

Software Engineering Design & Construction

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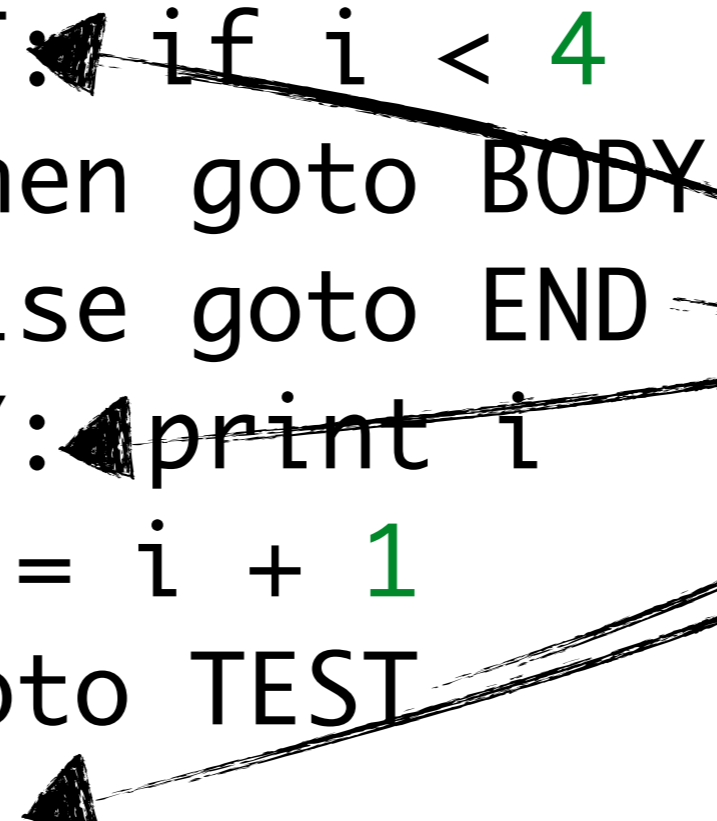
Programming Languages and Design Principles

Making Code Look Like Design

“Designing” with Pseudo-Assembler

What does the following program do?

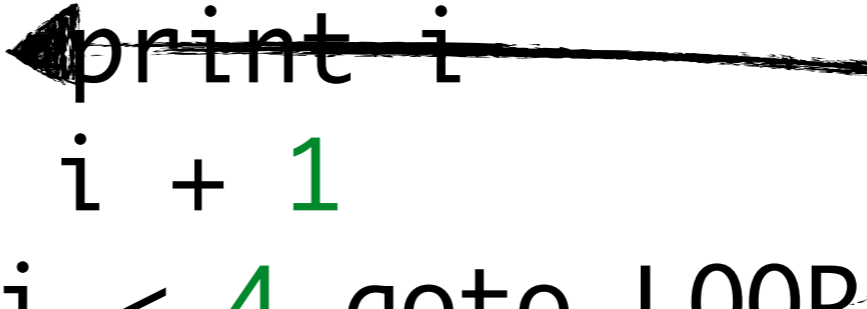
```
i = 1
TEST: if i < 4
      then goto BODY
      else goto END
BODY: print i
      i = i + 1
      goto TEST
END:
```



“Designing” with Pseudo-Assembler

What does the following program do?

```
i = 1  
LOOP: print i  
      i = i + 1  
      if i < 4 goto LOOP  
END:
```



Style can only be
recommended, not
enforced!

