Faculty of Informatics Chair of Software Engineering for Business Information Systems

Boltzmannstraße 3 85748 Garching bei München

Tel +49.89.289. Fax +49.89.289.17136

duchuy.bui@tum.de wwwmatthes.in.tum.de





# Backup

## Collaborative API Lifecycle Management (CALM)

Success Factors as Requirements from Literature

- Sources for success factors (8)
  - API Management/Lifecycle (industry (2), academic papers (1))
  - Product Development (2)
  - (Enterprise-/IT-) Service Management (2)
  - Agile Software Development (1)
- Structure success factors into categories
  - Business
  - Organizational
  - Process
  - Technical
- Result: Consolidated table of requirements for API Lifecycle
- Example requirement: "Design for UX/DX" or "Top Management Support"

## Collaborative API Lifecycle Management (CALM) The big picture of Full Lifecycle API Management





## Excursion Deming Circle (PDCA Lifecycle)





Source: Gemechu, E. D., Sonnemann, G., Remmen, A., Frydendal, J., & Jensen, A. A. (2015). How to Implement Life Cycle Management in Business? In G. Sonnemann & M. Margni (Eds.), *Life Cycle Management* (pp. 35–50). Dordrecht: Springer Netherlands.

## Excursion

## IT Service Lifecycle vs Software Development Lifecycle

Product Focus (SDLC) Service Focus (ITSM)							
Planning							
Negotiate scope based on function	Negotiate scope based on end-to-end business						
	process						
Internally (IT) focused	Customer focused						
IT jargon	Business jargon						
Requirements Modeling							
"Over the wall" mindset	Stakeholder involvement						
Technology insights	Business metrics						
Automate function once and move on	Automate service once, reuse service in different ways						
Focus on inputs and outputs	inputs and outputs Focus on business needs and process						
Design							
Capture logic of business function	Model business rules and external relationships						
Focus on IT artifact	Focus on end-to-end business services						
Construction							
Create a software product	Increase focus on value-added portions of applications						
Buy, build or lease	Buy, build, lease and INTEGRATE						
Deployment							
Technology driven	Minimum impact on business services						
Test technology	Test service environment						
Train on technology	Train in business service/process						
Support							
Maintain hardware/software/networks Continual service improvement							
Table 1 – Product vs. Service Focus in SDLC							

Life	ITILV3	Systems Development
Cycle	(service focus)	(product focus)
S	Service Strategy	<ul> <li>Project Planning</li> </ul>
	<ul> <li>Service Design</li> </ul>	<ul> <li>Requirements Modeling</li> </ul>
T		• Design
		<ul> <li>Implementation (Construction)</li> </ul>
A	Service Transition	<ul> <li>Conversion (Deployment)</li> </ul>
C	<ul> <li>Service Operations</li> </ul>	Support
G	Continual Service	
Е	Improvement	
	Table 2 – A comparison	of the SDLC and ITIL

Source: Pollard, C. E., Gupta, D., & Satzinger, J. W. (2009). Integrating SDLC and ITSM to "Servitize" Systems Development. AMCIS 2009.

TUT

## Prototype Use Cases





#### **Project Generation**

© sebis

22

## Prototype Further Possible Use Cases



## Prototype RBAC Model

# ТШ

	Roles in Web Portal		Roles in API Lifecycle	Table 4.1: The RBAC	C mo	del fo	or the	e web	appl	icatio	on pr	ototy	ре. (	R: Ro	ole, F	erne Pern	nissior	ı)
Authenticated	Administrator	+	(API Program Manager)										sal			e, Delete) SLA		-
	Manager	+	(Enterprise Architect)		osal (Parts)	osal (Full)	posal	oposal	posal	roposal	sal	osal	or API Propos	sal		Create, Update	f all APIs t	
	Producer	+	(API Architect, Product Owner, Development Team, Operations Team)		iew API Prop	iew API Prop	reate API Proj	pdate API Pro	elete API Proj	mment API F	ote API Propo	nare API Prop	et Approval f	Review Propo	View SLA	Manipulate (C	View Status of View Sandbox	
	User	+	(API Consumer)		P1: V	P2: V	P3: C	P4: U	P5: D	P6:Co	P7: V	P8: S]	P9: G	P10: ]	P11: 7	P12: ]	P13: 7	_
				R1: Visitor	x					х		х					x x	
_				R2: User	х	X*	х	X*		х	х	х			x*	X*	x x	
ated				K3: Producer		x	x	X**	×+	x	X	X	×+	×+	x	X* +	X X	
hentic	Visitor		(API Consumer)	R5: Administrator		x X	x x	x x	x x	x x	x X	x x	x X	x x	x x	x	x x x x	
Not Aut				*Role must be owner of *Role must have the s	of the same o	propo lomai	osal n as th	ie prop	osal									-

\*\*Role must be owner of the proposal or must have the same domain as the proposal

## Prototype Architecture





## **Evaluation** Interview Partners

ID	Role	Alias	Years Active	Core Area	Dev Experience
			_		_
1	Research	RA1	5 years	Knowledge Management,	7 years
	Associate			Knowledge Transfer, Soft-	
				ware Architecture	
2	Research	RA2	3.5 years	Model based User Inter-	20 years
	Associate		2	faces	2
3	Enterprise	EA1	6 years	Big Data, Search Technolo-	20 years
	Architect		5	gies, Distributed Systems	5
4	Enterprise	EA2	8 vears	System Integration, SOA	15 years
-	Architect		e j'enze	0,00000 00000,00000	20 90020
5	Software	SW1	3 voars	Infrastructure DevOns	17  wears
5	Architact	5771	5 years	initastructure, DevOps	17 years
(	Fatamaia	E 4 2	0	Mala:la Arana	10
6	Enterprise	EA3	8 months	Mobile Apps	10 years
_	Architect				_
7	Enterprise	EA4	3.5 years	Application Integration,	5 years
	Architect			SOA	

Table 6.1: The chosen interview partners for the evaluation of the prototype