

Architectures des Systèmes de Bases de Données

Encapsulation and Interface

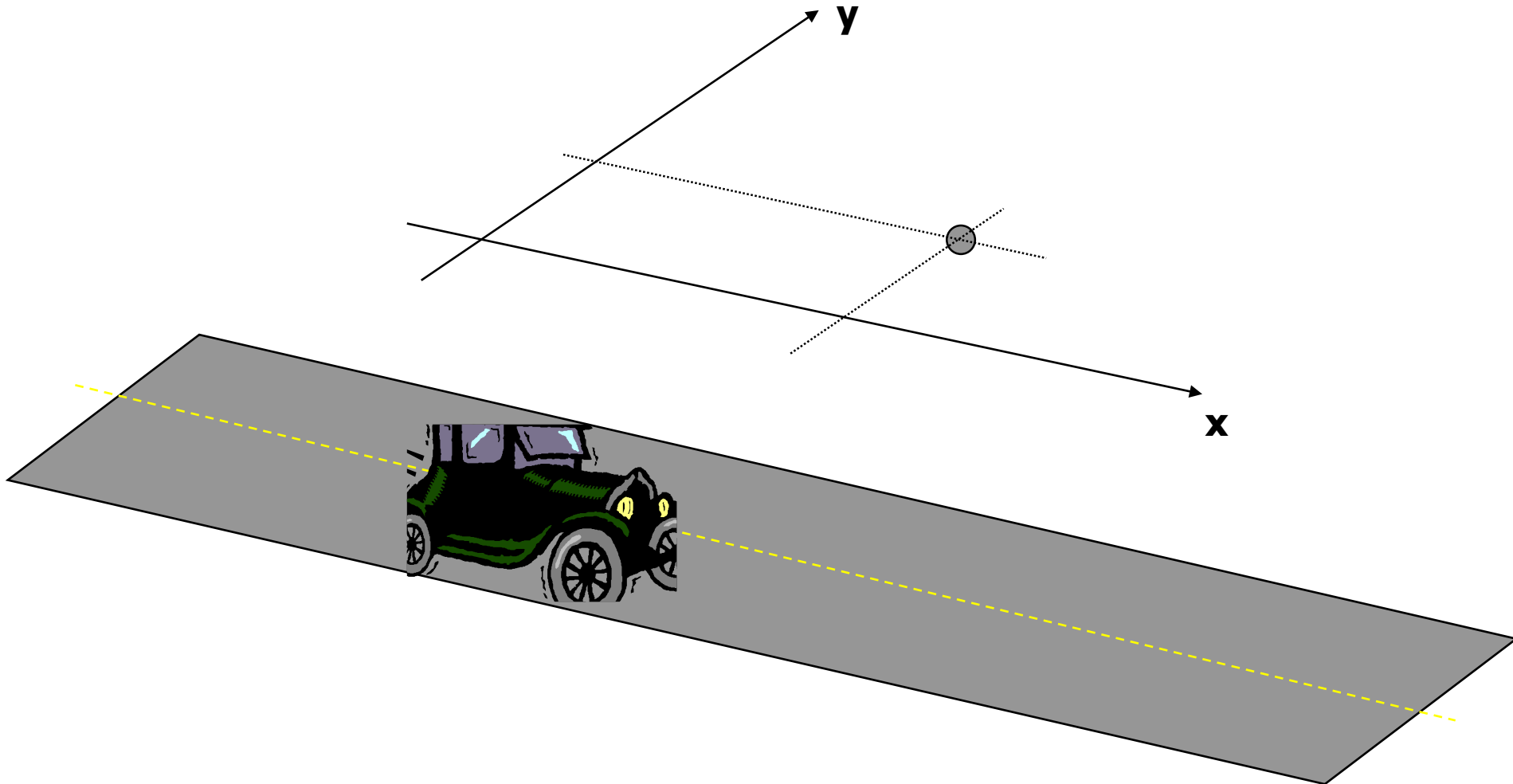


Spaghetti Plate

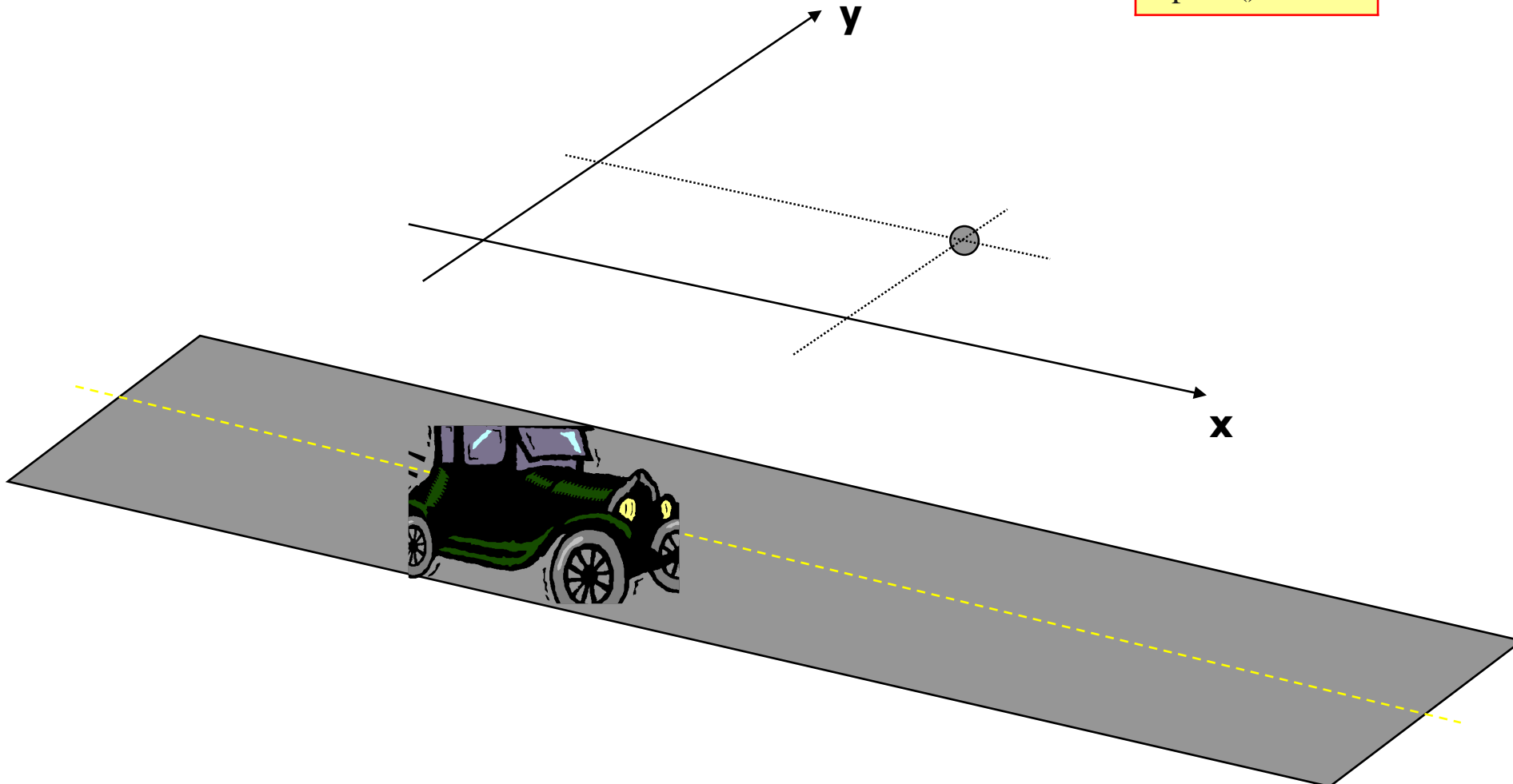
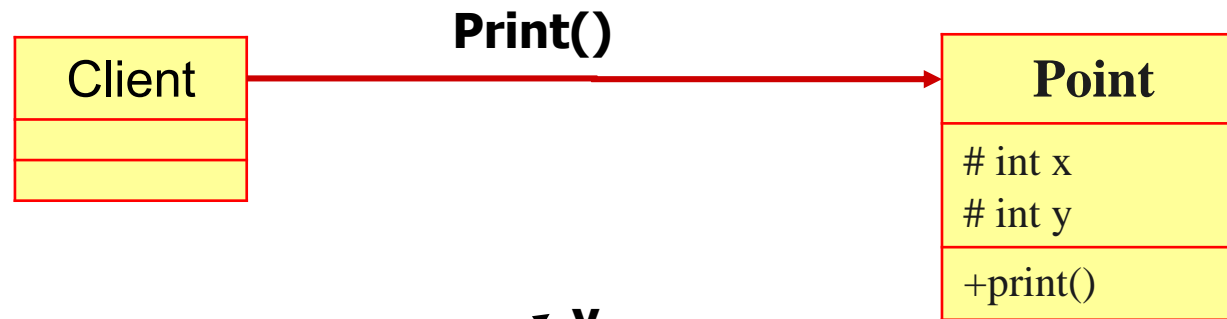


Traduction en cours

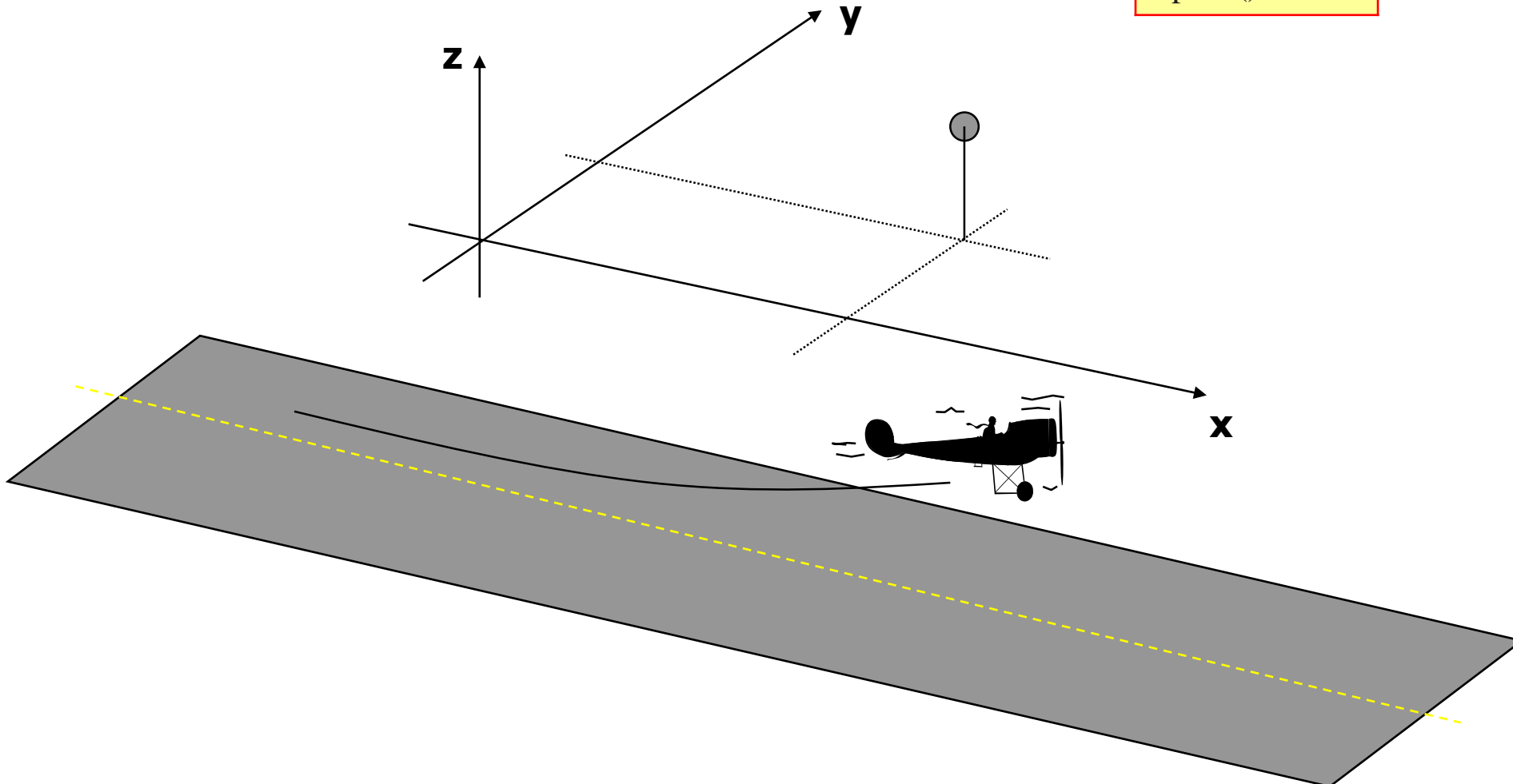
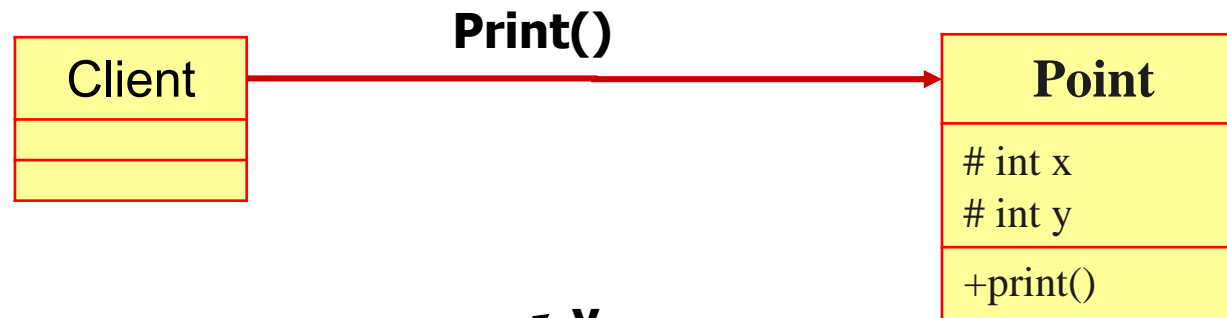
Programming in “present” tense



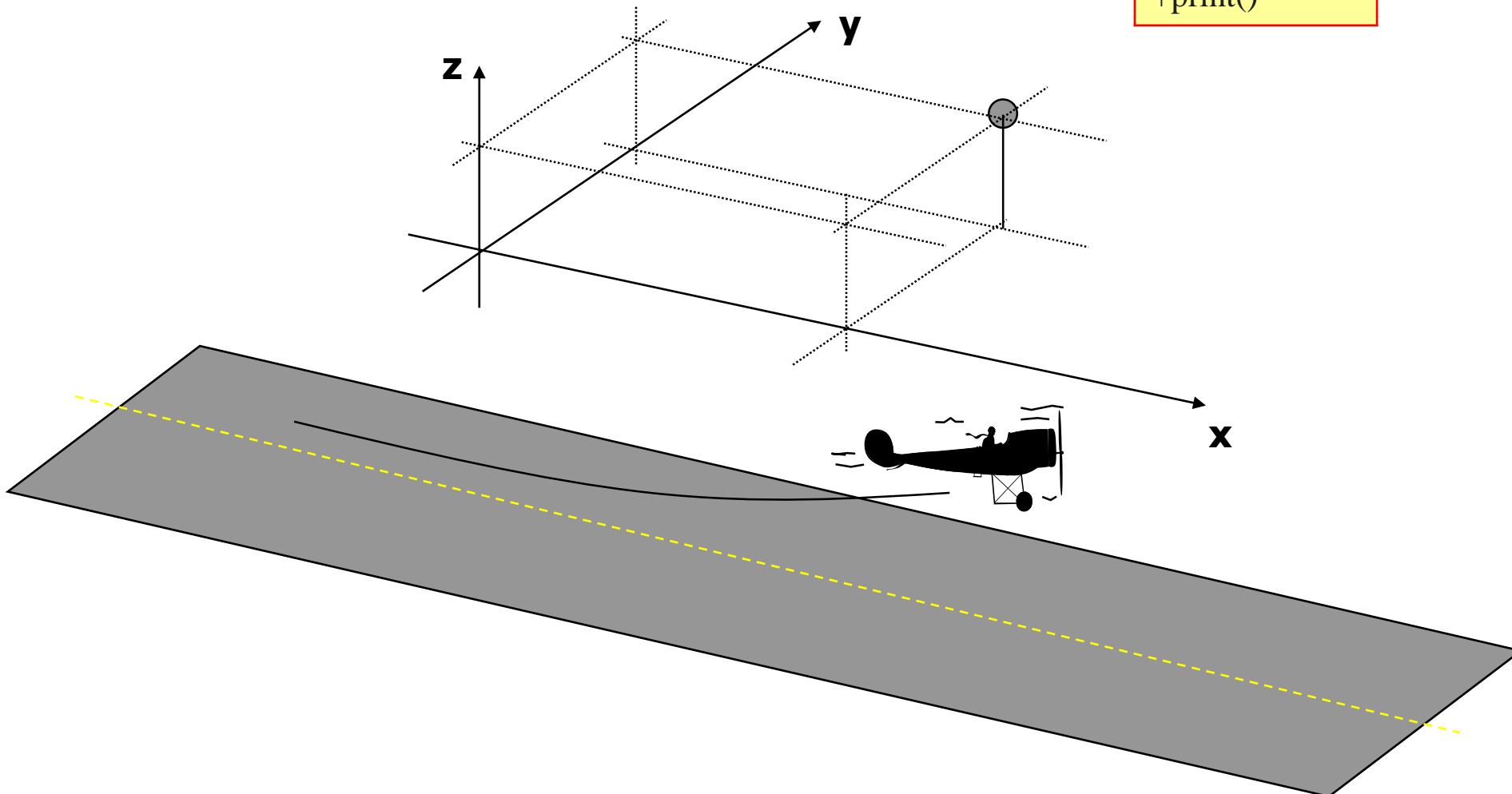
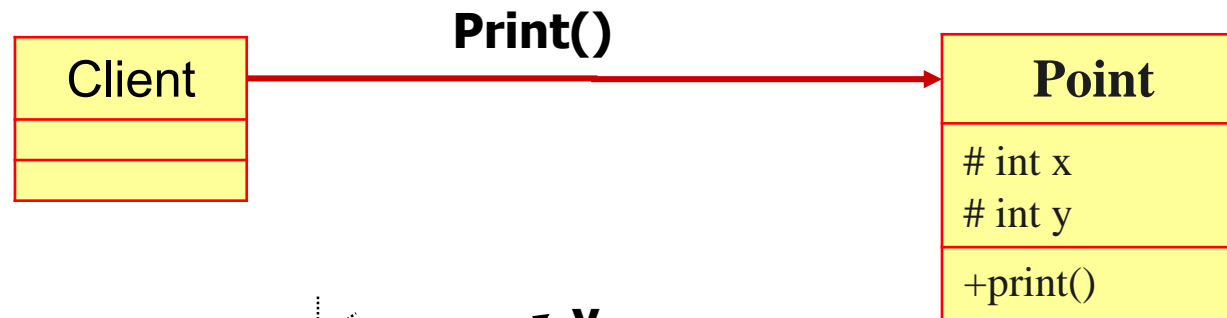
Programming in "present" tense