Designing with Structured Programming Languages

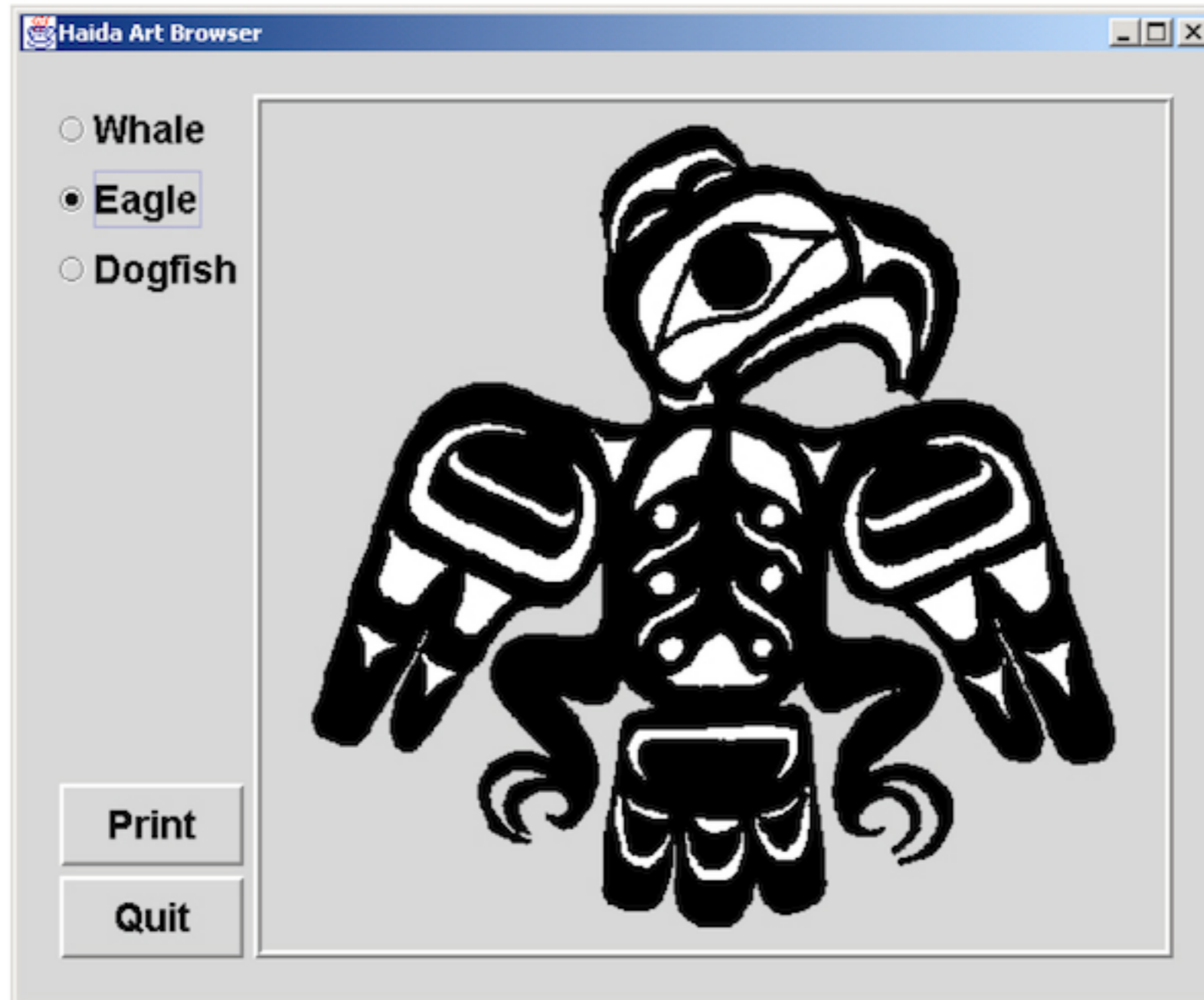
What does the following program do?

```
i = 1
while ( i < 4 ) {
    print(i)
    i = i + 1
}
```

Style gets enforced!

Better languages, More challenging tasks...

A simple image browser with structured programming



Code for Image Browser Structured into Procedures

Try to identify which method calls which method!

```
main () {
draw_label("Art Browser")
  m = radio_menu(
    {"Whale", "Eagle",
     "Dogfish"})
  q = button_menu({"Quit"})
  while ( !check_buttons(q) ) {
    n = check_buttons(m)
    draw_image(n)
  }
}

set_x (x) {
  current_x = x
}

draw_circle (x, y, r) {
  %%primitive_oval(x, y, 1, r)
}

set_y (y) {
  current_y = y
}
```

```
radio_menu(labels) {
  i = 0
  while (i < labels.size) {
    radio_button(i)
    draw_label(labels[i])
    set_y(get_y()
          + RADIO_BUTTON_H)
    i++
  }
}

radio_button (n) {
  draw_circle(get_x(),
              get_y(), 3)
}

get_x () {
  return current_x
}

get_y () {
  return current_y
}
```

```
draw_image (img) {
  w = img.width
  h = img.height
  do (r = 0; r < h; r++)
    do (c = 0; c < w; c++)
      WINDOW[r][c] = img[r][c]
}

button_menu(labels) {
  i = 0
  while (i < labels.size) {
    draw_label(labels[i])
    set_y(get_y()
          + BUTTON_H)
    i++
  }
}

draw_label (string) {
  w = calculate_width(string)
  print(string, WINDOW_PORT)
  set_x(get_x() + w)
}
```


Structured Programming with Style

```
main()
```

```
gui_radio_button(n)
```

```
gui_button_menu(labels)
```

```
gui_radio_menu(labels)
```

```
graphic_draw_image (img)
```

```
graphic_draw_circle (x, y, r)
```

```
graphic_draw_label (string)
```

```
state_set_y (y)
```

```
state_get_y ()
```