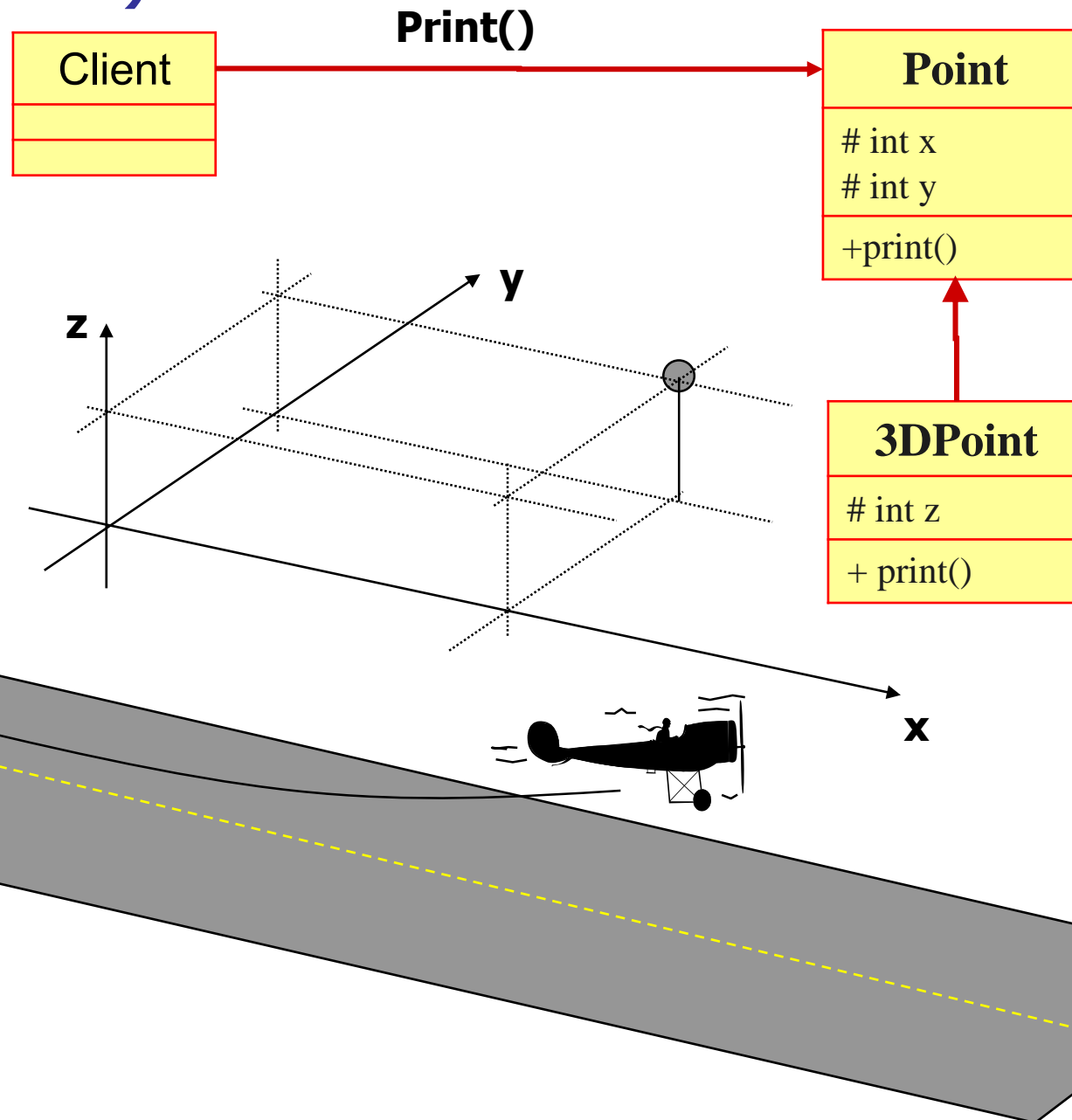
Future



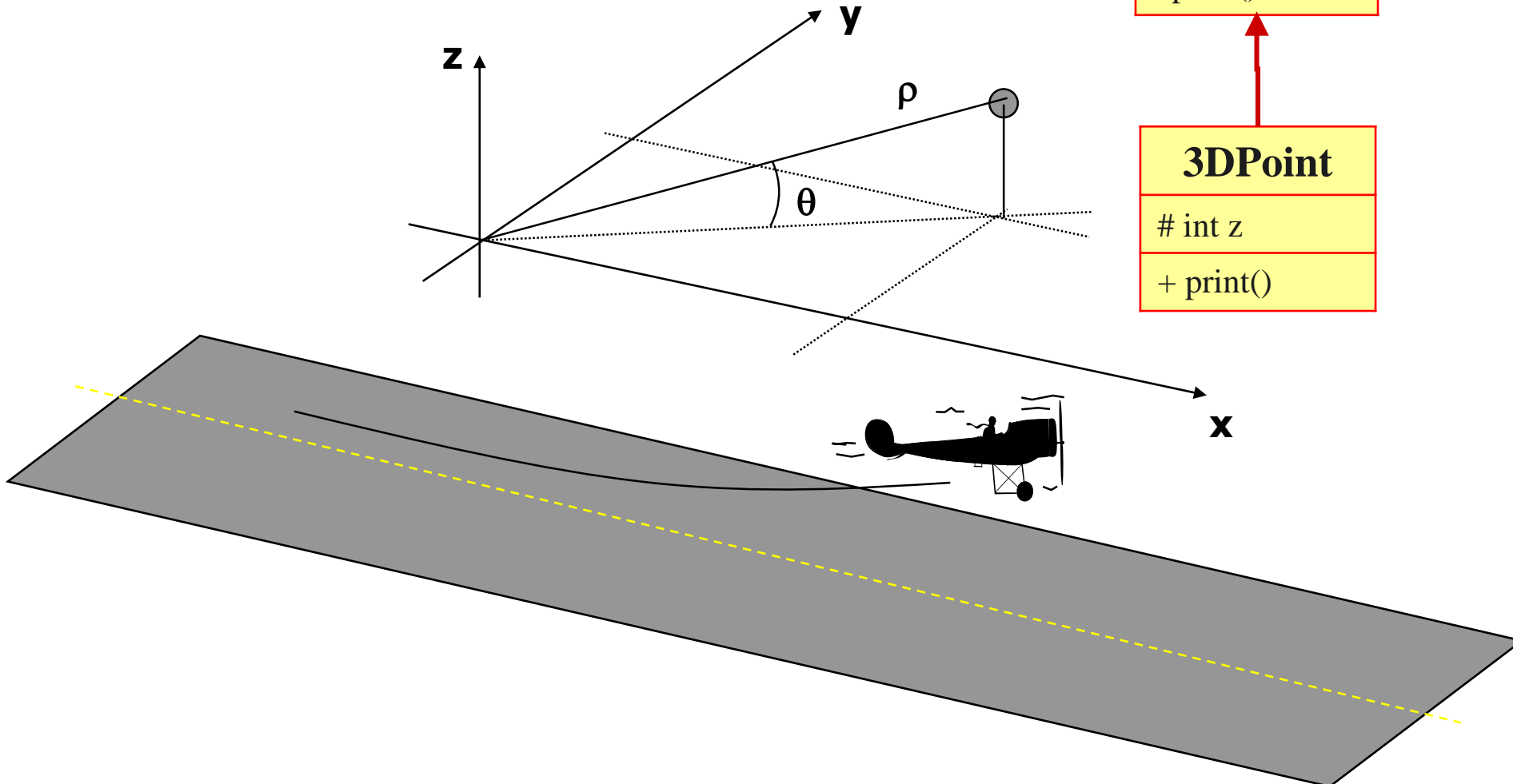
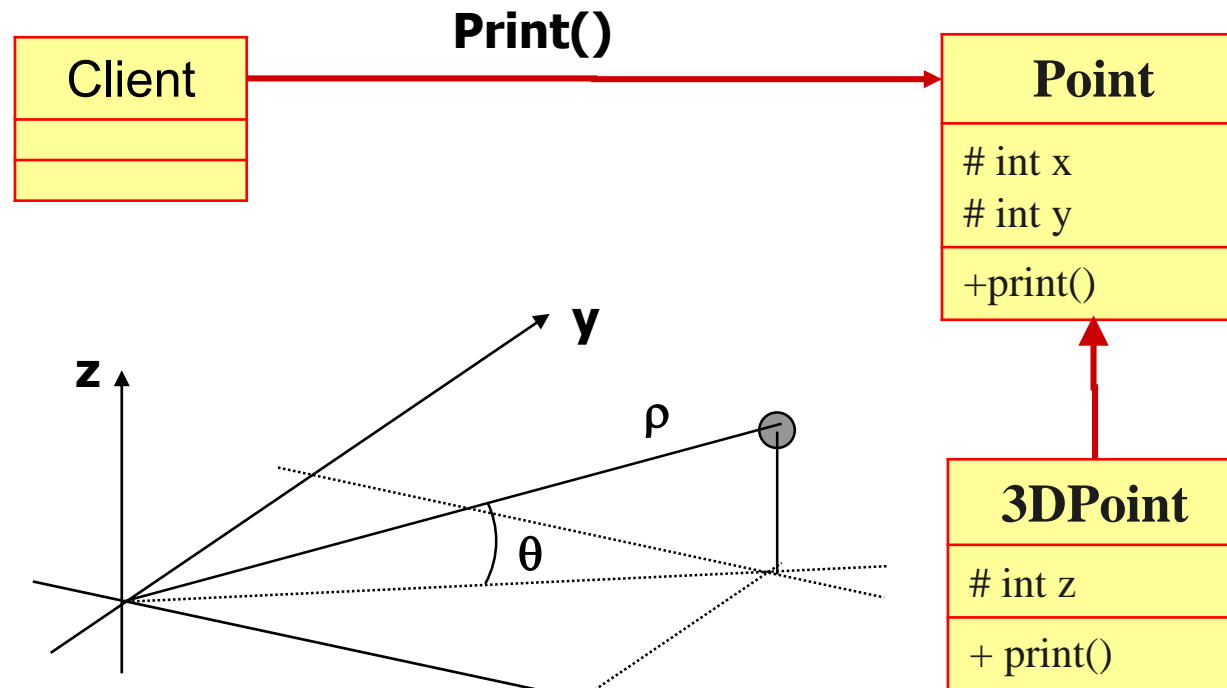
Future



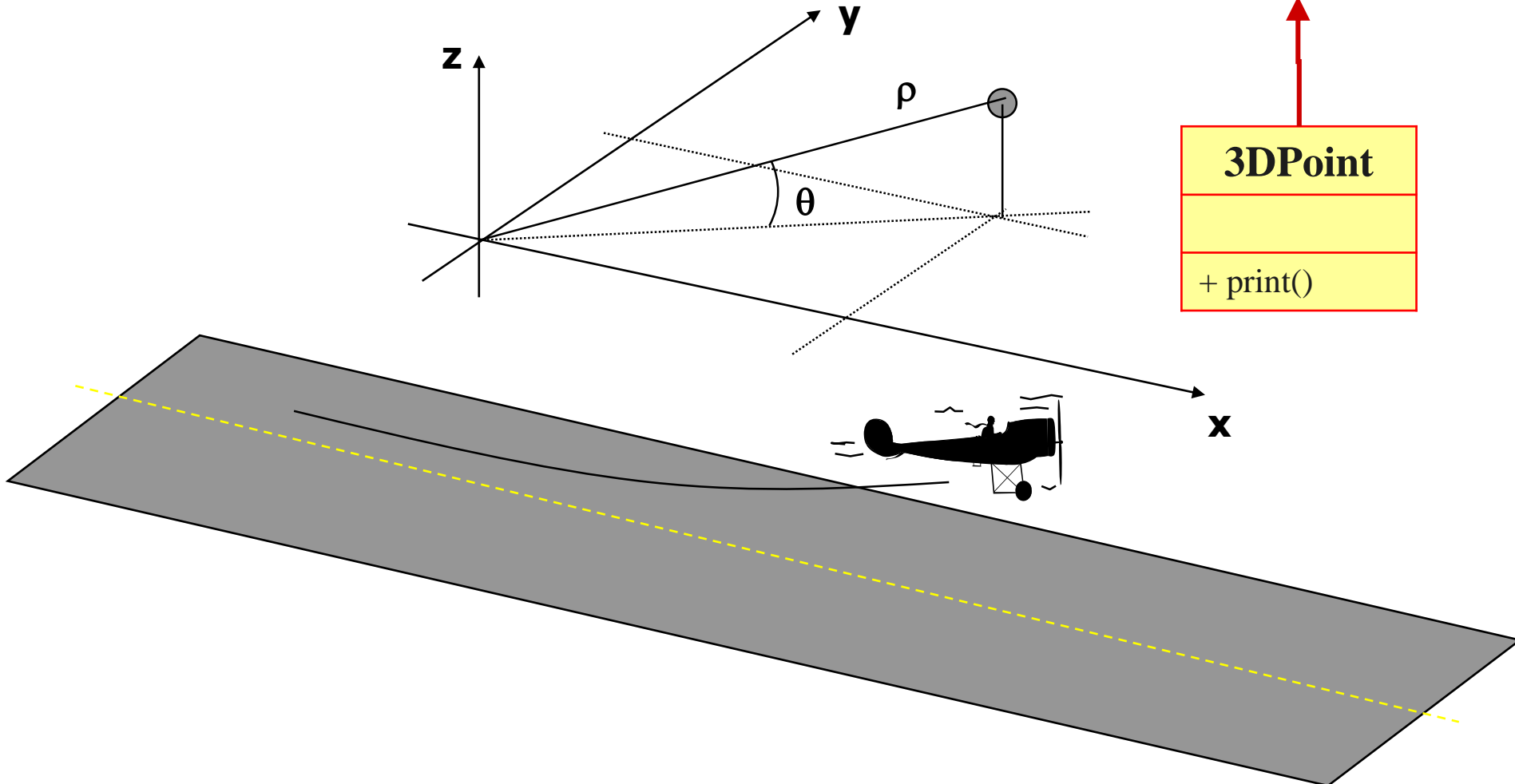
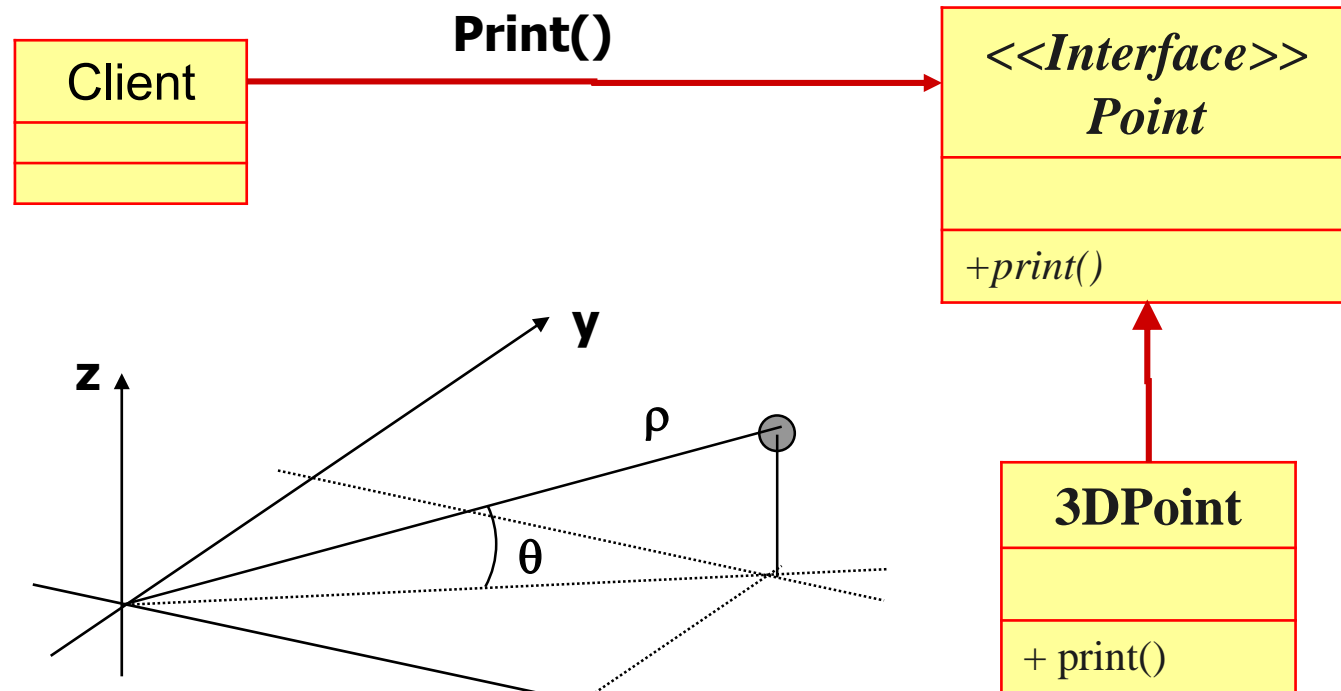
Programming in "Future" tense (Scott Meyers)



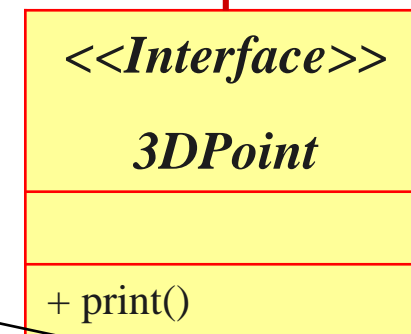
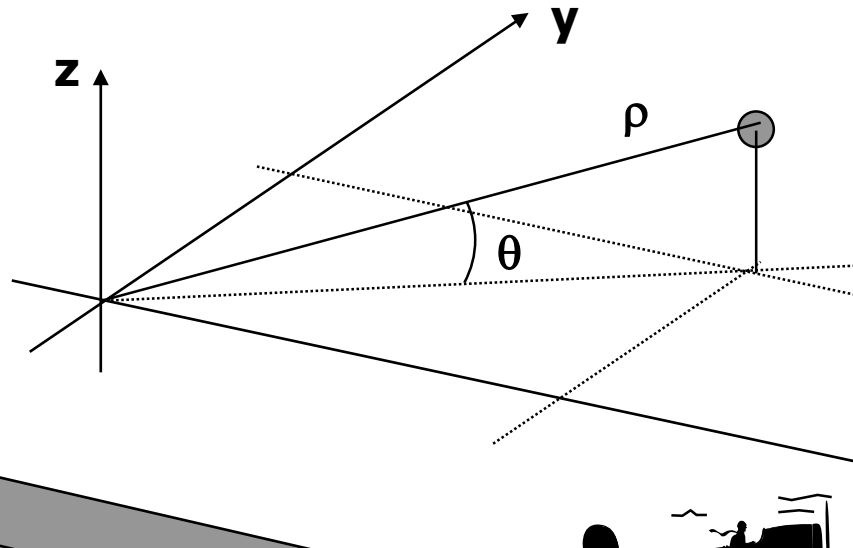
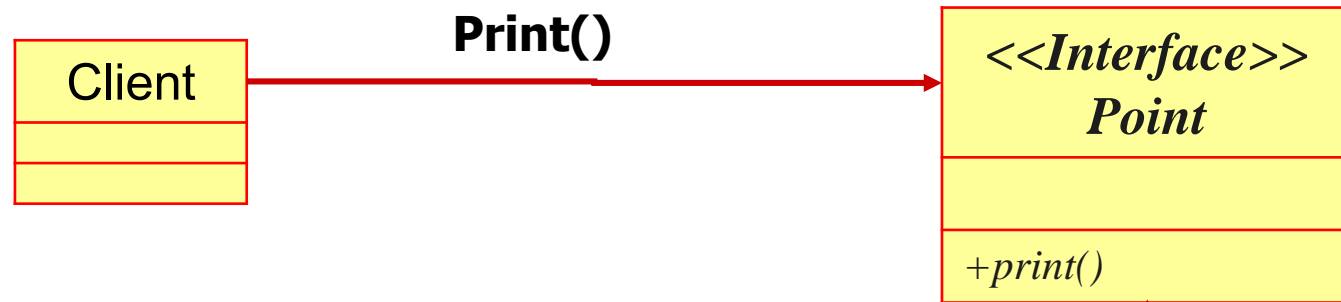
Programming in "Future" tense



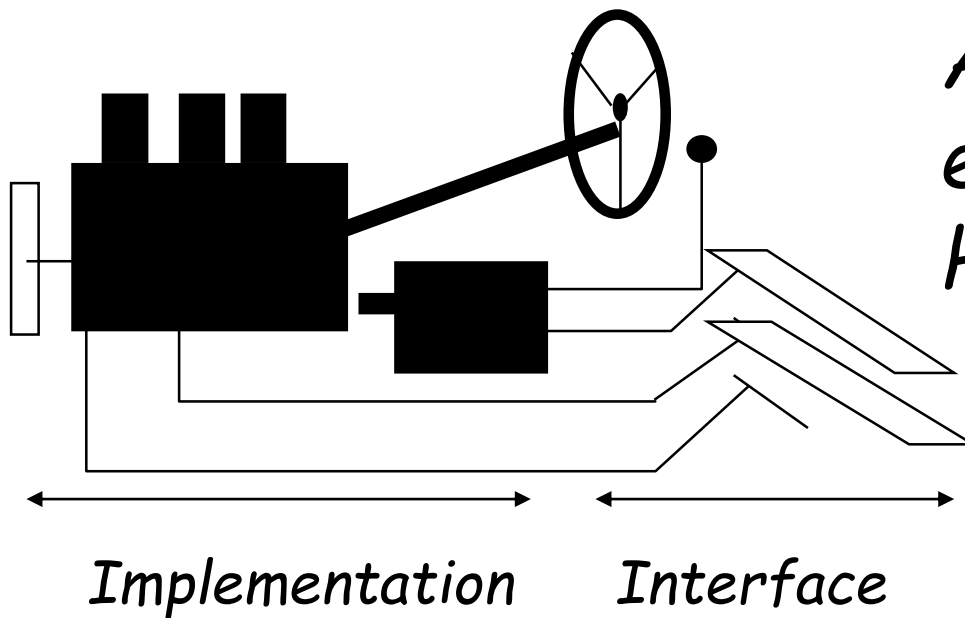
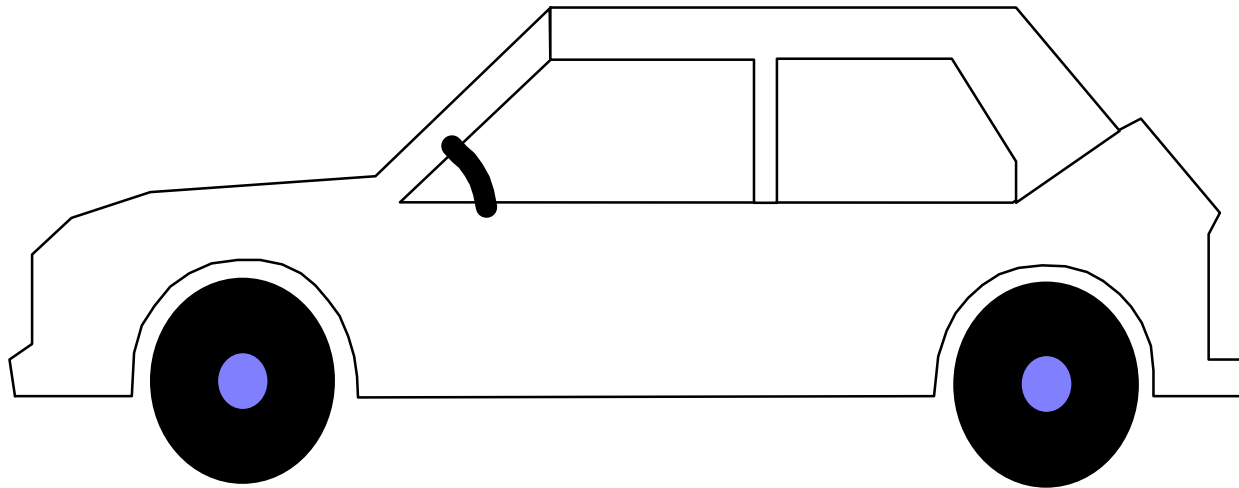
Programming in "Future" tense



Programming in "Future" tense



Design By and For Interfaces (GOF)



*A driver doesn't care of engine's internal working.
He only knows the interface*

Interface



```
interface car {  
    start()  
    accelerate()  
    stop()  
}
```

car → start()

Design By and For Interfaces



*A driver doesn't care of
engine's internal working.
He only knows the interface*

Design By and For Interfaces



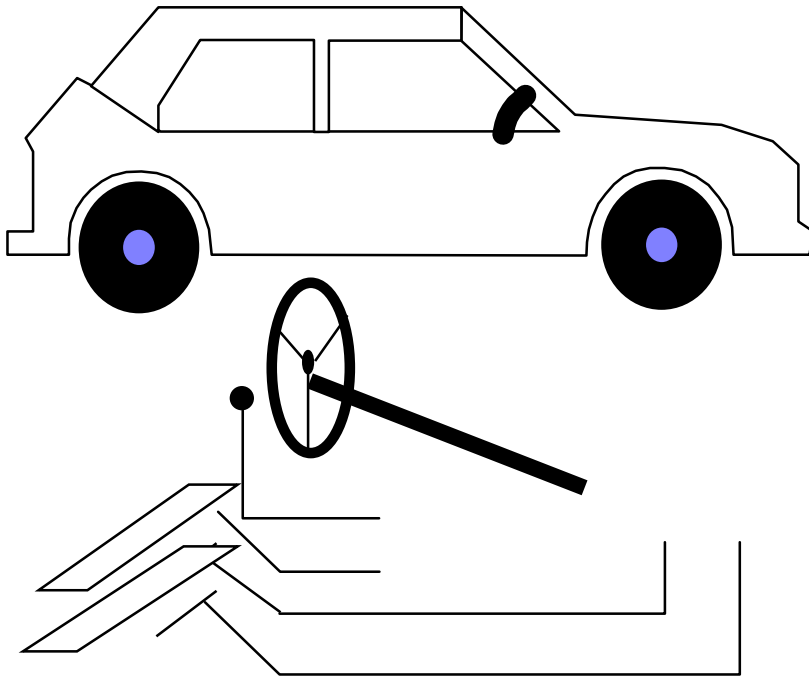
*A driver doesn't care of engine's internal working.
He only knows the interface*

Design By and For Interfaces



*A driver doesn't care of engine's internal working.
He only knows the interface*

Interface Versus Implementation



Interface
(specification)

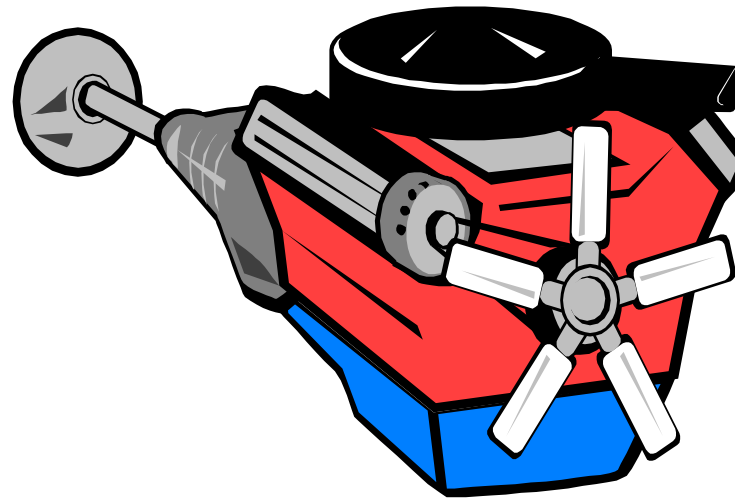
```
Struct {  
  Int field1  
  double field2  
  abc field3  
  xxx field4  
}
```



```
00101010001101001  
00101111010101010  
01001010010101010  
01001110110010101  
01010001010111111  
00001001001001000
```



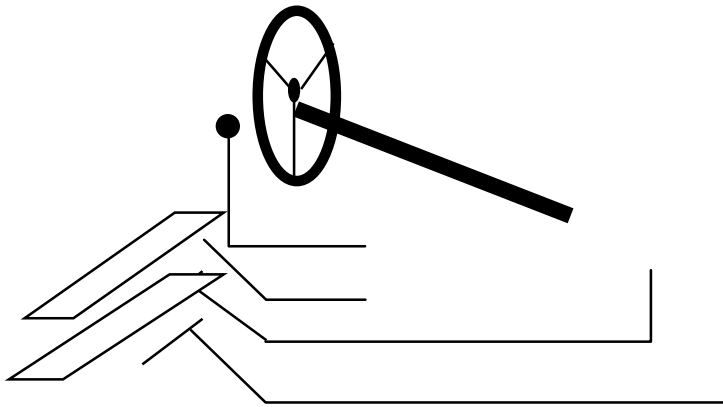
Implementation
(body)



Interface Versus Implementation

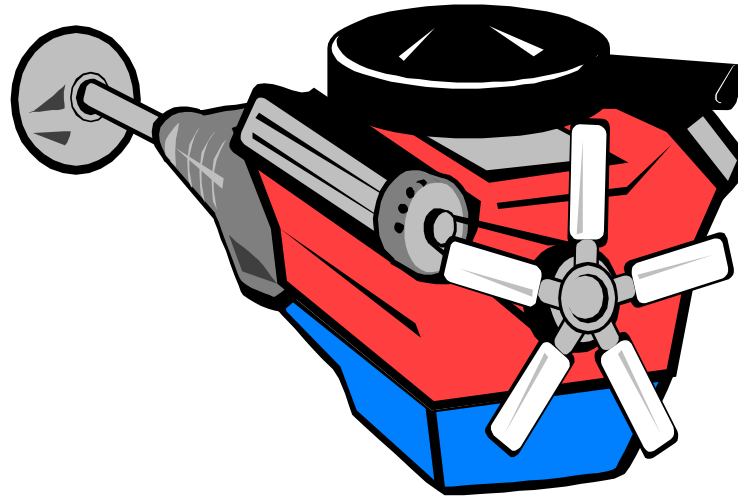
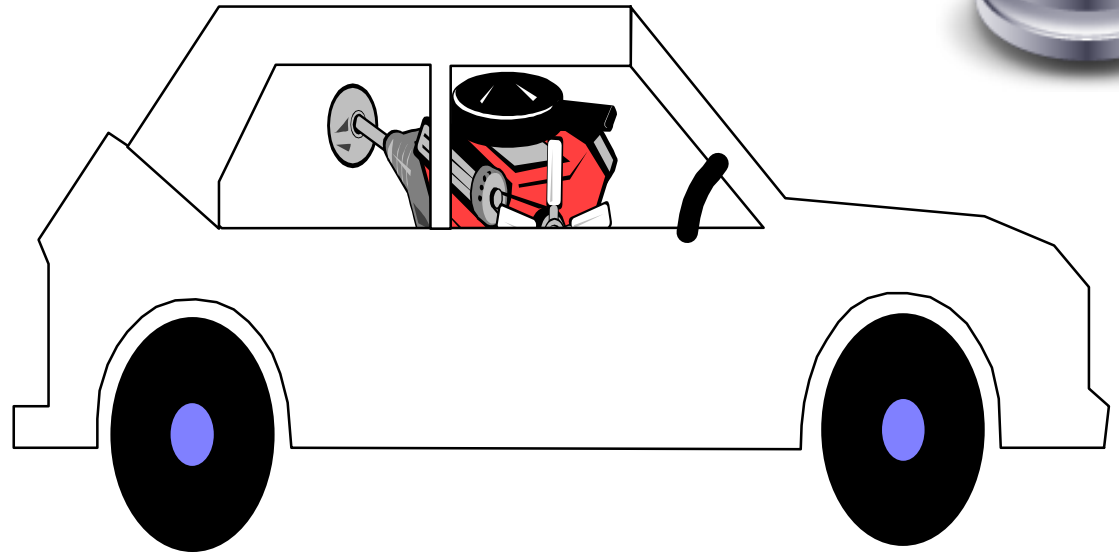


**No Implementation details
In the Interface**



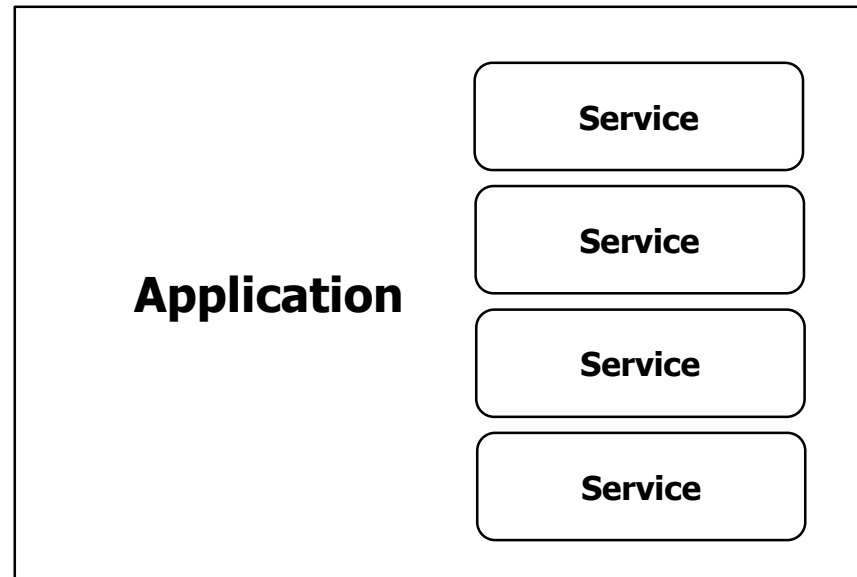
Interface
(specification)

```
Struct {  
  Int field1  
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  abc field3  
  xxx field4  
}
```



Implementation
(body)

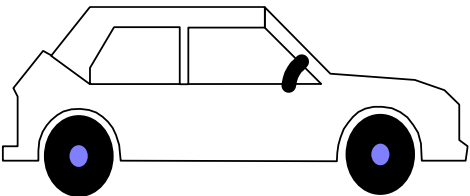
Software Application Architecture



Spaghetti Plate

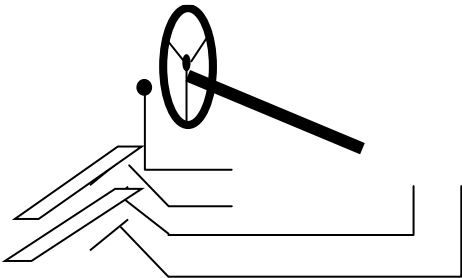


Software Application Architecture



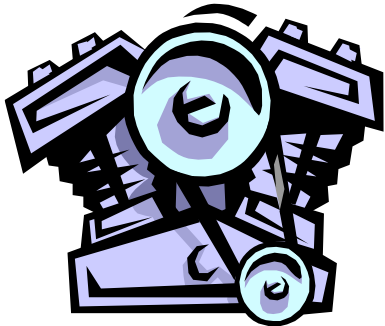
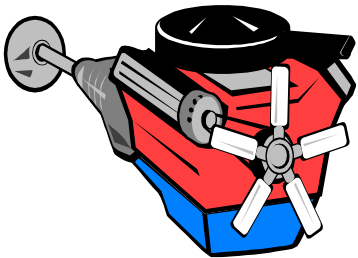
Interface

```
Struct {  
  Int field1  
  double field2  
  abc field3  
  xxx field4  
}
```

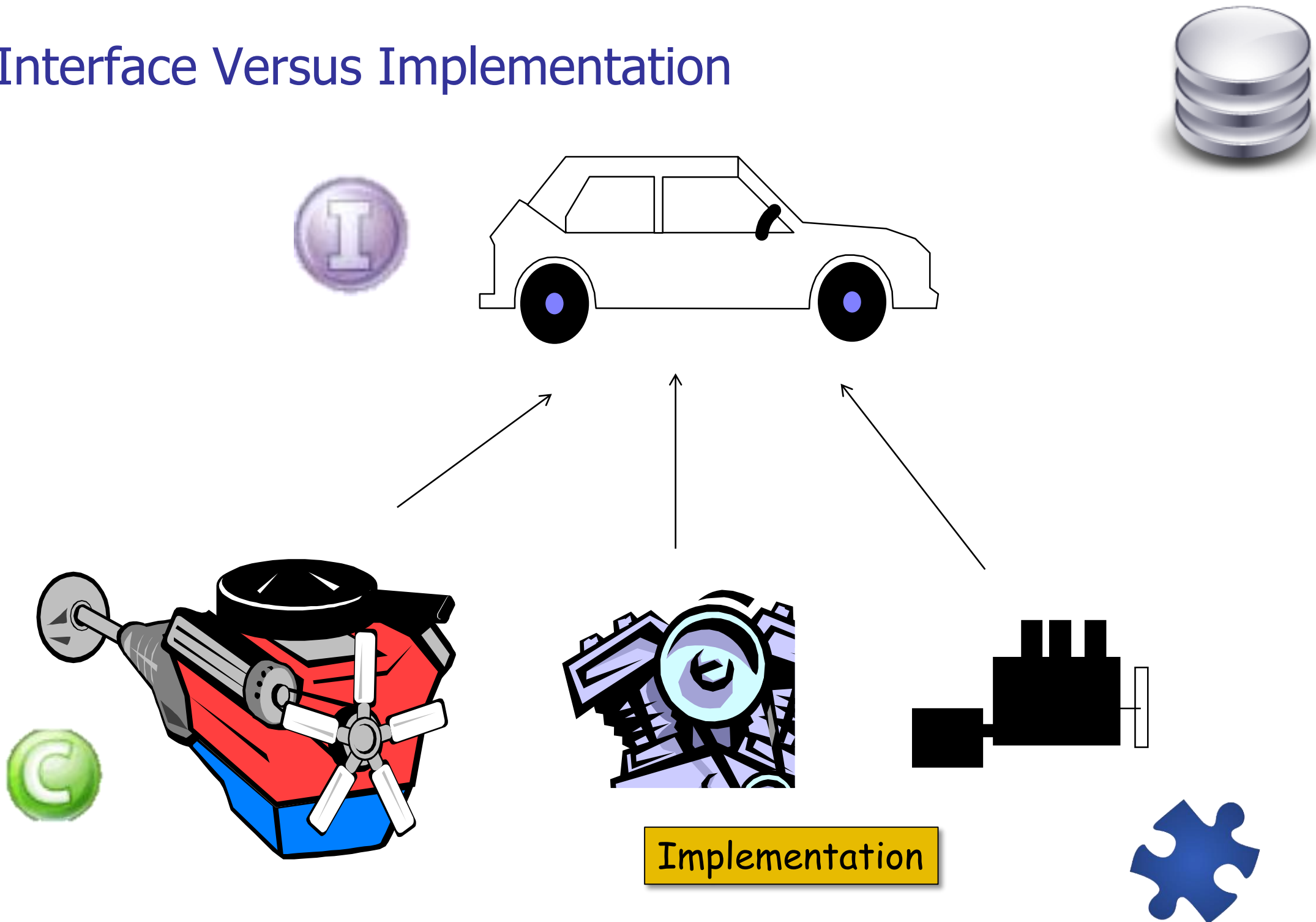


Implementation

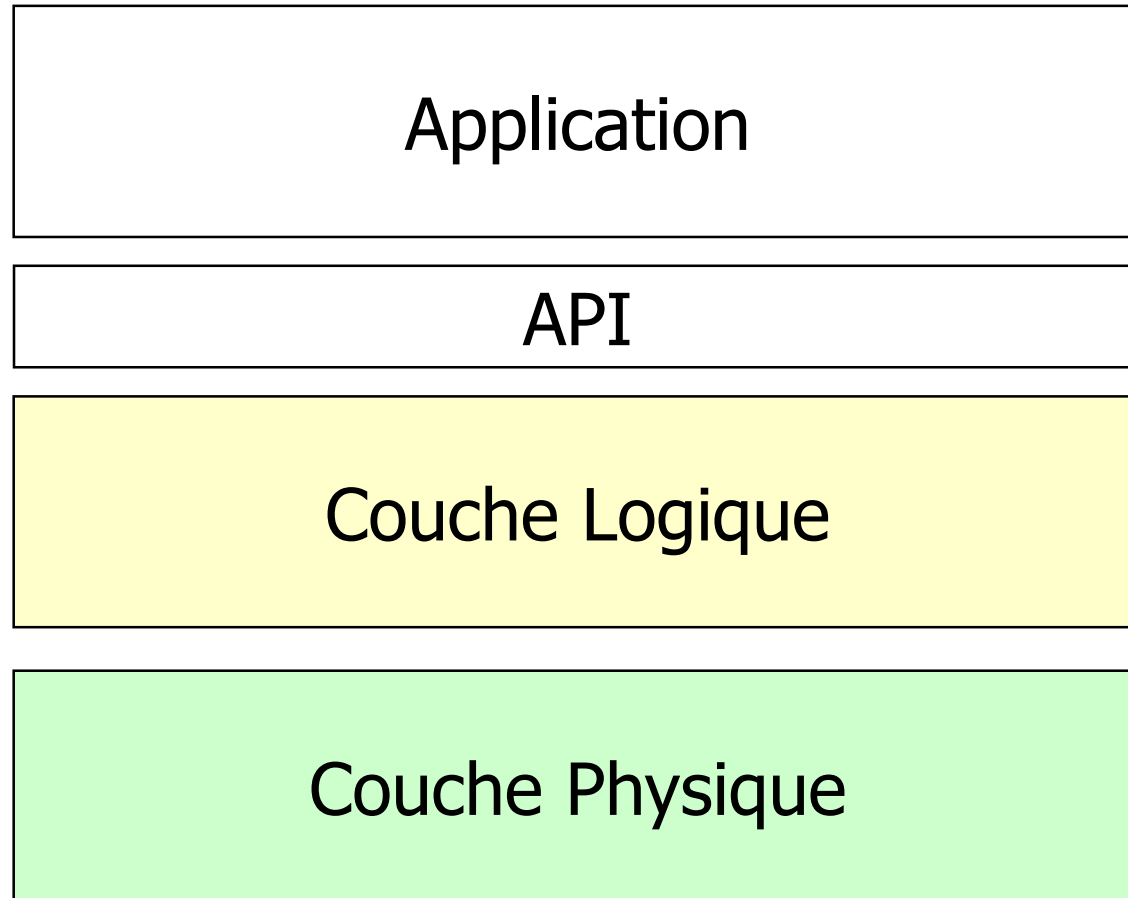
```
00101010001101001  
00101111010101010  
01001010010101010  
01001110110010101  
01010001010111111  
00001001001001000
```



Interface Versus Implementation

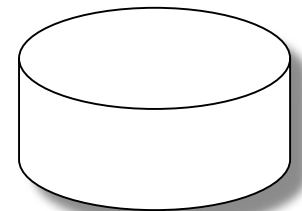


Abstraction en couches (vues)



SQL

Marque	Modèle	Couleur	Série	Compteur	millésime	Vendeurs
Renault	18	Bleue	RL	123450	2002	Blanc
Renault	Kangoo	Vert	RL	56000	1999	Boucher
Renault	Kangoo	Noir	RL	12000	1987	Fayard
Peugeot	106	Grise	KID	75600	2006	Gentil
Peugeot	309	Jaune	chorus	189500	2007	Germain
Ford	Escort	Blanche	Match	225000	2002	Girard
Fiat	Punto	Noir	GTI	12125	1995	Grosjean
Audi	A4	Blanche	Quattro	21350	1998	Legoff
Peugeot	407	Grise	club	75600	2006	Renard



API : Application Programming Interface



Traduction en cours

Abstraction en couches (vues)



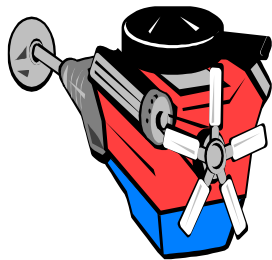
**No Implementation
details
In the Interface**

Application

API

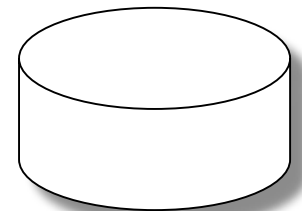
Couche Logique

Couche Physique



SQL

Marque	Modèle	Couleur	Série	Compteur	millésime	Vendeurs
Renault	18	Bleue	RL	123450	2002	Blanc
Renault	Kangoo	Vert	RL	56000	1999	Boucher
Renault	Kangoo	Noir	RL	12000	1987	Fayard
Peugeot	106	Grise	KID	75600	2006	Gentil
Peugeot	309	Jaune	chorus	189500	2007	Germain
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Audi	A4	Blanche	Quattro	21350	1998	Legoff
Peugeot	407	Grise	club	75600	2006	Renard

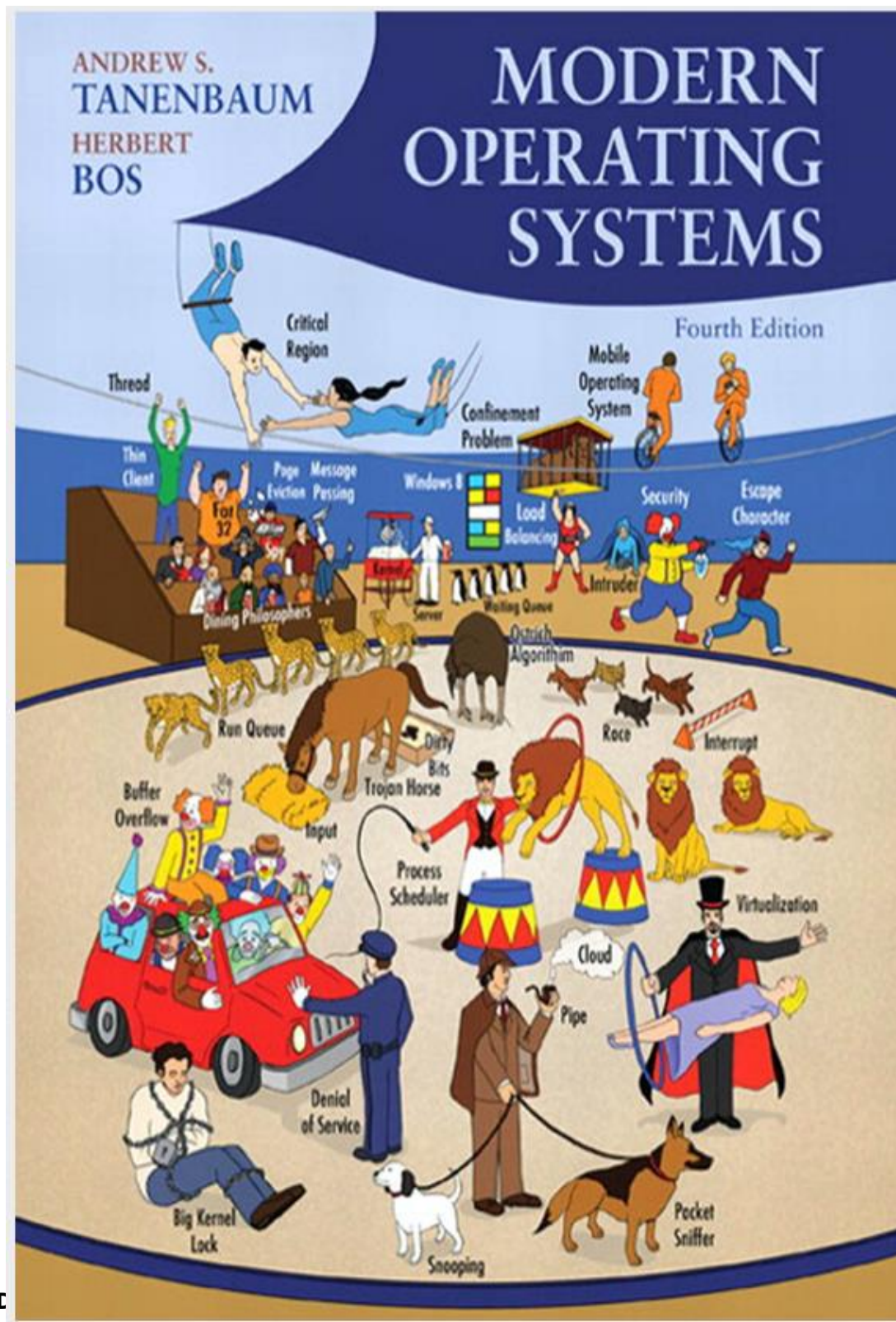


API : Application Programming Interface



Traduction en cours

A.S.T



Abstraction en couches (vues)