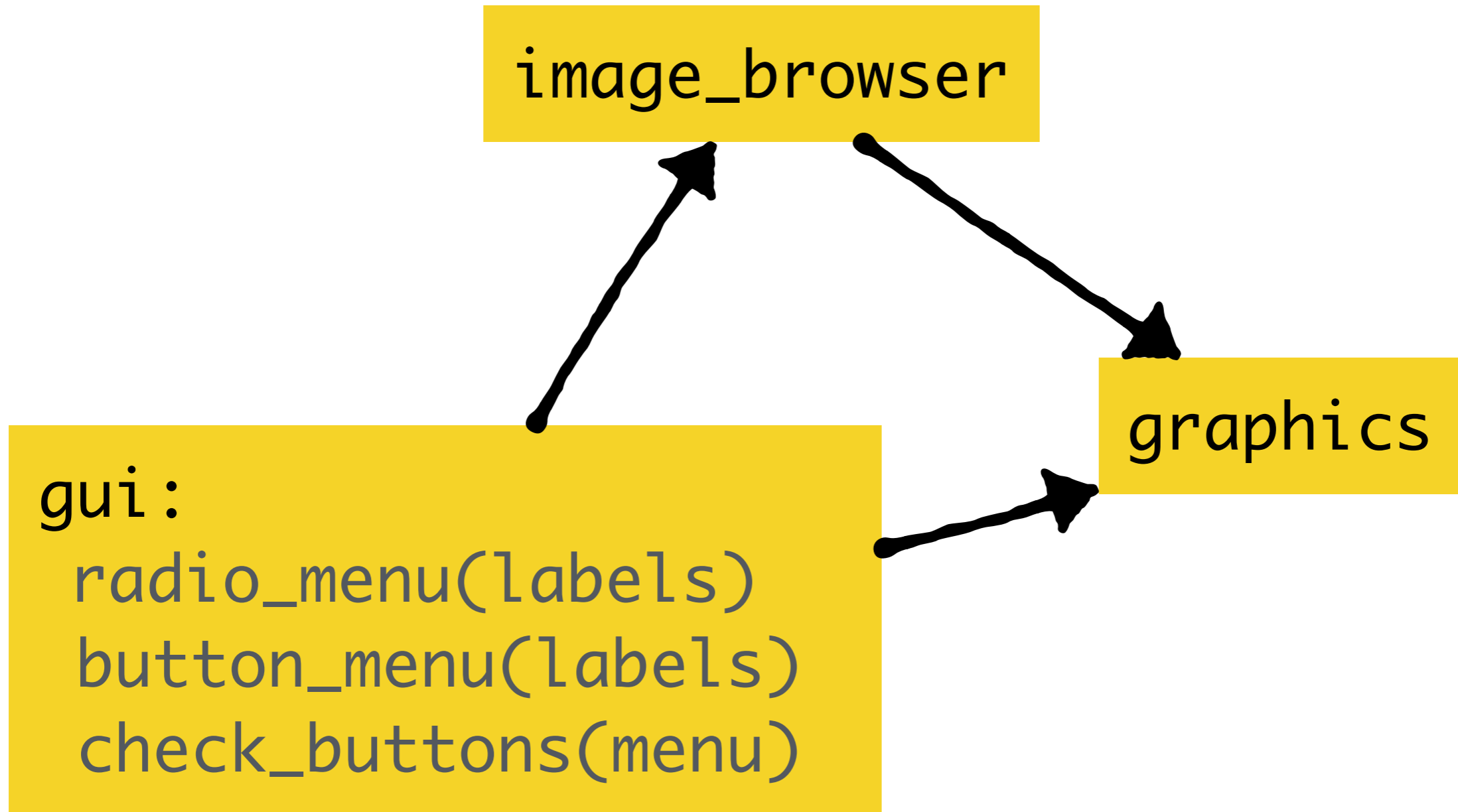
```
state_set_x (x)
```

```
state_get_x ()
```

Designing with Modular Programming Languages

```
module gui {  
    exports:  
        radio_menu(labels)  
        button_menu(labels)  
        check_buttons(menu)  
}
```

Module-based Abstraction



Abstraction mechanisms
enable us to code and
design simultaneously!

"Write what you mean."

Let's "develop" application families with sophisticated GUIs with uniform look and feel with modular programming...

The image displays a complex multi-window application interface, likely a design or development tool. It features several overlapping windows, each with its own toolbar and menu system. The top window, titled "Untitled", has a toolbar with icons for New, Play, View, Masters, Text Box, Shapes, Table, Comment, Subscript, Superscript, Copy Style, Paste Style, Group, Ungroup, Front, Back, Guides, Edges On, Inspector, Colors, Media, Adjust, and Smart Builds. Below this is a secondary toolbar with icons for View, Sheet, Alpha, Tables, Function, Formula List, Reorganize, Charts, Text Box, Shapes, Comment, Inspector, Media, Colors, and Fonts. A third window, titled "Untitled (Page Layout)", has a toolbar with icons for View, Pages, Columns, Style, List, Adjust, Media, Objects, Comment, Forward, Backward, Inspector, Fonts, Subscript, and Superscript. The main workspace shows a page layout design with a date "22. MÄRZ 2013" at the top. Below the date is a large blue banner with the word "SAILLING" in a large, white, serif font. Underneath the banner is the text "NEWSLETTER" in a smaller, white, sans-serif font. Below the banner is a table with four columns, each containing a title and a paragraph of text. The titles are "Adiam condimentum", "Ut orci, Duis ultricies", "Cras adipiscing neque", and "Donec ac sapien". The paragraphs are in a smaller, italicized font. Below the table is a large blue banner with the text "ADIAM CONDIMENT MAL CONECTER" in a large, white, serif font. Below this banner is a paragraph of text in a smaller, italicized font. The interface also includes a "Sheets" panel on the left with a list of sheets: Summary, Height Summary (cr), Average Plant Heig., Lab Worksheet, Control Group, Road Salt, Week 15 Statistics, and Plant Height Frequ. Below the sheets panel is a "Styles" panel with a list of styles: Basic, Basic (No Grid), Gray, Gray Headers, Gray Fill, Beige, Ledger, Blue, Blue Headers, and Blue Fill. The main workspace has a horizontal ruler at the top and a vertical ruler on the left side.

Designing with Object-Oriented Programming Languages

Object-oriented programming languages introduce new abstraction mechanisms:

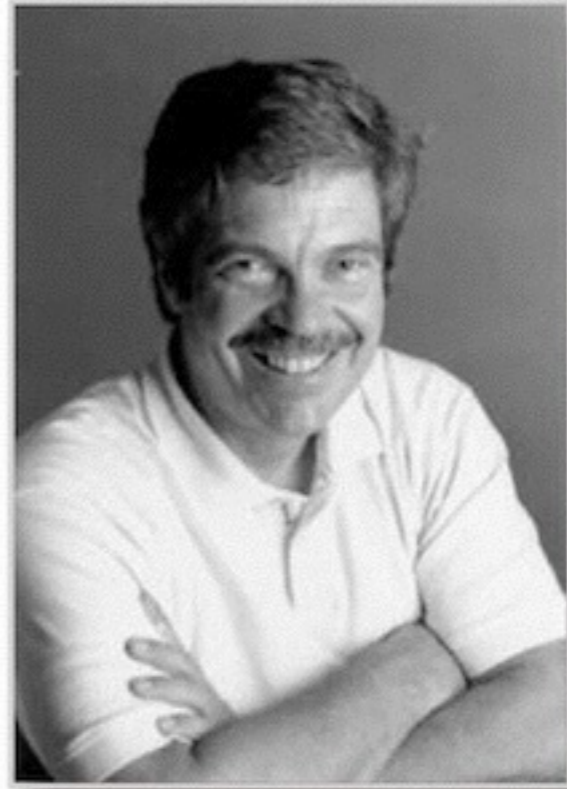
- classes
- inheritance
- subtype polymorphism
- virtual methods

(Still) Dominating
Programming Paradigm

The roots of object-oriented programming languages are in the sixties.