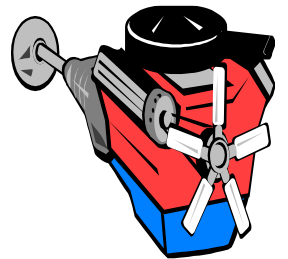
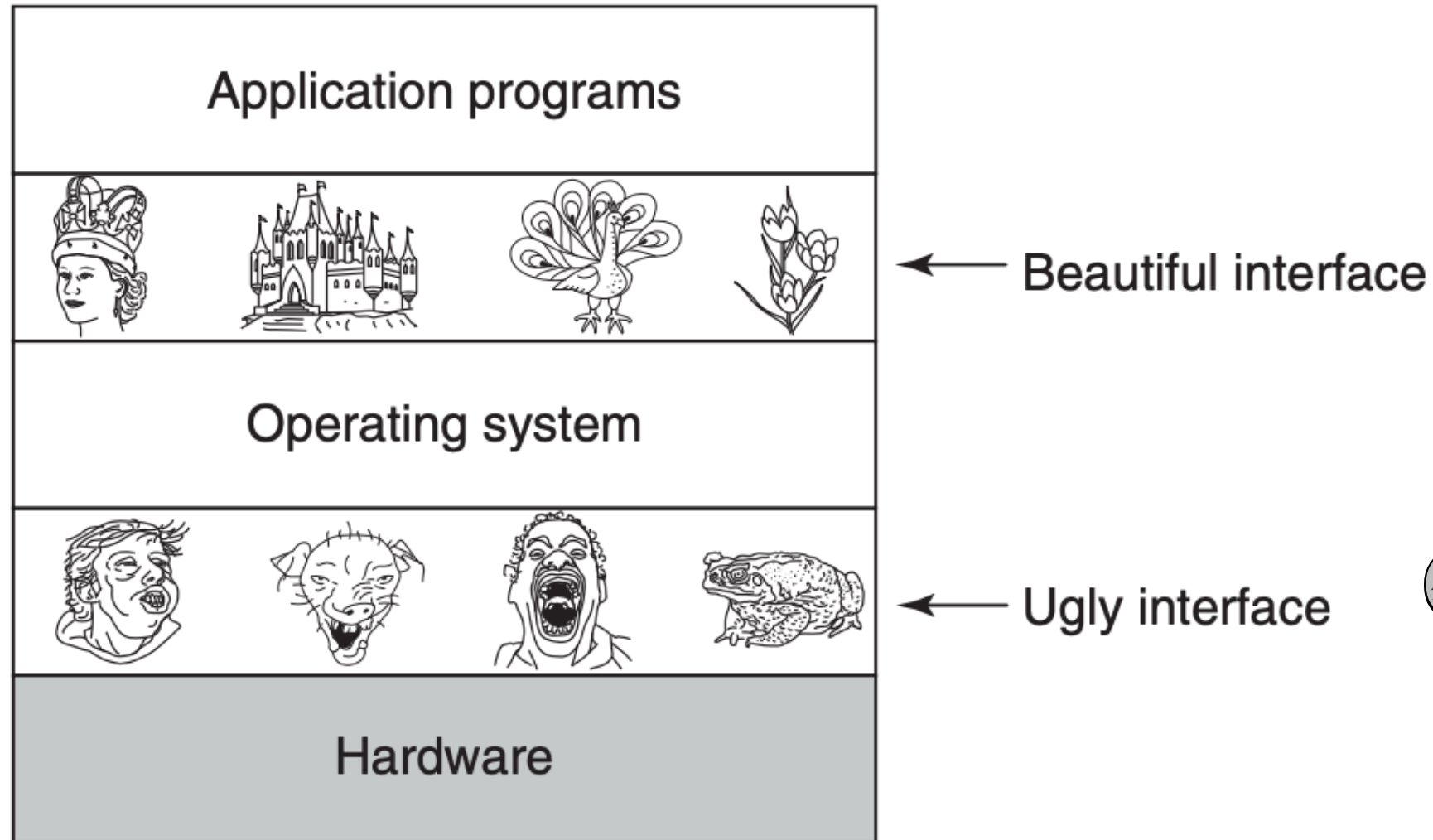
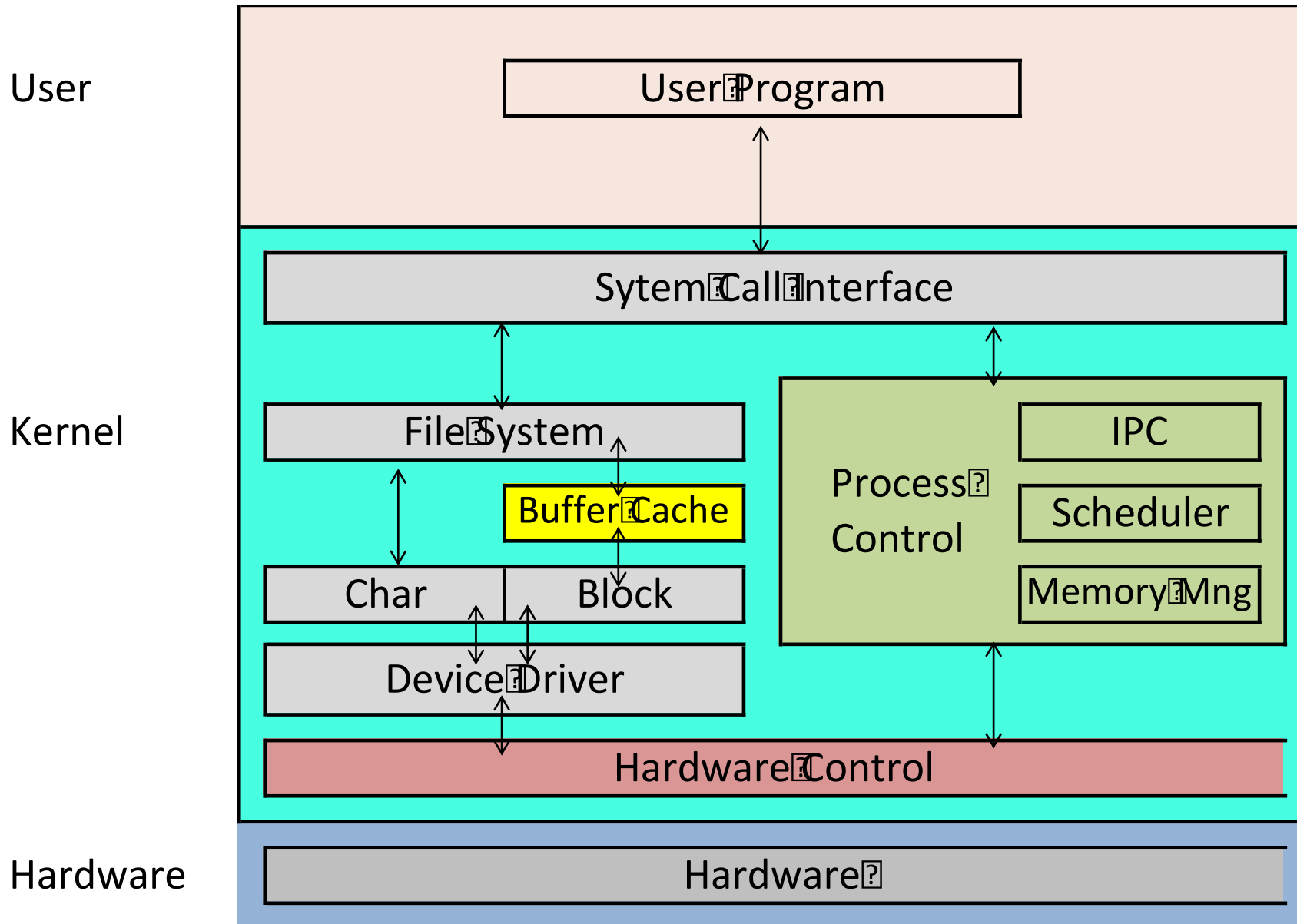


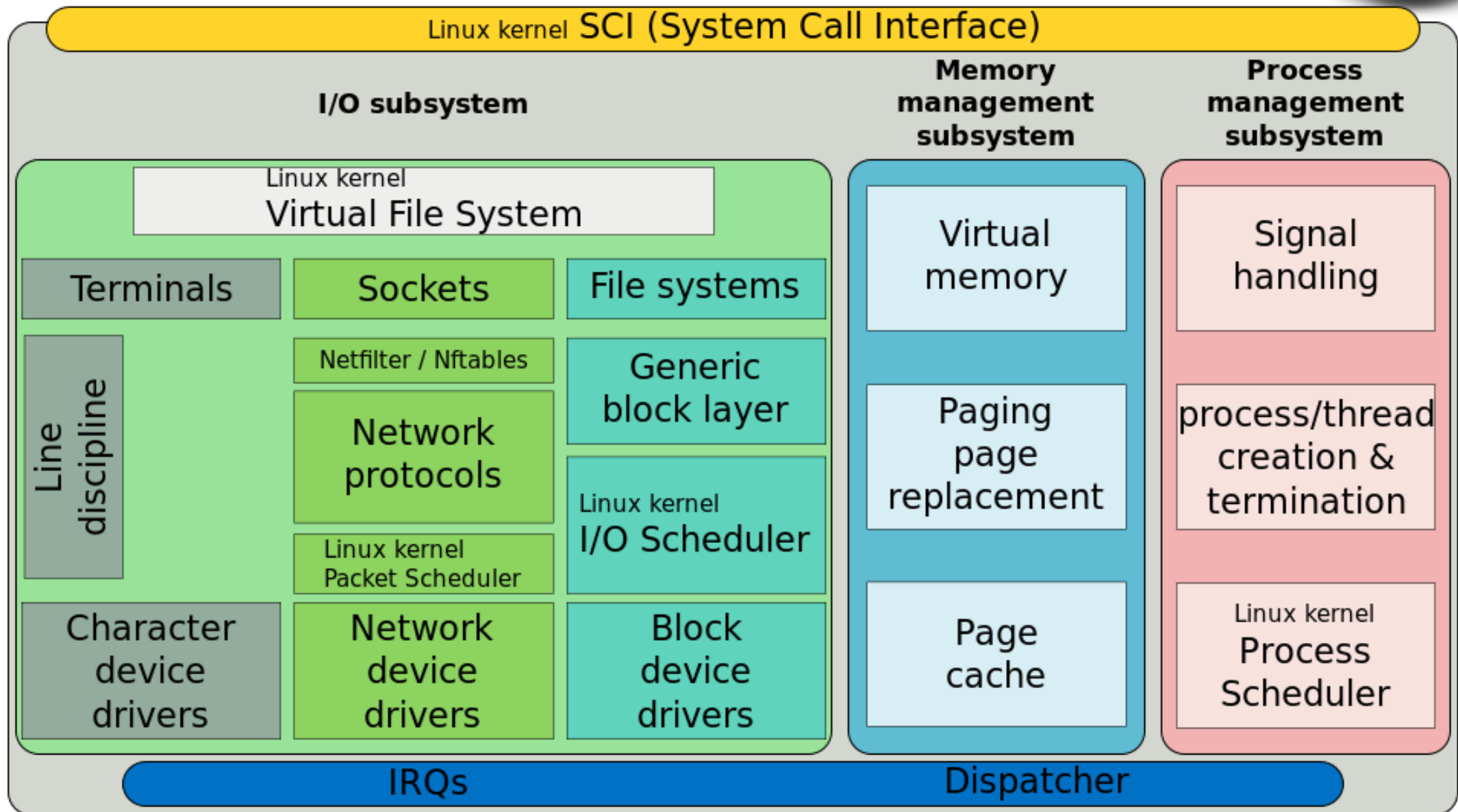
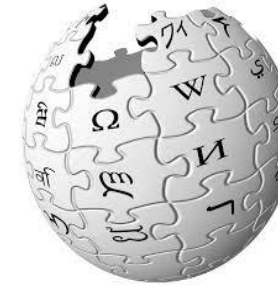
Figure 1-2. Operating systems turn ugly hardware into beautiful abstractions.



Operating System



Linux



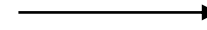
Encapsulation

Tables

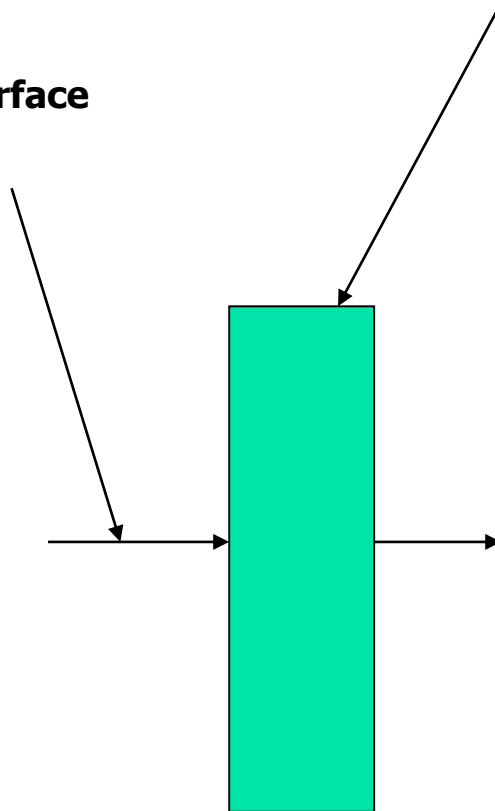
Marque	Modèle	Couleur	Série	Compteur	millésime	Vendeurs
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Renault	Kangoo	Vert	RL	56000	1999	Boucher
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Audi	A4	Blanche	Quattro	21350	1998	Legoff
Peugeot	407	Grise	club	75600	2006	Renard



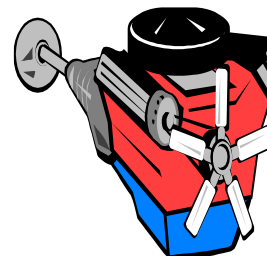
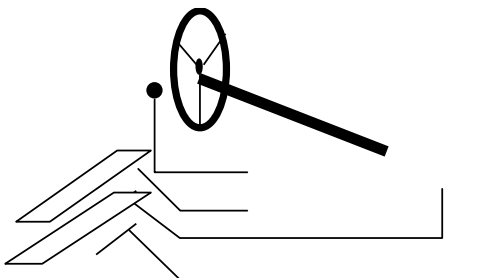
Modèle = vue simplifiée



interface



Fichiers



Traduction en cours

Encapsulation

Tables

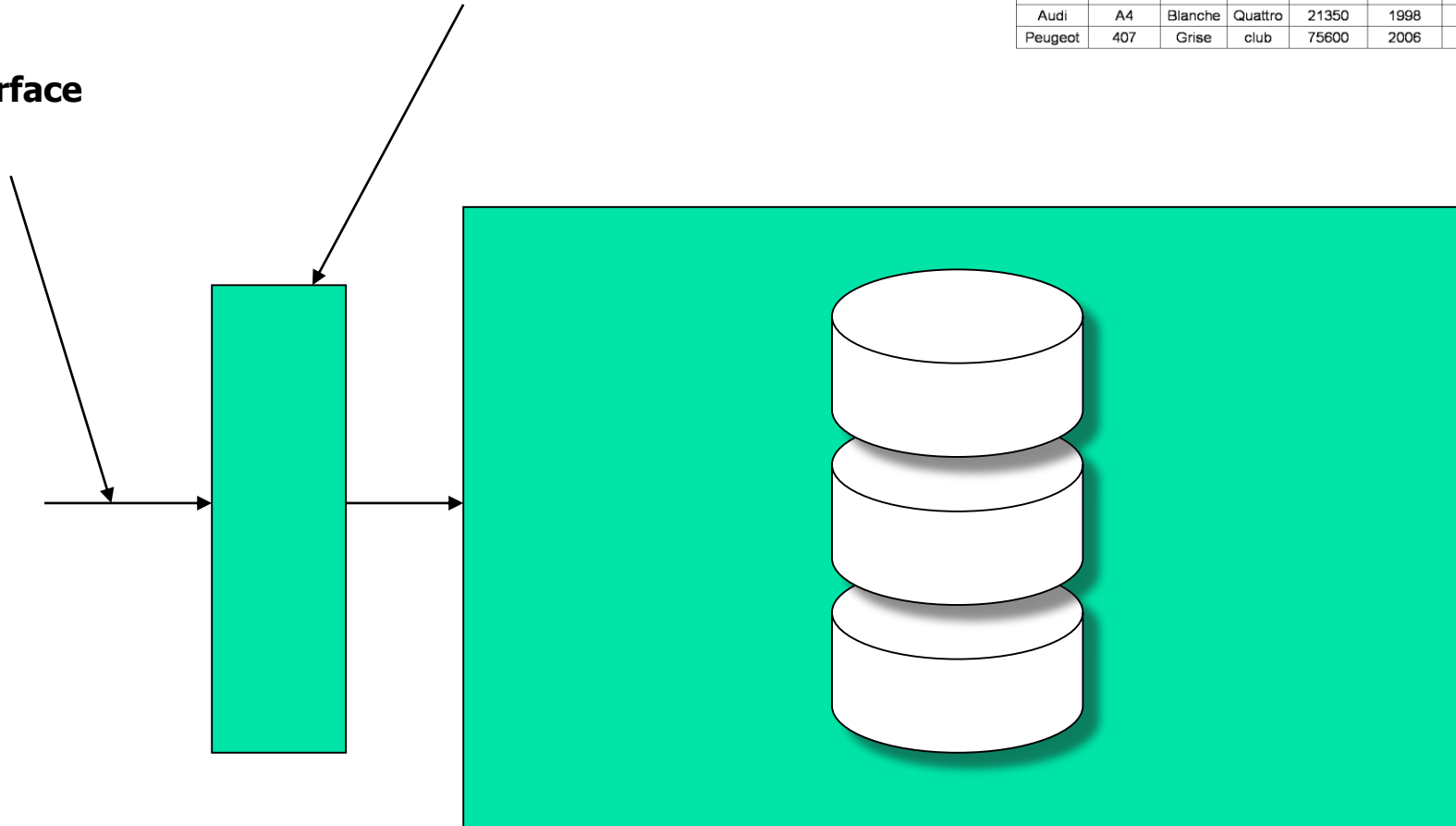
Marque	Modèle	Couleur	Série	Compteur	millésime	Vendeurs
Renault	18	Bleue	RL	123450	2002	Blanc
Renault	Kangoo	Vert	RL	56000	1999	Boucher
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Peugeot	407	Grise	club	75600	2006	Renard



Modèle = vue simplifiée



interface

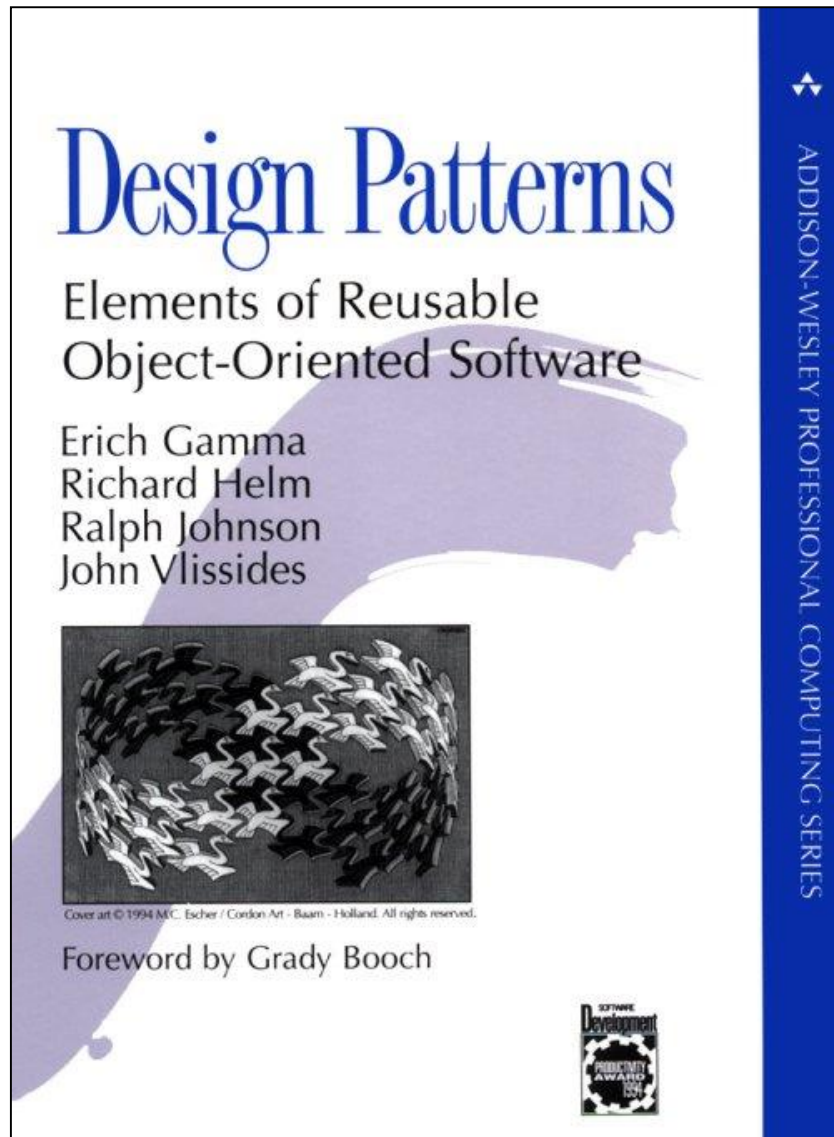


Fichiers



Traduction en cours

The design pattern seminal book (1994)



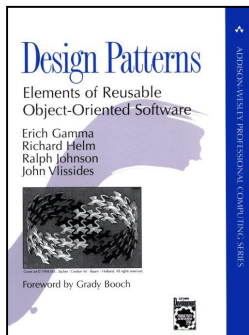
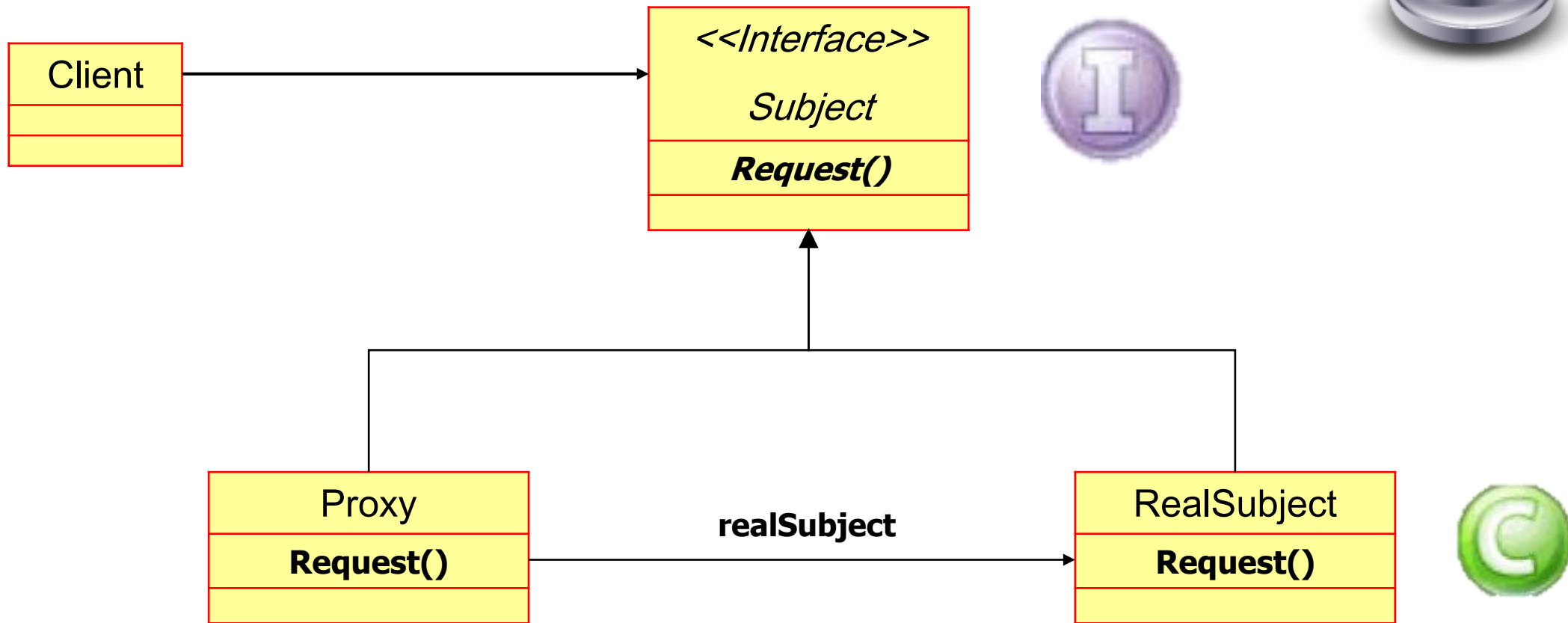
Ralph, Erich, Richard, and John at OOPSLA 1994

The Gang of Four

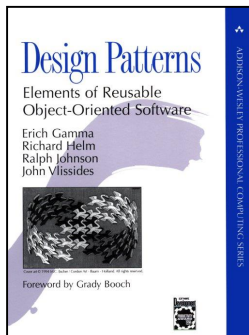
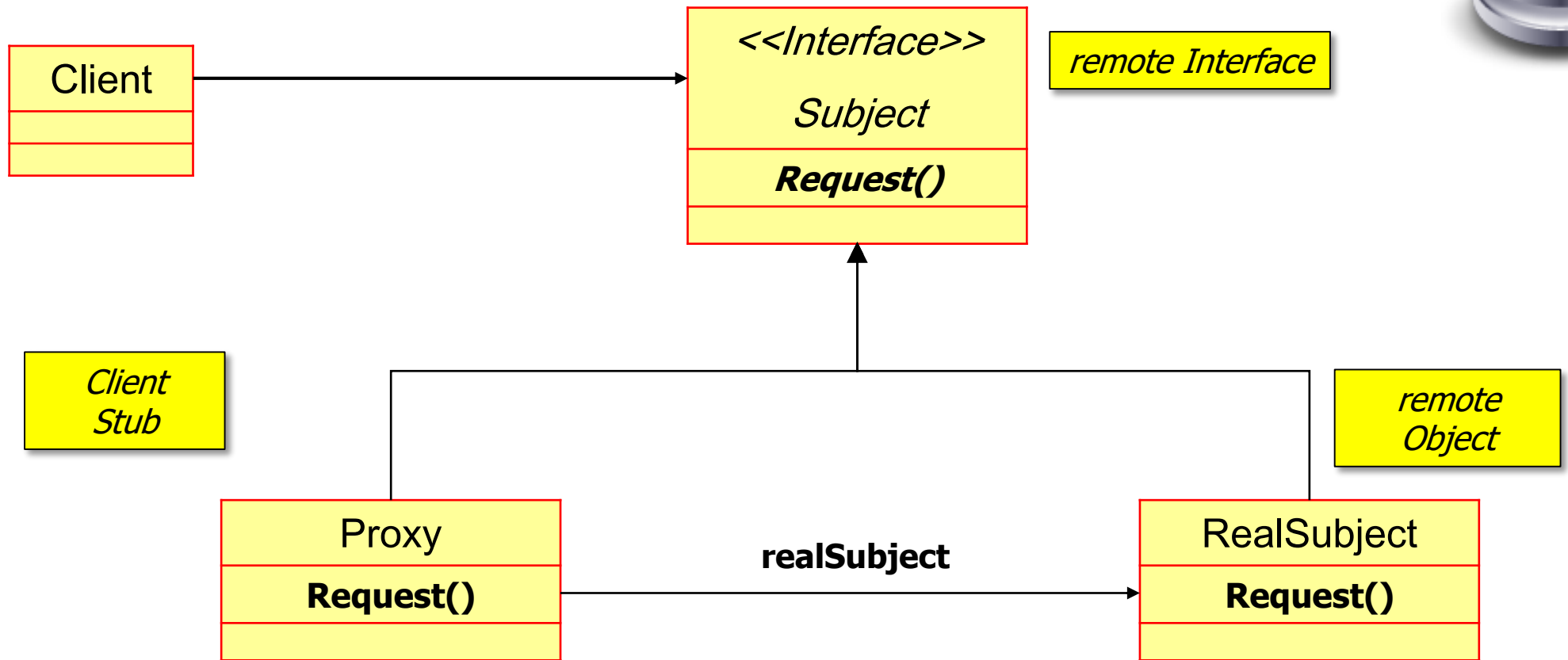
GOF



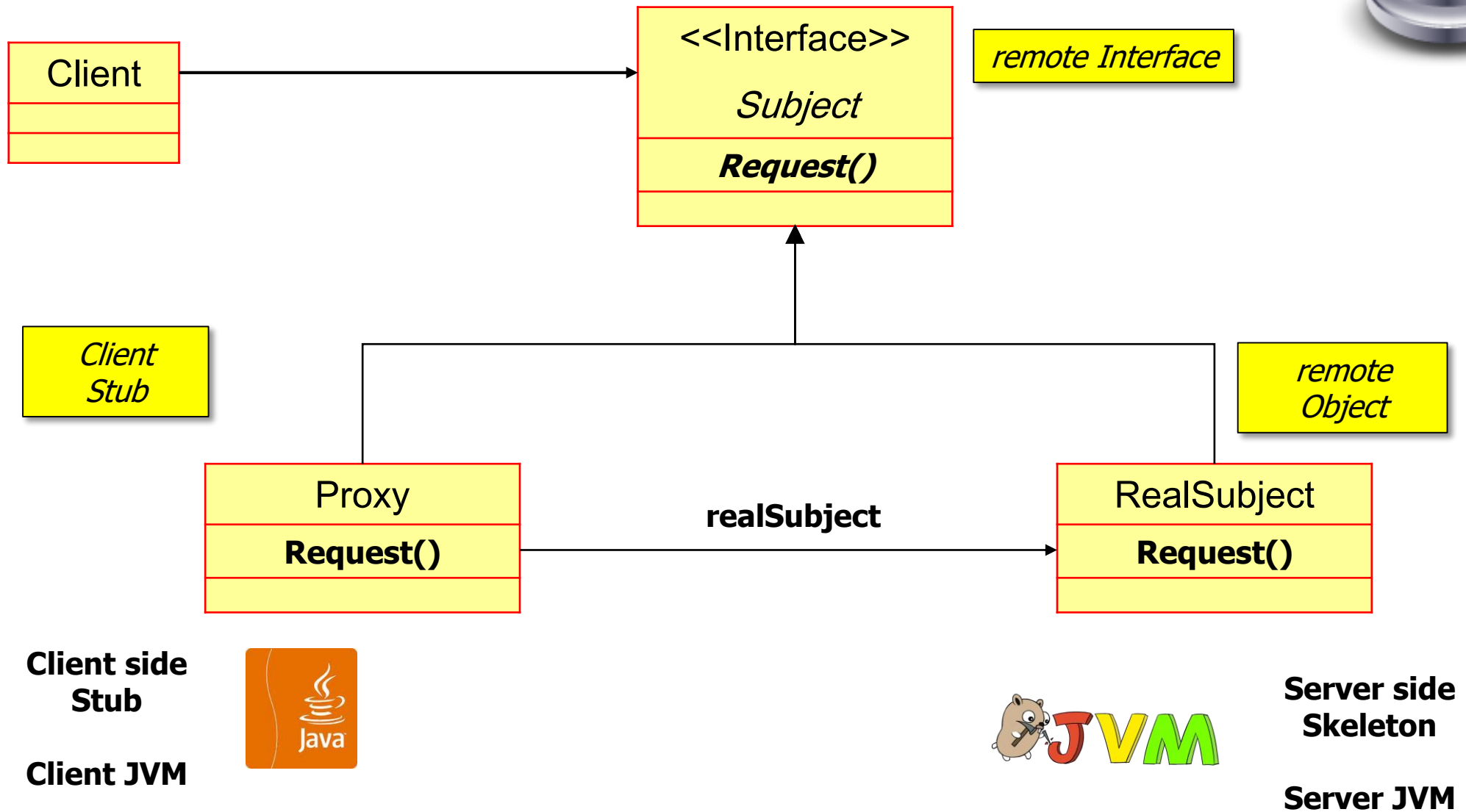
Proxy (UML)



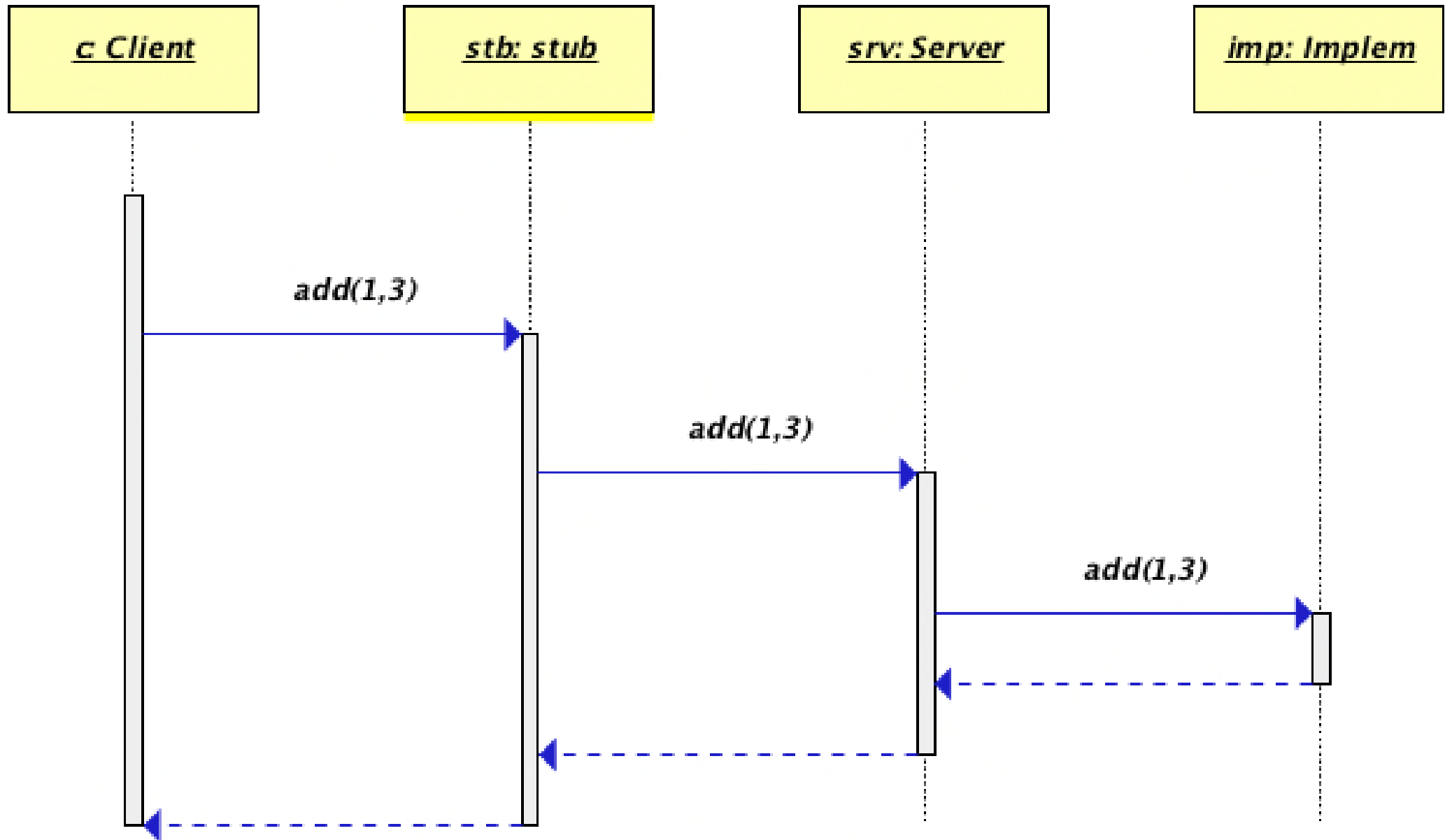
Proxy (UML)



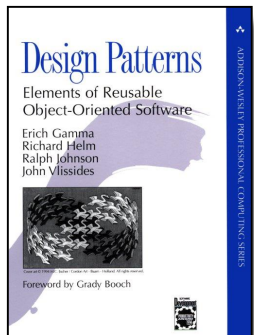
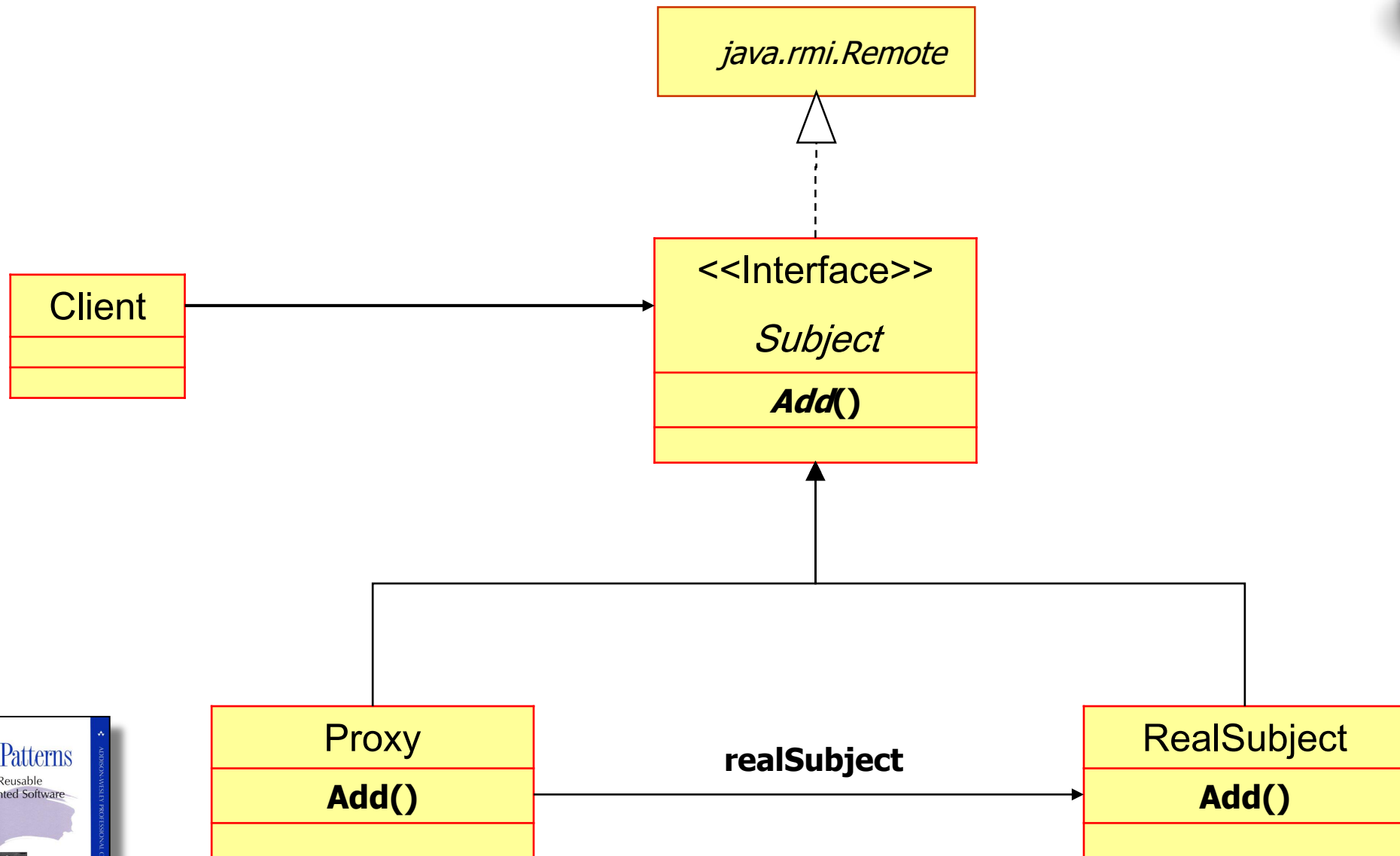
Proxy (UML)