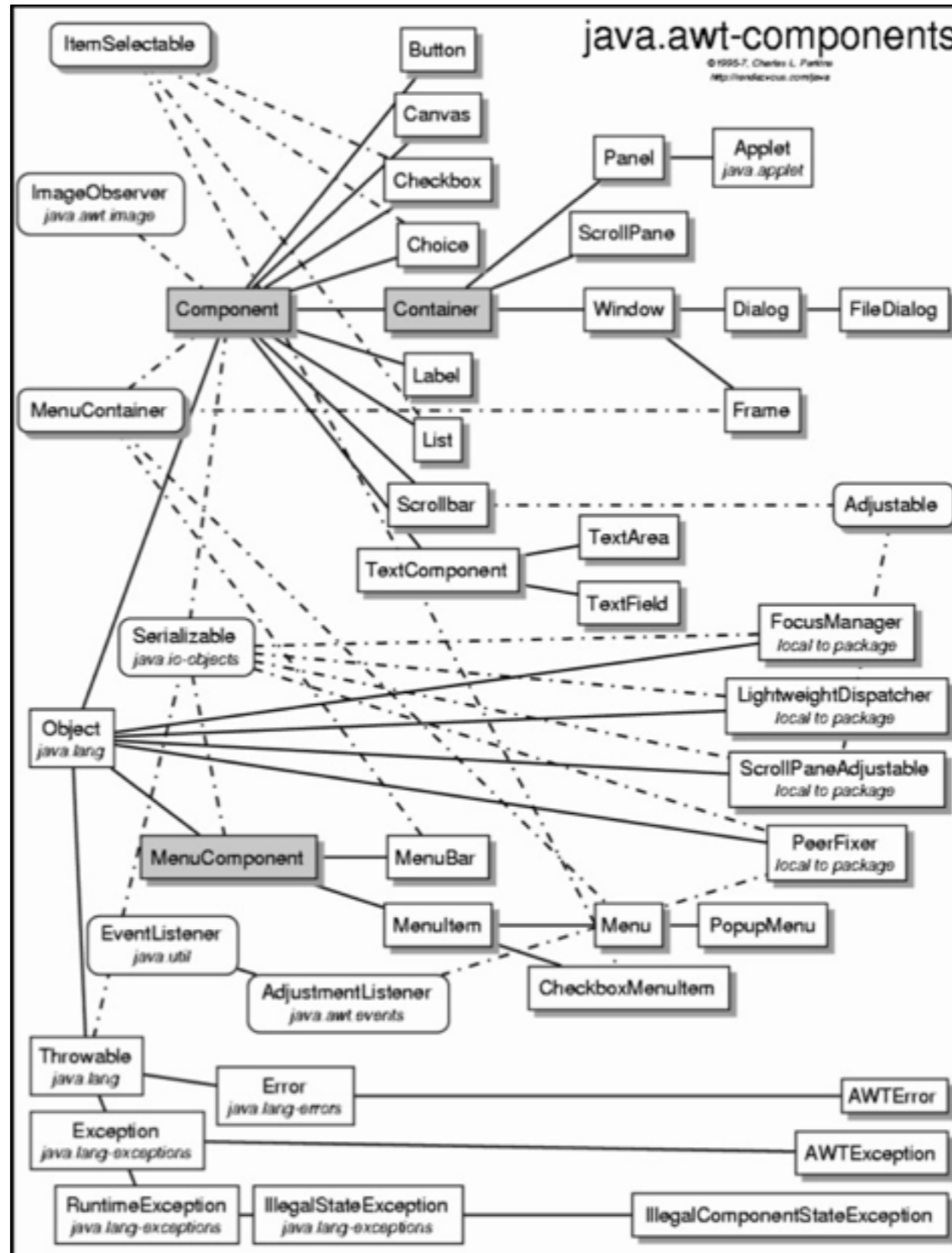


Dahl and Nygaard,
Simula 64, 68



Allan Kay,
Smalltalk 70 - 80

Programming Languages are not a Panacea



"The significant problems we face cannot be solved at the same level of thinking we were at when we created them."

–Einstein

[...] improvements in programming techniques and programming languages in particular are overwhelmingly more important than anything else in the software business [...]

[...] programmers are interested in design [...] when more expressive programming languages become available, software developers will adopt them.

–Jack Reeves, To Code is to Design, C++ Report 1992

Implementing

```
trait Col[X] { map[T](f: (X) => T) {...} }
```

This is only a first approximation of the method's signature.

Try to **implement** the classical **map** function, which performs a mapping of the values of a collection using a given function, **only once for all collection classes**.

The function should be defined by the “top-level” class (e.g., **Collection**).

The type of the collection with the mapped values should correspond to runtime type of the source collection. If this is not possible, a *reasonable* other collection should be created. (The function should not fail!)

Implementing `Col[X] {map[T](f : (X) => T) {...}}`

Initial Draft

```
trait Col[X] { def map[T](f : (X) => T) : Col[T] = {...} }  
class List[X] extends Col[X] { /*does not override map!*/ ... }  
class BitSet extends Col[Int] { /*does not override map!*/ ... }
```

```
val l = List(1,2,3)
```

```
l.map(i => i + 1) // should result in List[Int](2,3,4)
```

```
val b = BitSet(1,2,3)
```

```
b.map(i => i + 1) // should result in BitSet[Int](2,3,4)
```

```
b.map(i => "l:" + i) // should result in ???("l:1","l:2","l:3")
```

Designing with Functional, Object-Oriented Programming Languages

Fill an array with n Person objects where each Person has a unique id.