Proxy (UML) : Add server



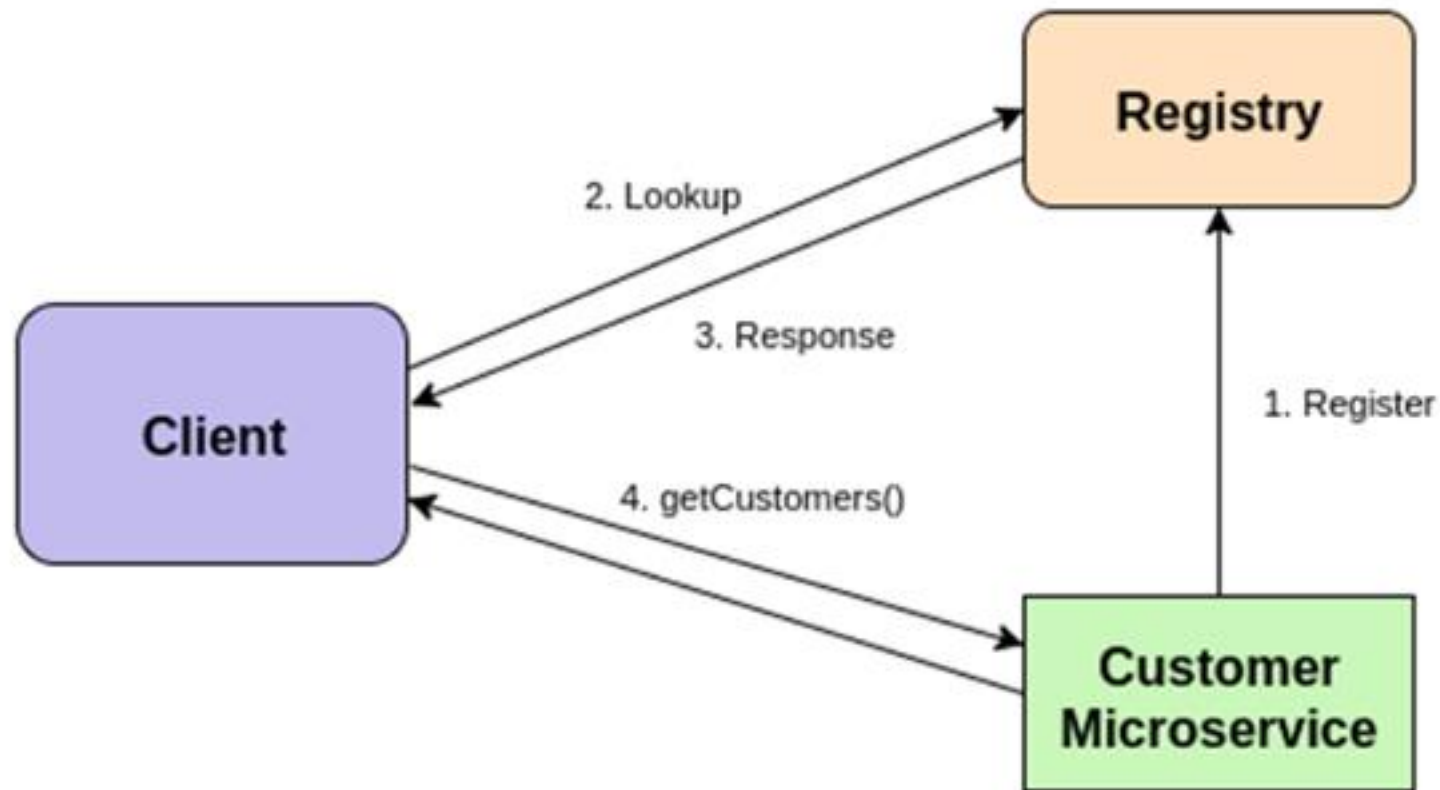
Proxy (UML) : Add server



Services Interface Registry



Microservices



GOF

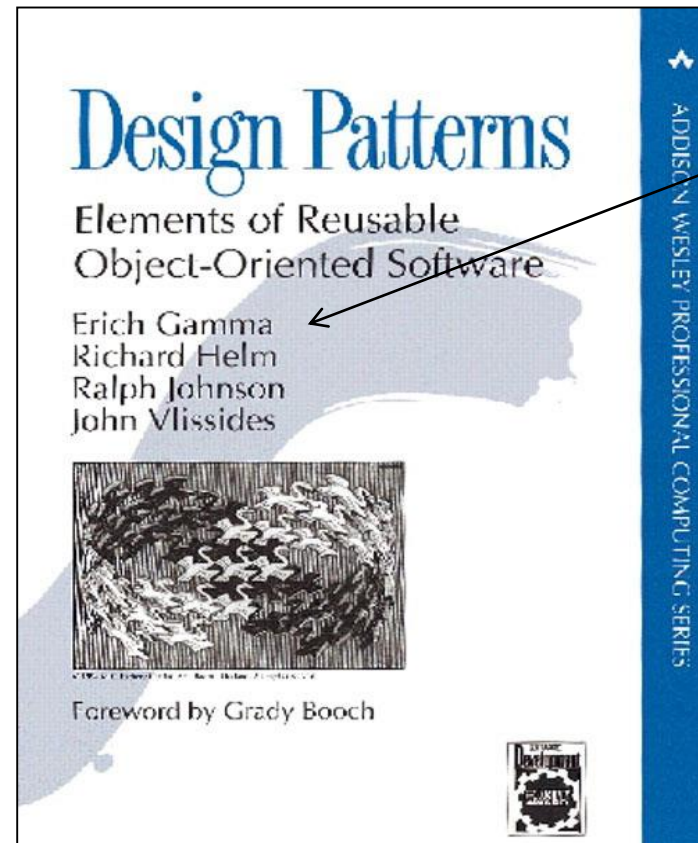


“program to an interface, not an implementation”

http://en.wikipedia.org/wiki/Design_Patterns



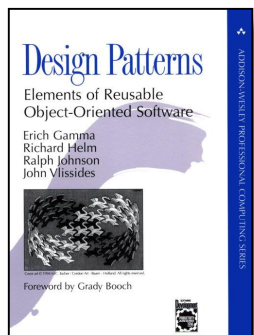
Model



GOF rules



- "Program to an 'interface', not an 'implementation'."
- Composition over inheritance:
 - "Favor 'object composition' over 'class inheritance'."
- Advantages of interfaces over implementation:
 - Clients remain unaware of the specific types of objects they use, as long as the object adheres to the interface
 - Clients remain unaware of the classes that implement these objects;



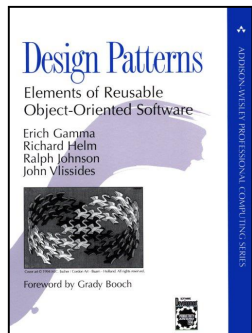
Dynamic binding and polymorphism,



- Use of an interface leads to dynamic binding and polymorphism, which are central features of object-oriented programming

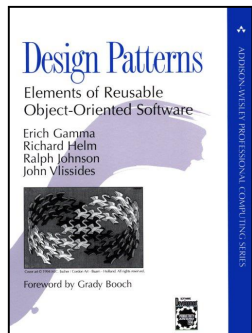
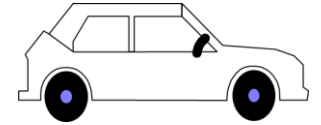


- Object Interaction Model

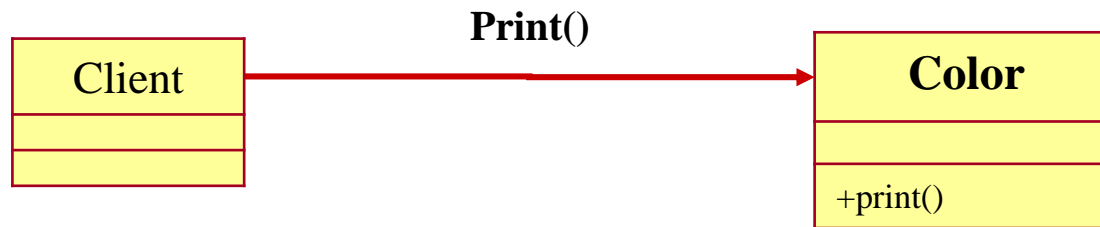
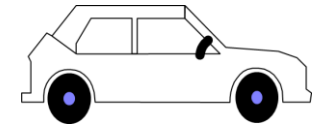


The object solution

■ Polymorphism



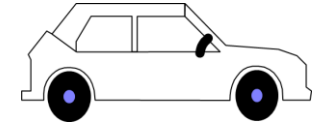
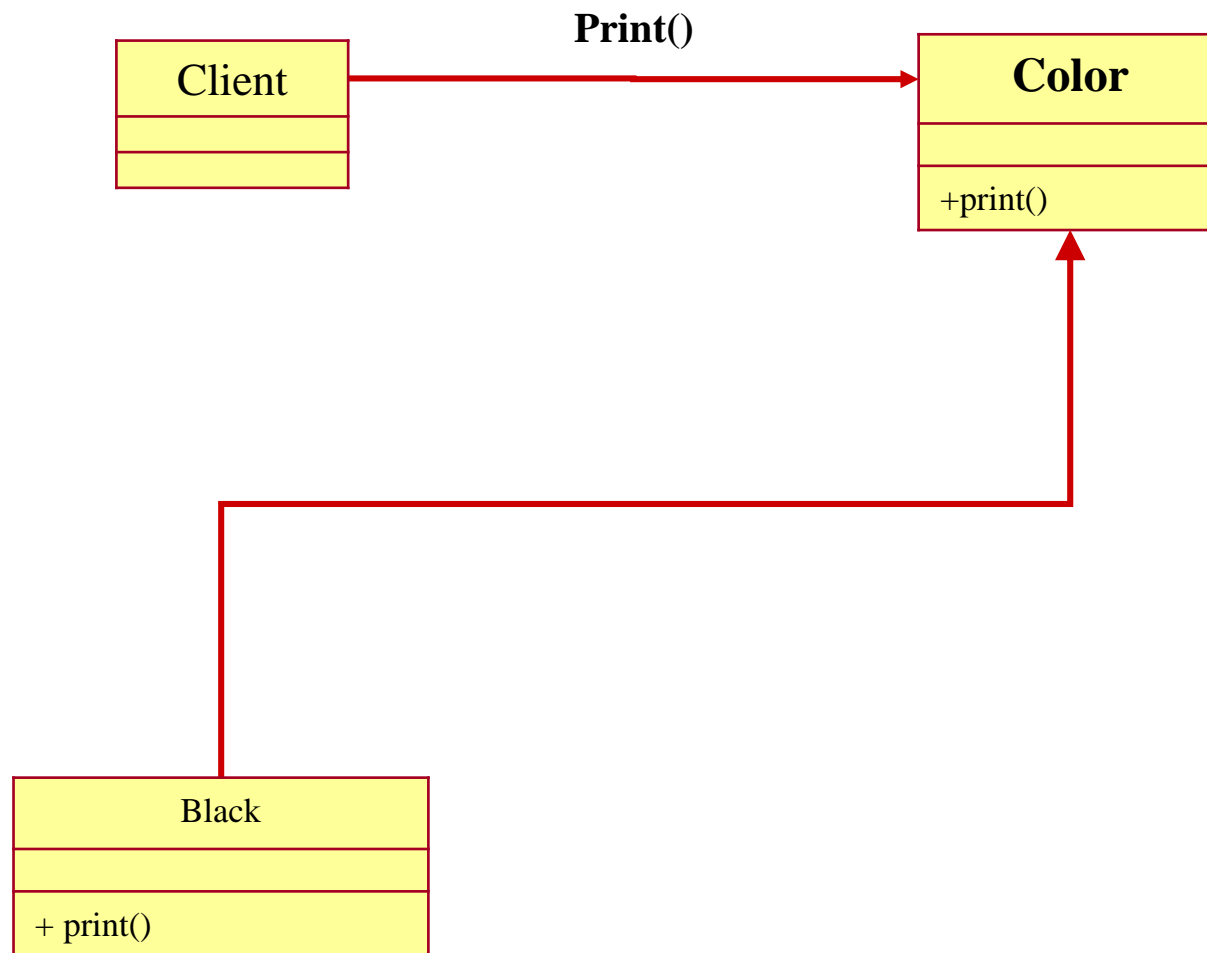
Polymorphism



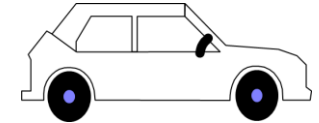
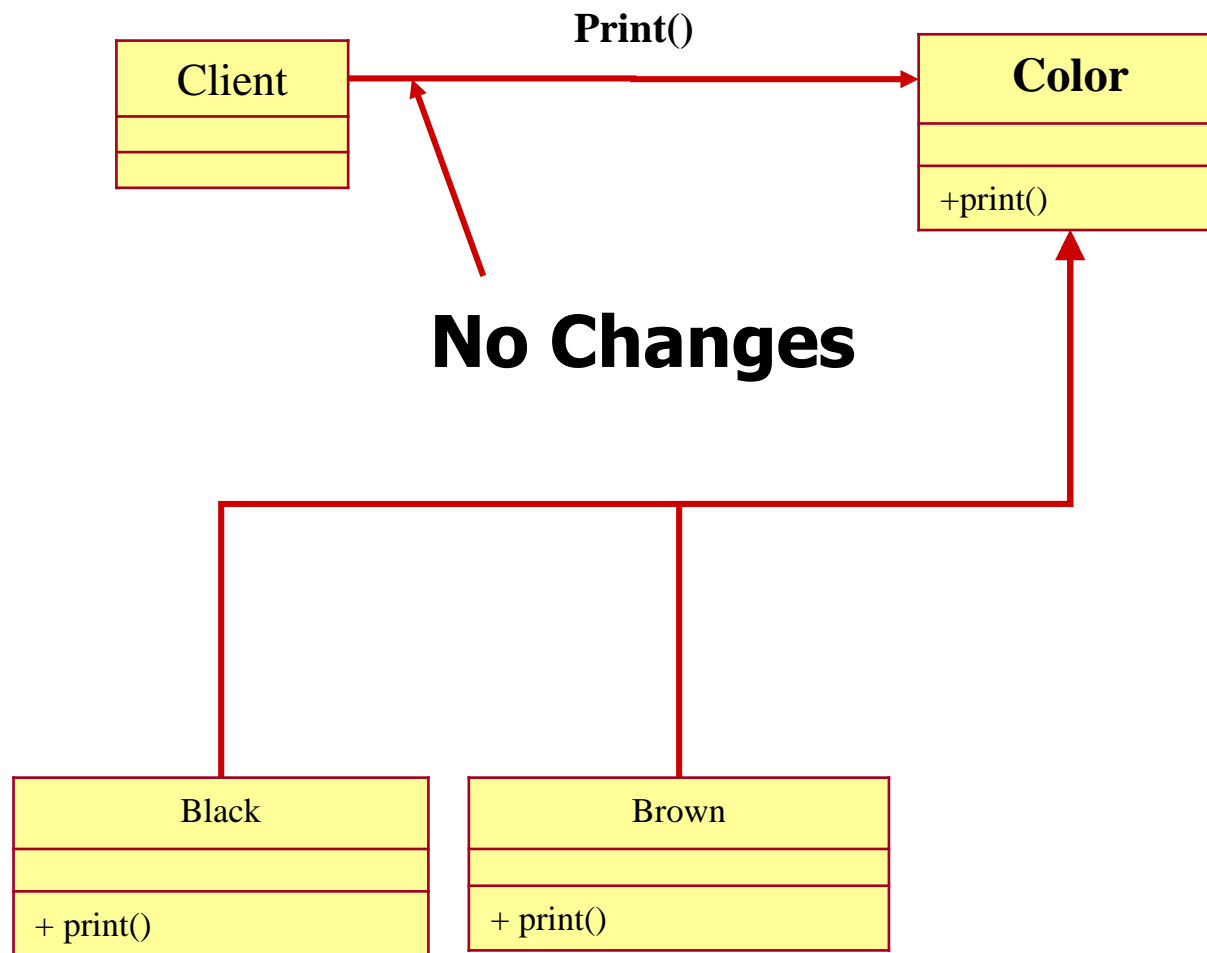
Client Object sends a message to Server Object

Message = Method

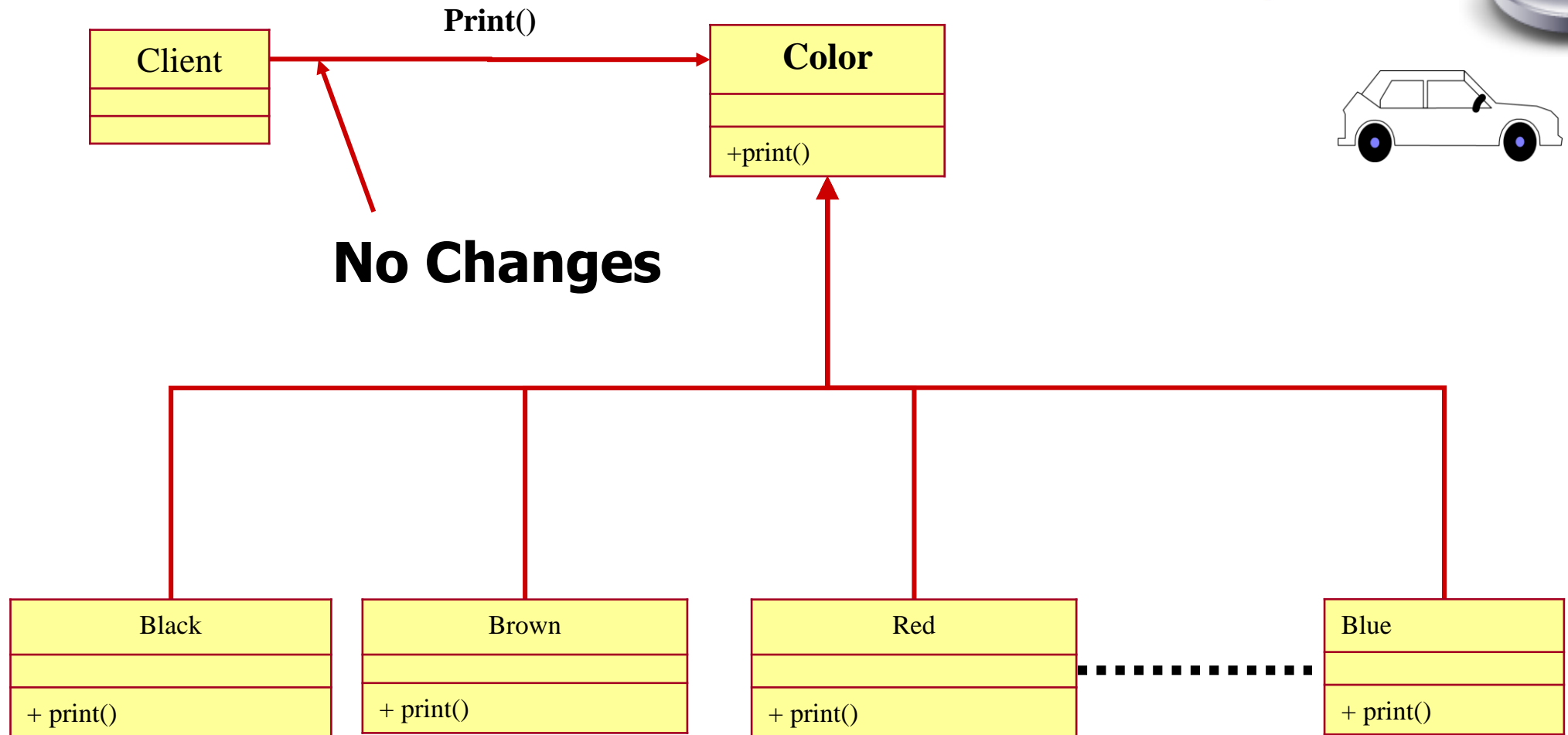
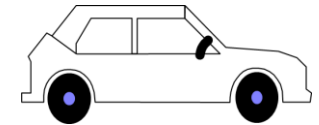
Polymorphism



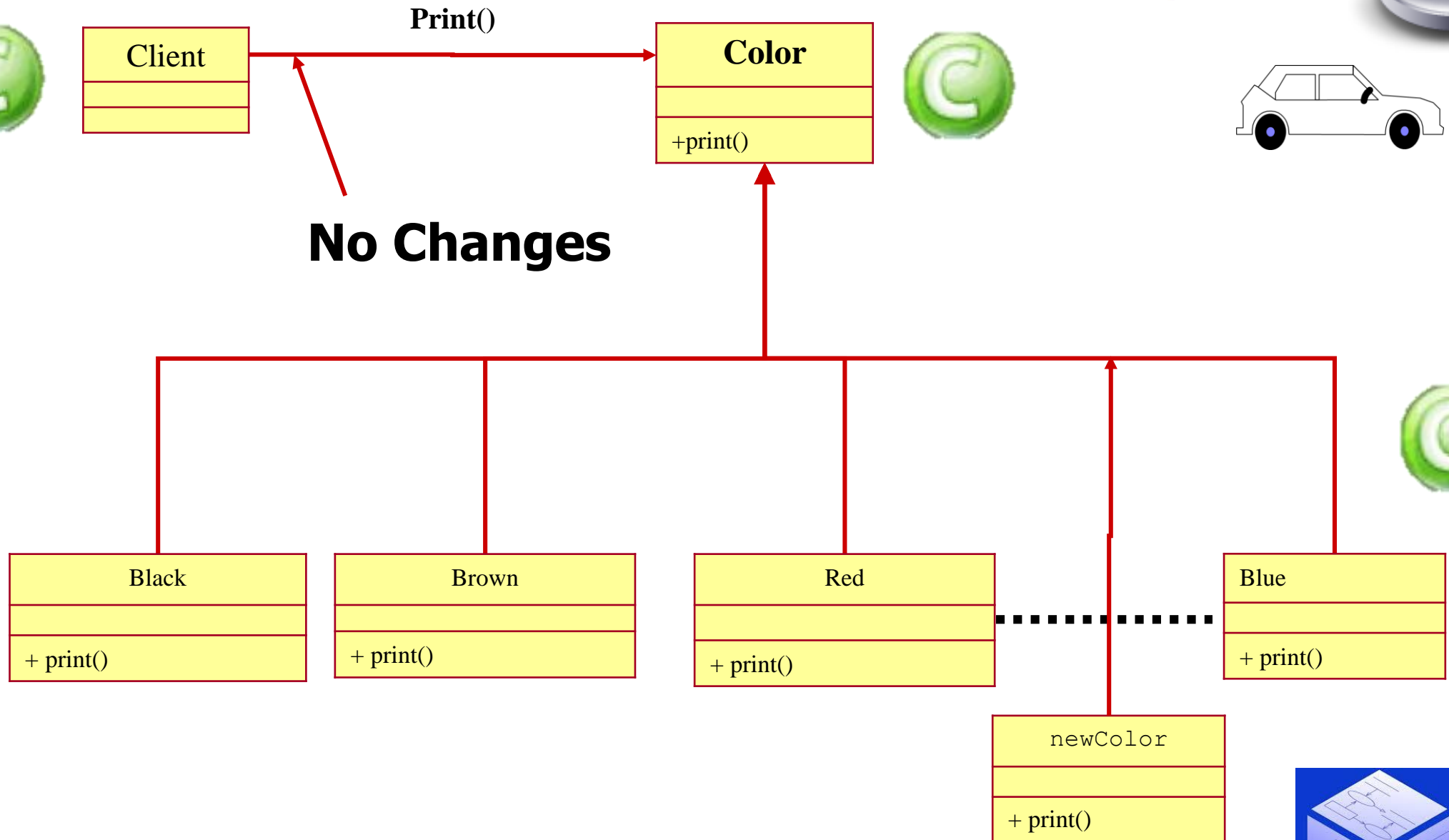
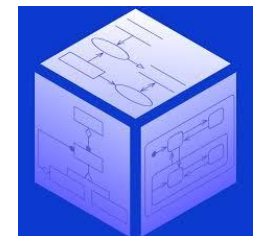
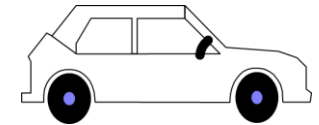
Polymorphism



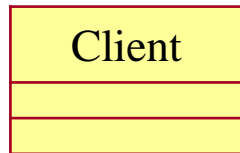
Polymorphism



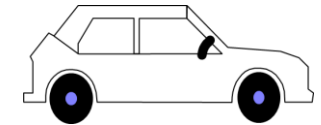
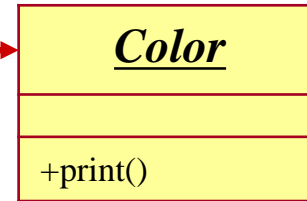
Polymorphism



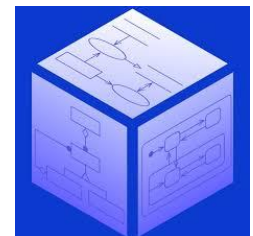
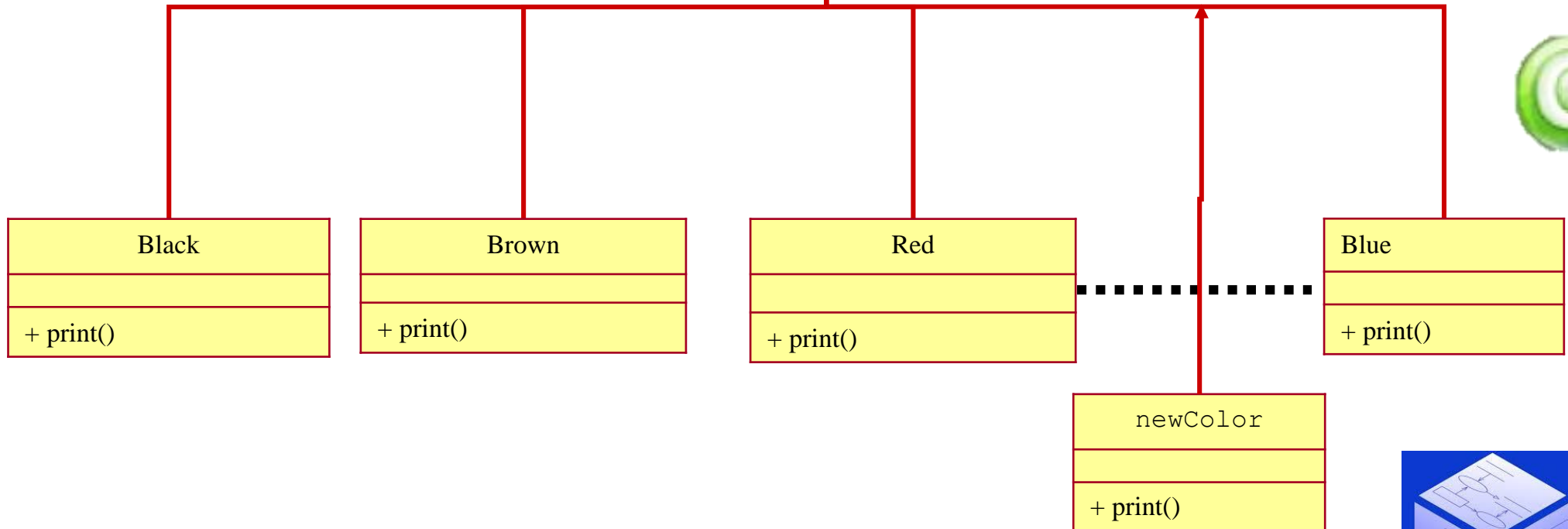
Polymorphism



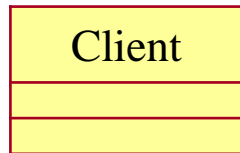
Print()



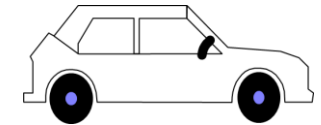
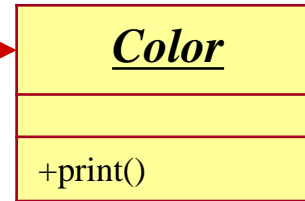
No Changes



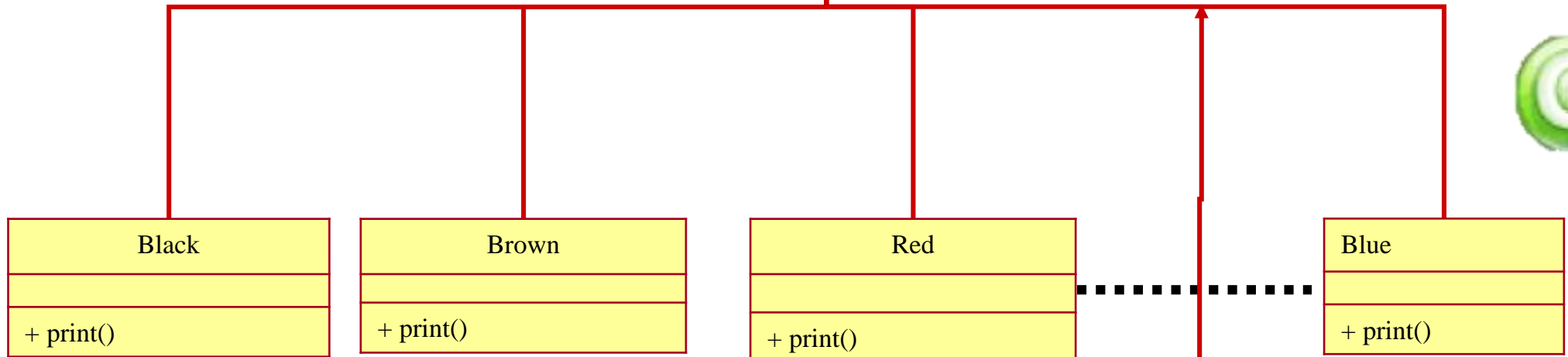
Polymorphism



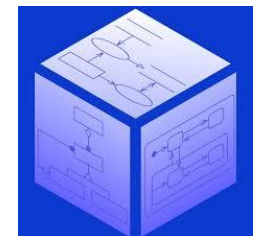
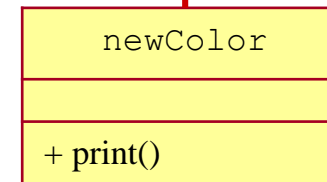
Print()



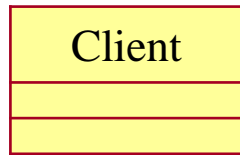
No Changes



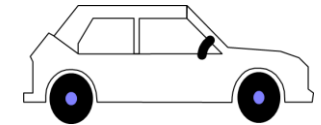
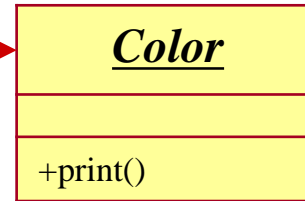
Use of an interface leads to polymorphism



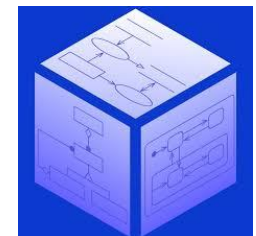
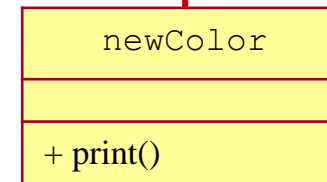
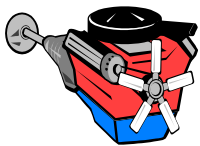
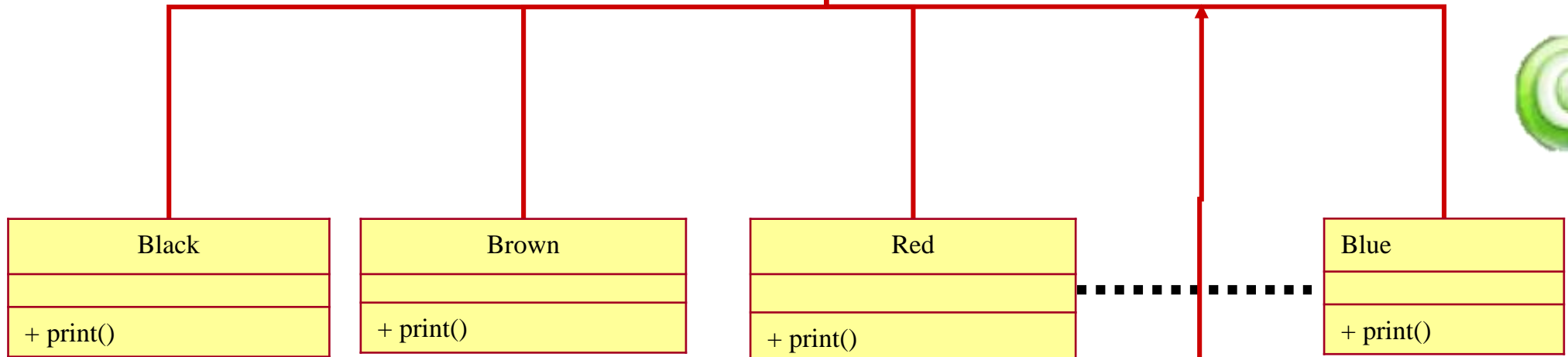
Polymorphism



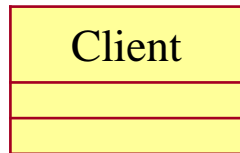
Print()



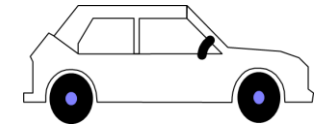
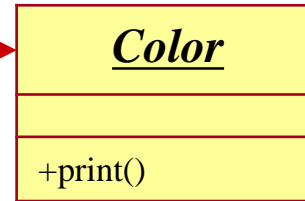
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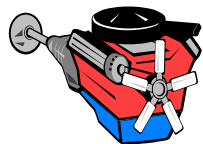
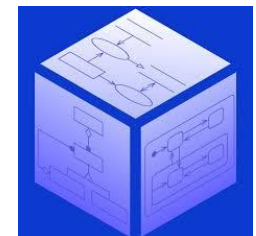
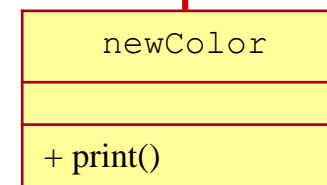
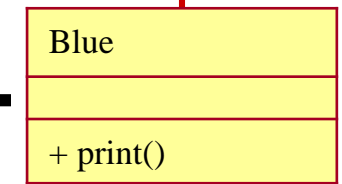
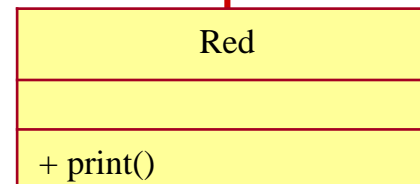
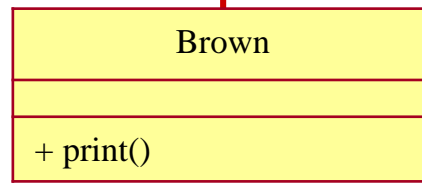
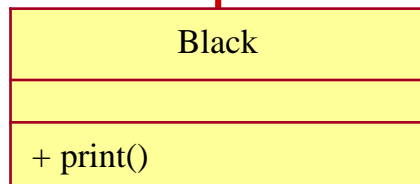
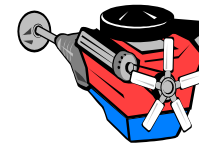
Polymorphism



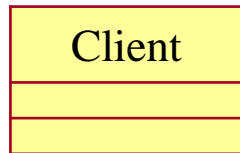
Print()



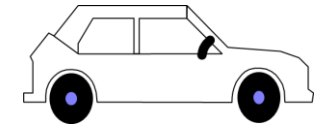
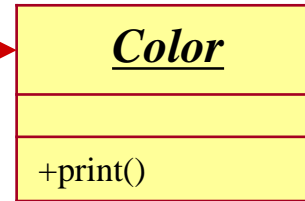
No Changes



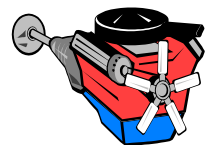
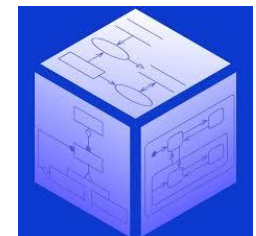
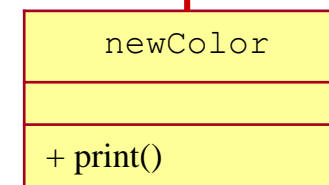
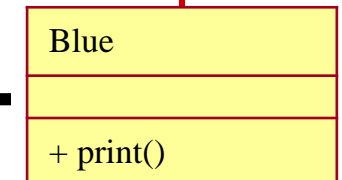
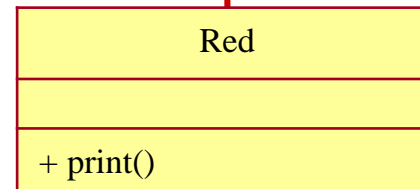
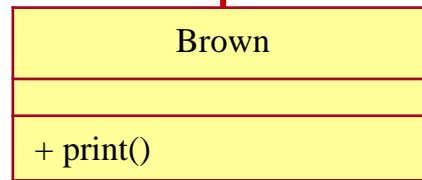
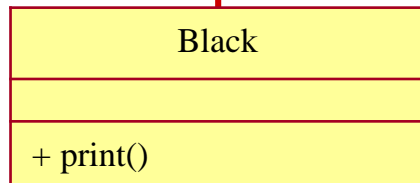
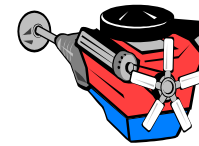
Polymorphism



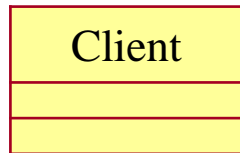
Print()



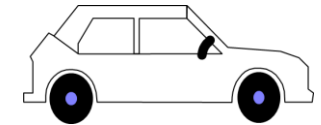
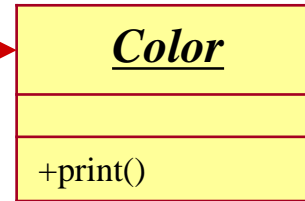
Changes



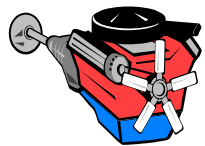
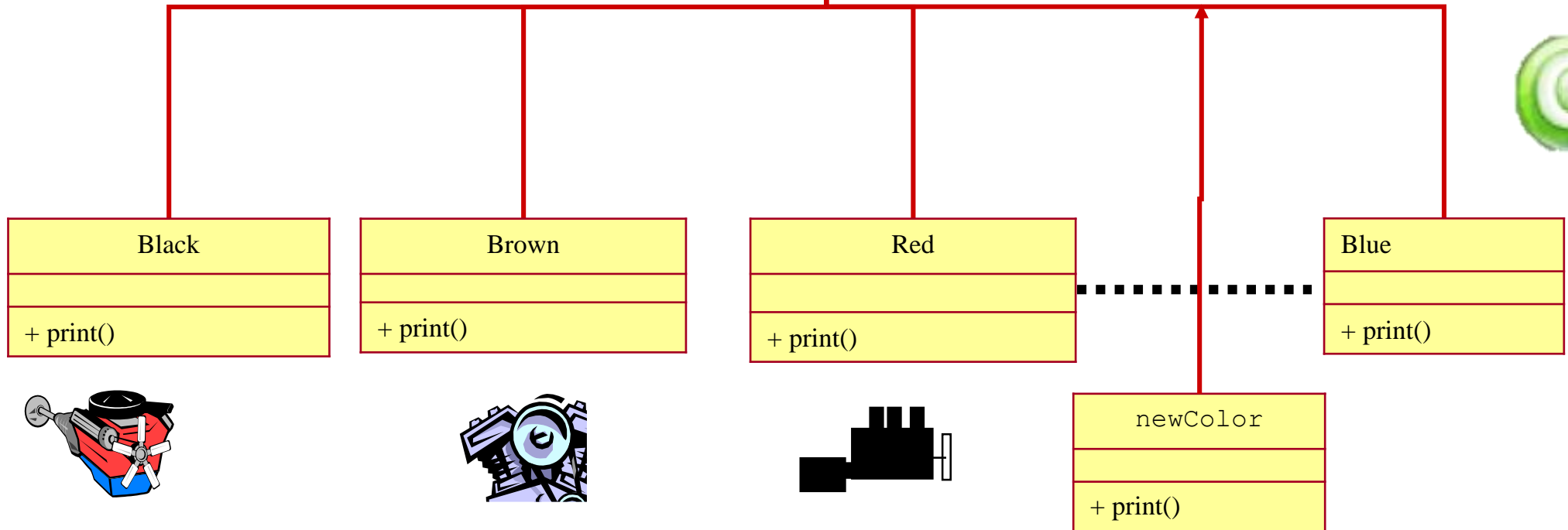
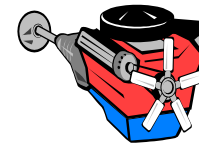
Polymorphism



Print()



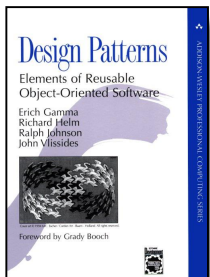
Changes



Inheritance versus Composition



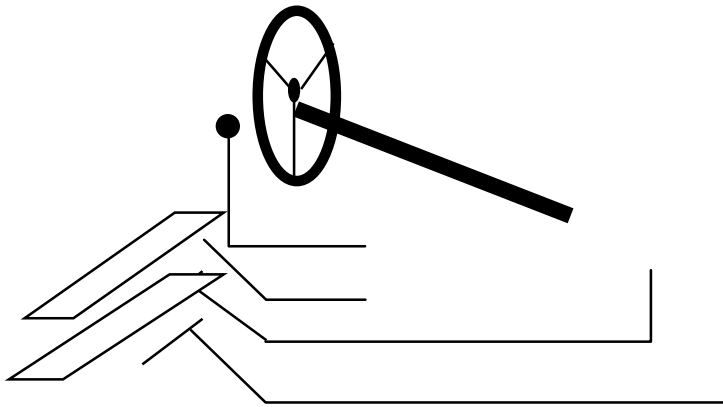
- Inheritance is white-box reuse :
 - White-box referring to visibility,
 - The internals of parent classes are often visible to subclasses.
- Object composition :
 - Well-defined interfaces are used dynamically at runtime by objects obtaining references to other objects.
- Black-box reuse :
 - No internal details of composed objects need be visible in the code using them.



Interface Versus Implementation

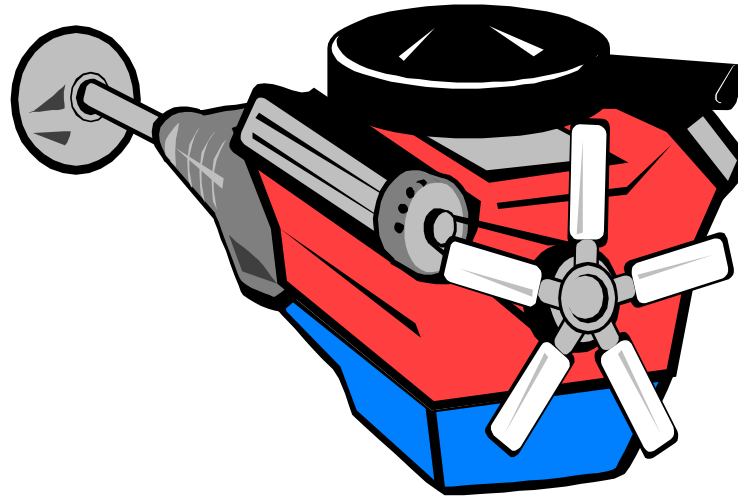
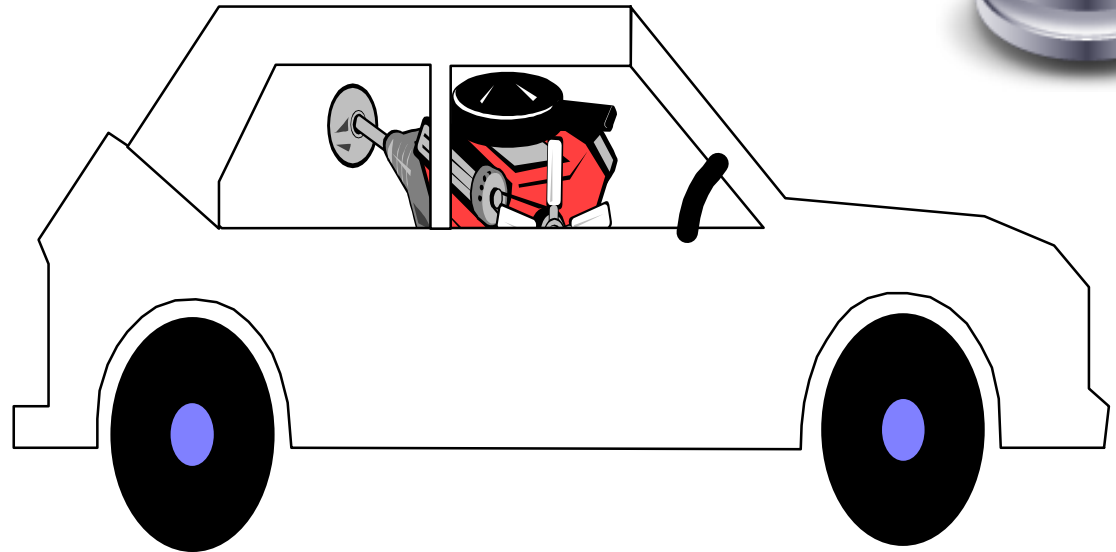


**No Implementation details
In the Interface**



Interface
(specification)

```
Struct {  
  Int field1  
  double field2  
  abc field3  
  xxx field4  
}
```

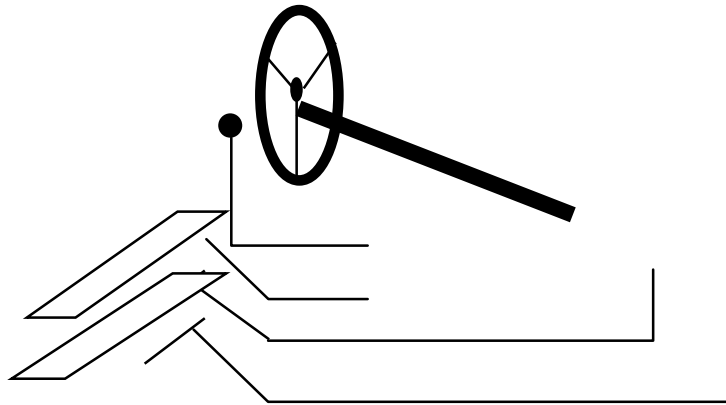


Implementation
(body)