Code:

```
class Person(id : Int)
```

```
var ids = 0
```

```
def nextId() : Int = { val id = ids ; ids+= 1; id }
```

```
Array.fill(15){ new Person(nextId()) }
```

Result:

```
=> Array[Person] = Array(Person(0), ..., Person(14))
```

Designing with Functional, Object-Oriented Programming Languages **with a Flexible Syntax**

Creating an abstraction to express that we want to repeat something n times.

```
def repeat[T: scala.reflect.ClassTag](times: Int)(f: => T): Array[T] = {  
  val array = new Array[T](times)  
  var i = 0  
  while (i < times) { array(i) = f; i += 1 }  
  array  
}
```

Now, we can express that we want to create an Array of 15 unique person objects using our new control-abstraction.

```
repeat(15){ new Person(nextId()) }
```

Designing with Functional, Object-Oriented Programming Languages with a Flexible Syntax vs. Explicit Language Features

Java's native try-with-resources statement

```
File tempFile = File.createTempFile("demo", "tmp");
try (FileOutputStream fout = new FileOutputStream(tempFile)) {
    fout.write(42);
}
```

Using Scala's language features enables us to define a new control structure that resembles Java's try-with-resources statement.

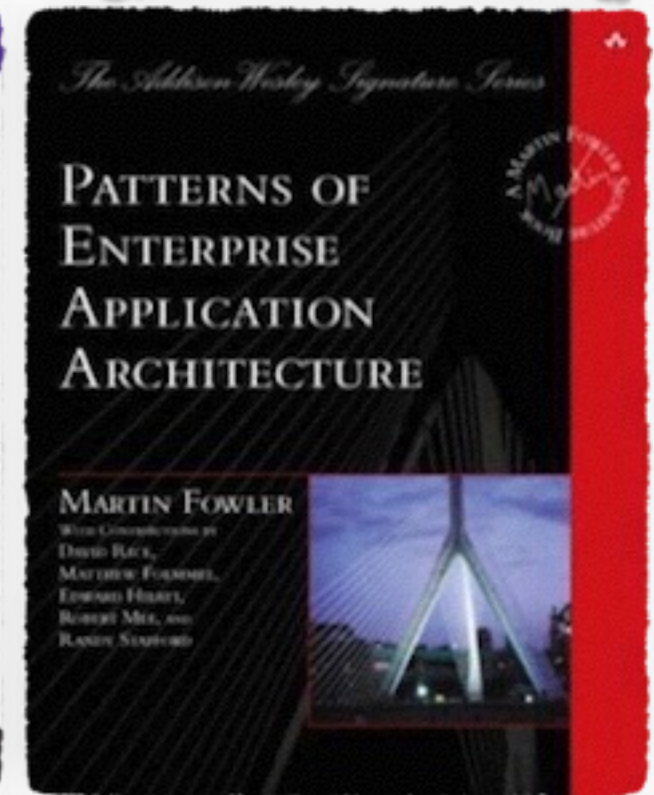
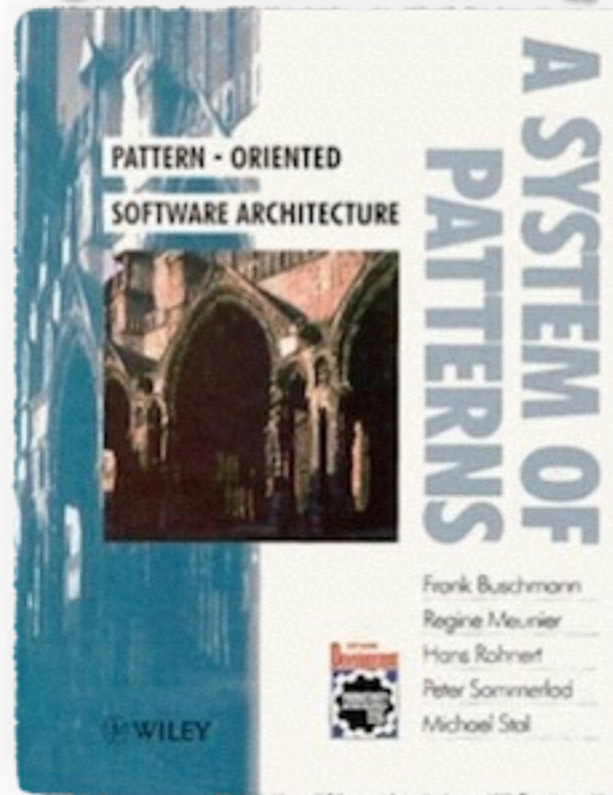
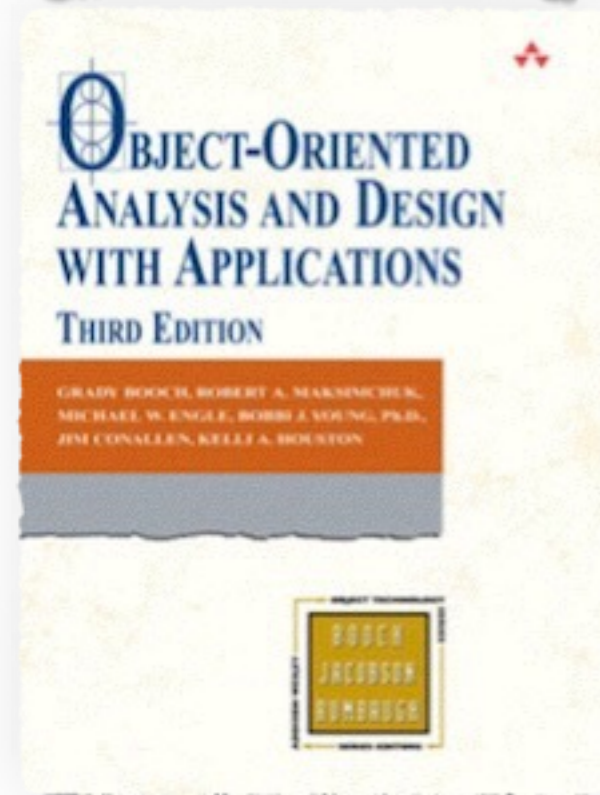
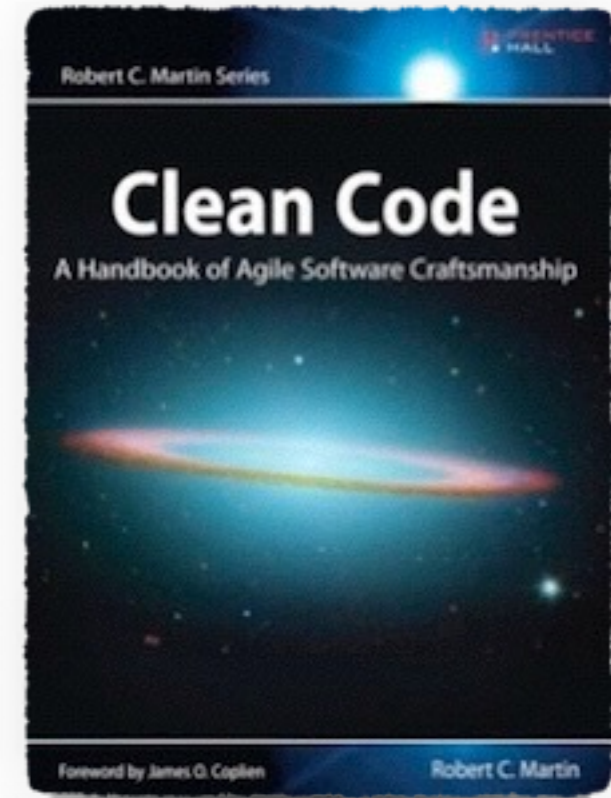
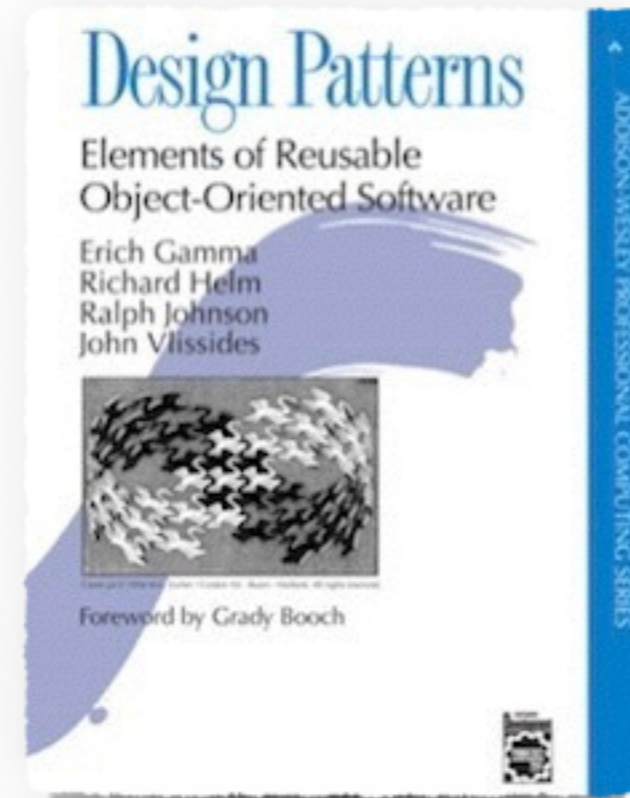
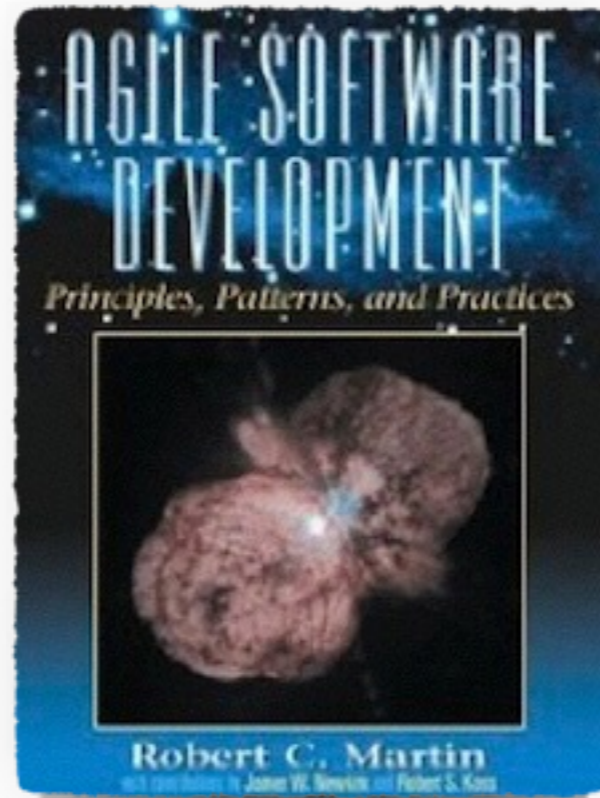
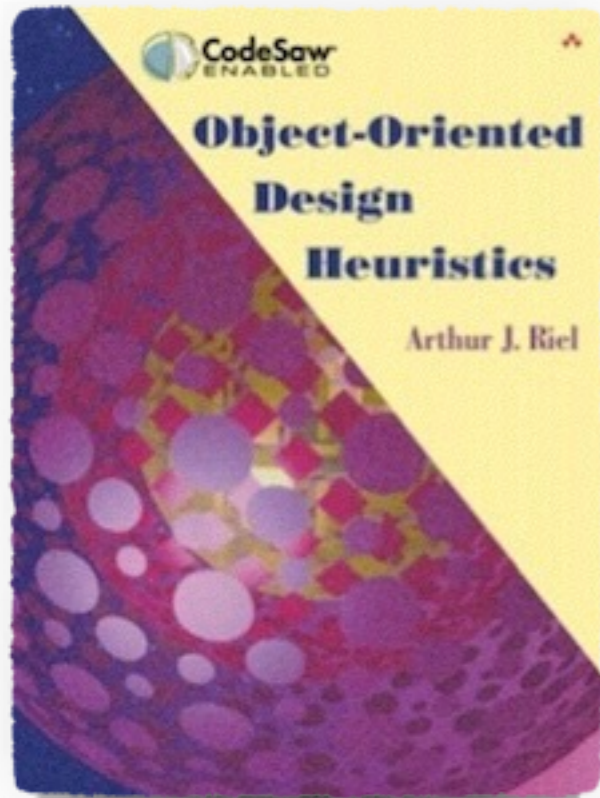
```
def process[C <: Closeable, I](closable: C)(r: C => I): I = {
    try { r(closable) }
    finally { if (closable != null) closable.close() }
}
```

```
val tempFile = File.createTempFile("demo", "tmp");
process(new java.io.FileOutputStream(tempFile)) { fout =>
    fout.write(42);
}
```

Programming Languages with notable Features:

- RUST avoids buffer errors statically (based on ownership)
Graydon Hoare, 2009
- Checked C avoids buffer errors statically and dynamically (introduces new checked pointer types)
David TardiF, June 2016 (v 0.5)
- Perl (3) implements a taint mode to avoid injections dynamically
Larry Wall, 1987
- Java made first steps to avoid cryptographic issues with the “Cryptography Architecture”
- GO, Erlang,... have advanced support for concurrency

We need good style to cope with complexity!



General Design Principles

The following principles apply at various abstraction levels!

- Keep it short and simple
- Don't repeat yourself (also just called "DRY-Principle")
- High Cohesion
- Low Coupling
- No cyclic dependencies
- Make it testable
- Open-closed Design Principle
- Make it explicit/use Code
- Keep related things together
- Keep simple things simple
- Common-reuse/Common-closure/Reuse-release principles

Object-Oriented Design Principles

- Liskov Substitution Principle
- Responsibility Driven Design
- ...

Design Constraints

- **Conway's Law**

A system's design is constrained by the organization's communication structure.