Interface Versus Implementation



**No Implementation details
In the Interface**



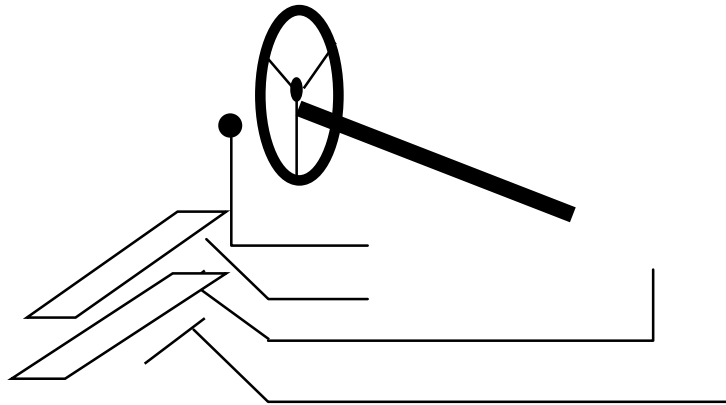
Interface
(specification)

```
public interface HashProbing {  
  
    boolean put(int key, char value);  
  
    char get(int key);  
  
    boolean remove(int key);  
  
}
```

Interface Versus Implementation



**No Implementation details
In the Interface**



Interface
(specification)

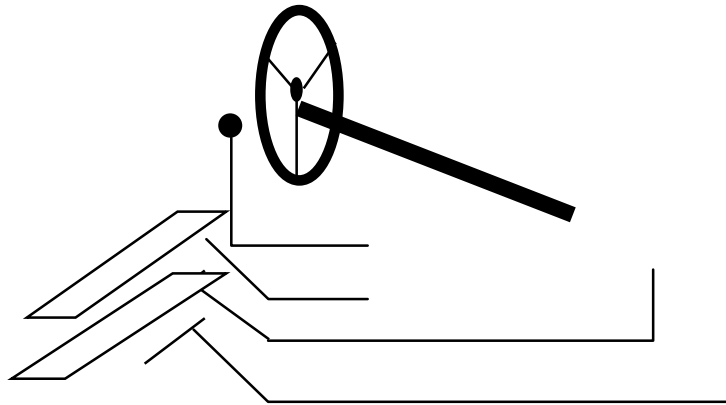
```
Public interface HashProbing {  
  
    public boolean put(int key, int value);  
  
    public int get(int key);  
  
    public void remove(int key);  
  
    public int[] keys();  
  
    public int[] values();  
  
    public double load();  
  
}
```



Interface Versus Implementation

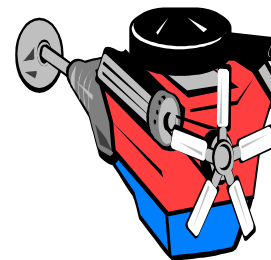


**No Implementation details
In the Interface**



Interface
(specification)

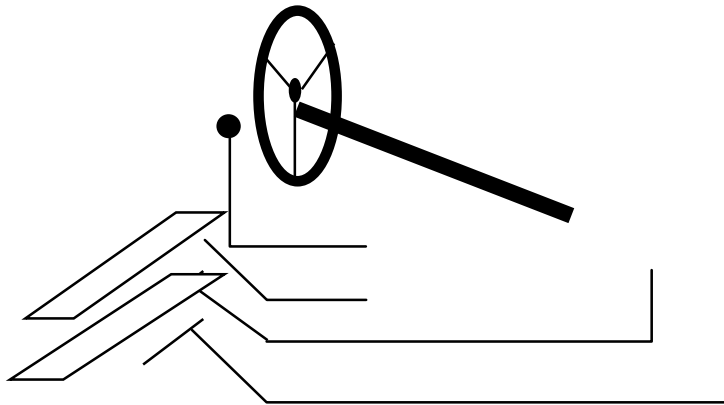
```
Public interface HashProbing {  
  
    public boolean put(int key, int value);  
  
    public int get(int key);  
  
    public void remove(int key);  
  
    public int[] keys();  
  
    public int[] values();  
  
    public double load();  
  
}
```



Interface Versus Implementation



**No Implementation details
In the Interface**



Interface
(specification)

```
public interface HashProbing {
```

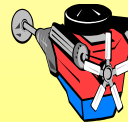


```
    public int hash(int key);
```

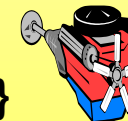
```
    public void put(int key, int value);
```

```
    public int get(int key);
```

```
    public void remove(int key);
```



```
    public String toString();
```

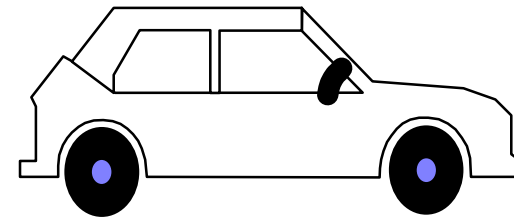


```
    public boolean isSlotEmpty(int key, int value);
```

```
}
```

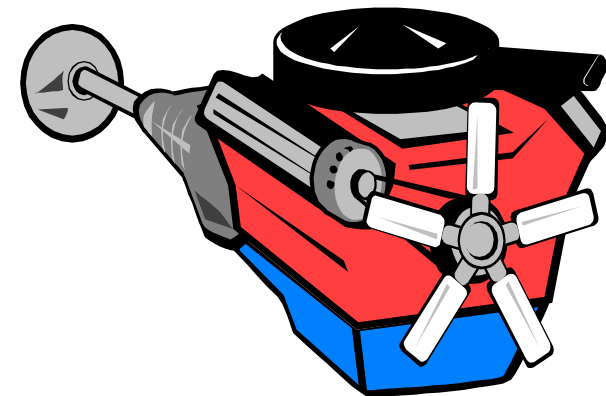
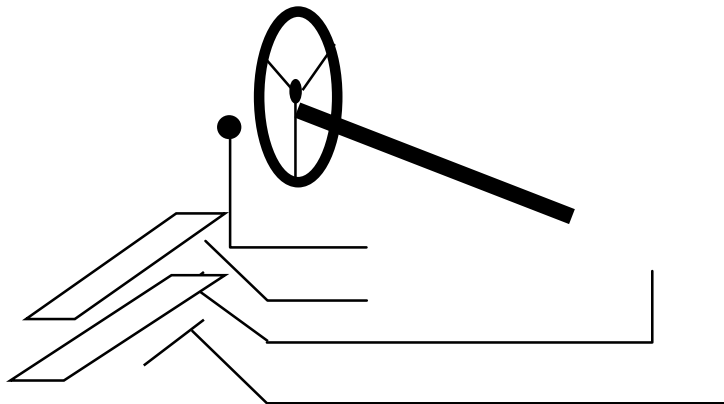


Interface Versus Implementation



***Business
Interface***

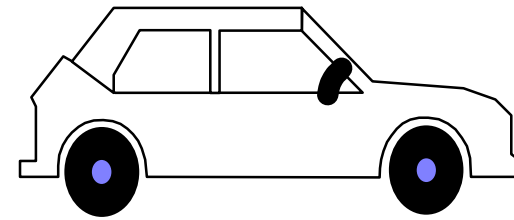
***Technical
Interface***



Interface
(specification)

Implementation
(body)

Interface Versus Implementation



```
Public interface HashProbing {
```

```
    public boolean put(int key, int value);
```

```
    public int get(int key);
```

```
    public void remove(int key);
```

```
}
```

```
Public interface HashProbingTest {
```

```
    public int[] keys();
```

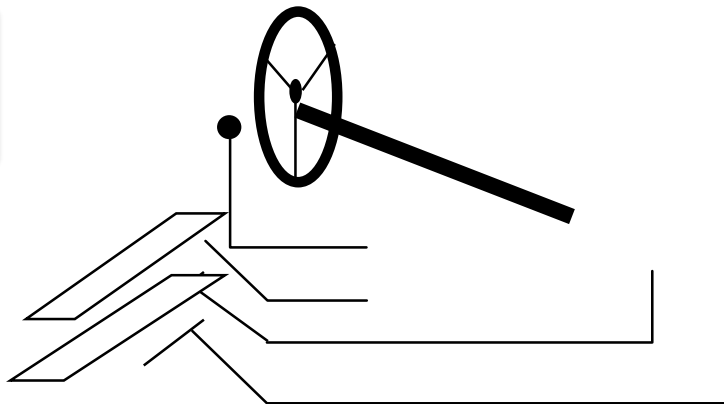
```
    public int[] values();
```

```
    public double load();
```

```
    public int hash(int key);
```

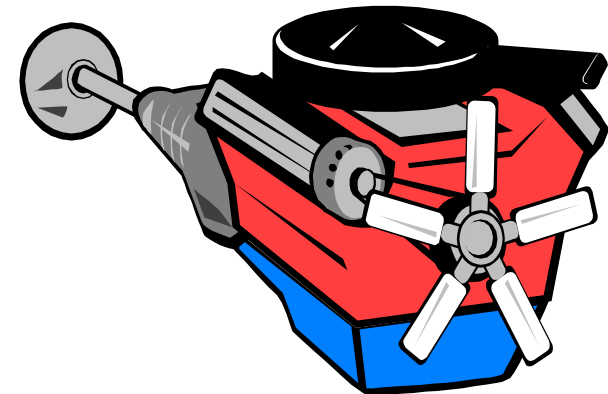
```
}
```

***Business
Interface***



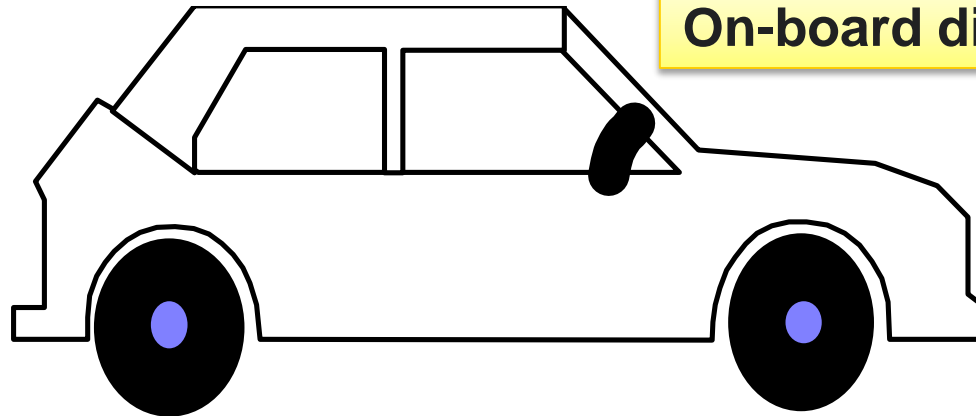
Interface
(specification)

***Technical
Interface***

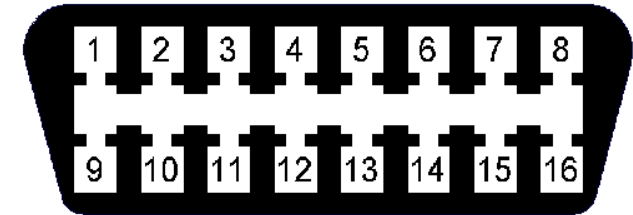


Implementation
(body)

Interface Versus Implementation

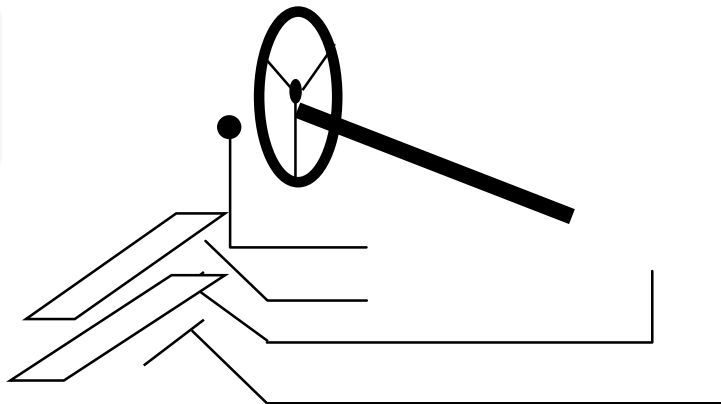


On-board diagnostics (OBD)



OBD

**Business
Interface**

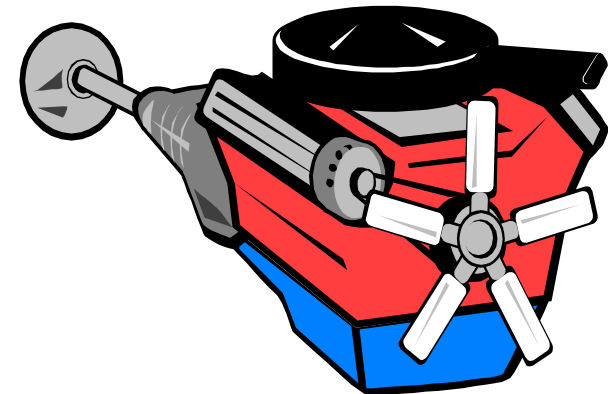


Interface
(specification)

**Technical
Interface**

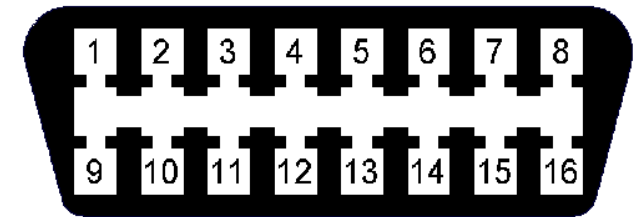
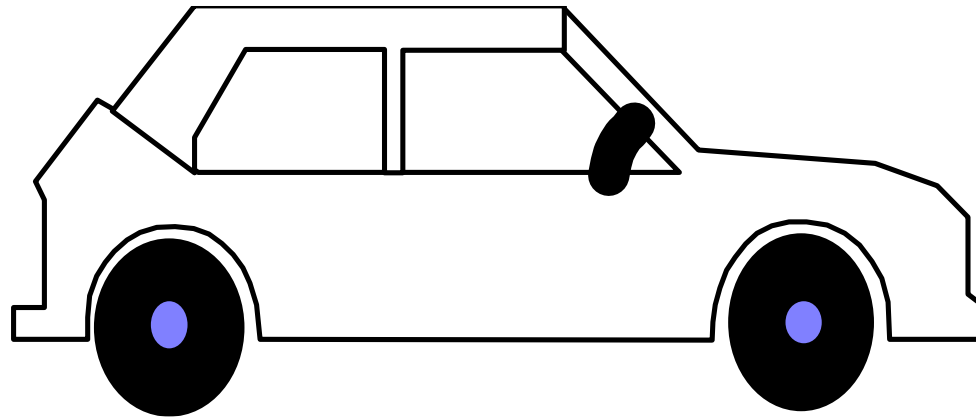


OBD



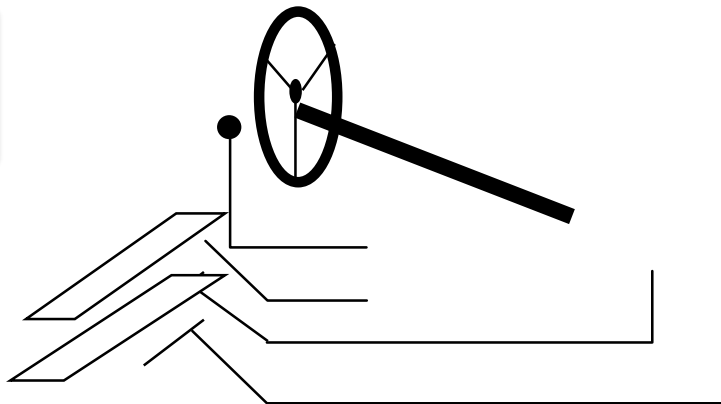
Implementation
(body)

Interface Versus Implementation



OBD

***Business
Interface***

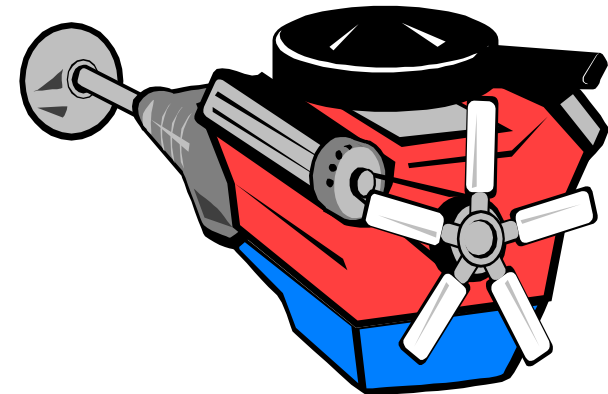


Interface
(specification)

***Technical
Interface***

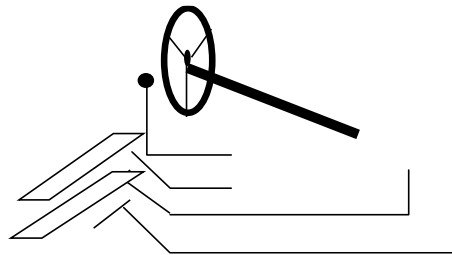


OBD

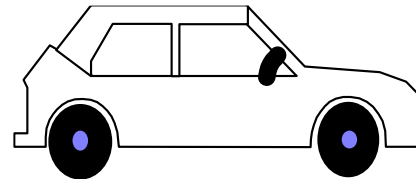


Implementation
(body)

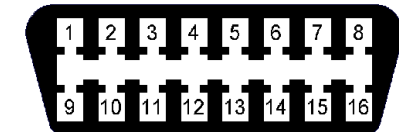
Interface : Separation of concerns



```
Public interface HashProbing {  
    public boolean put(int key, int value);  
    public int get(int key);  
    public void remove(int key);  
}
```



OBD

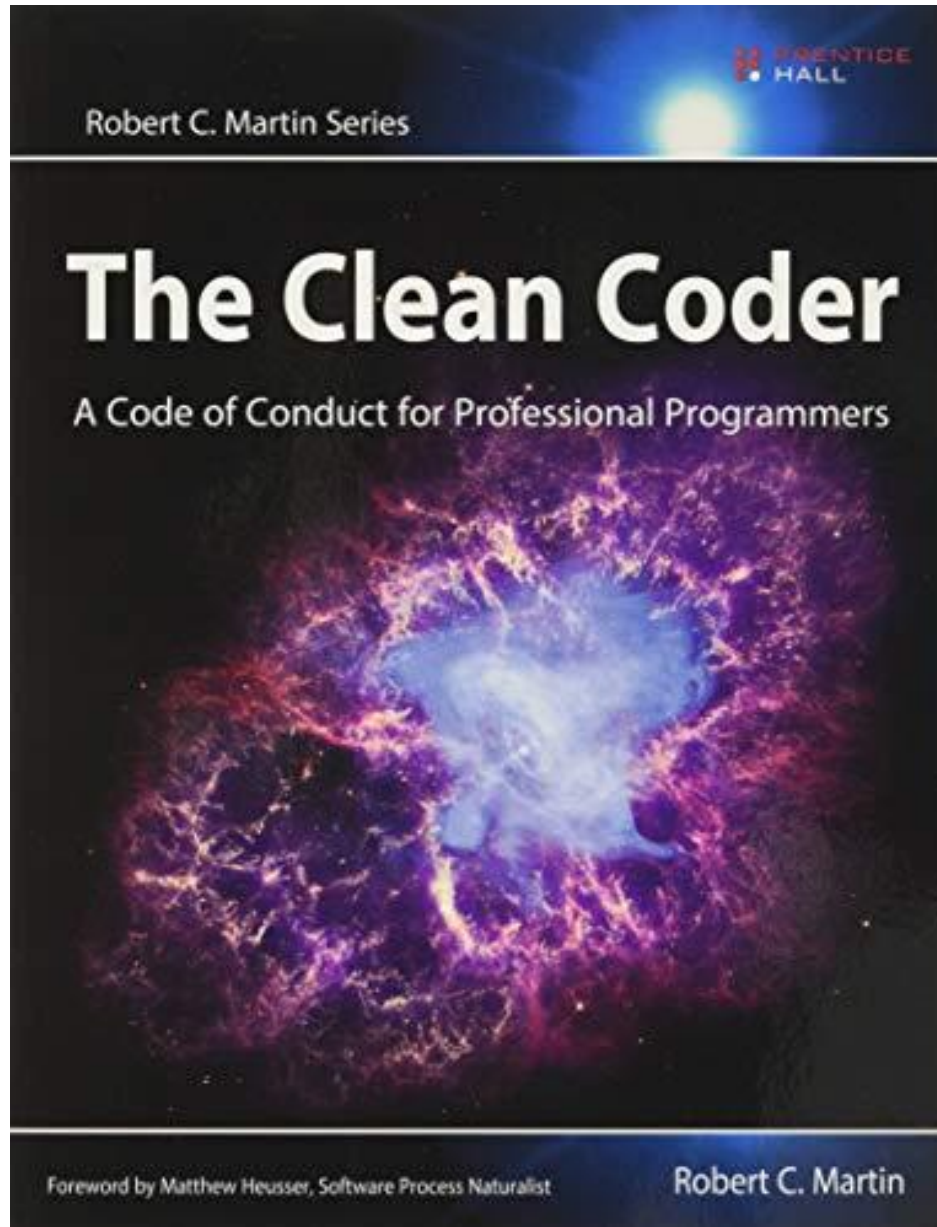


```
Public interface HashProbingTest {  
    public int[] keys();  
    public int[] values();  
    public double load();  
    public int hash(int key);  
}
```

OBD

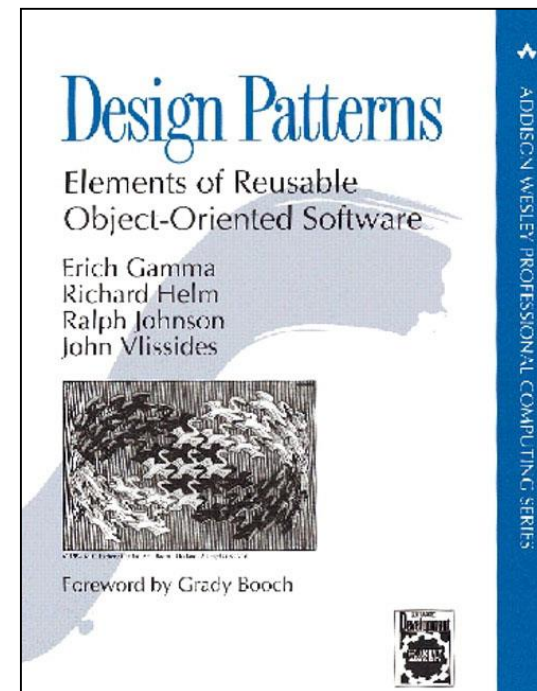
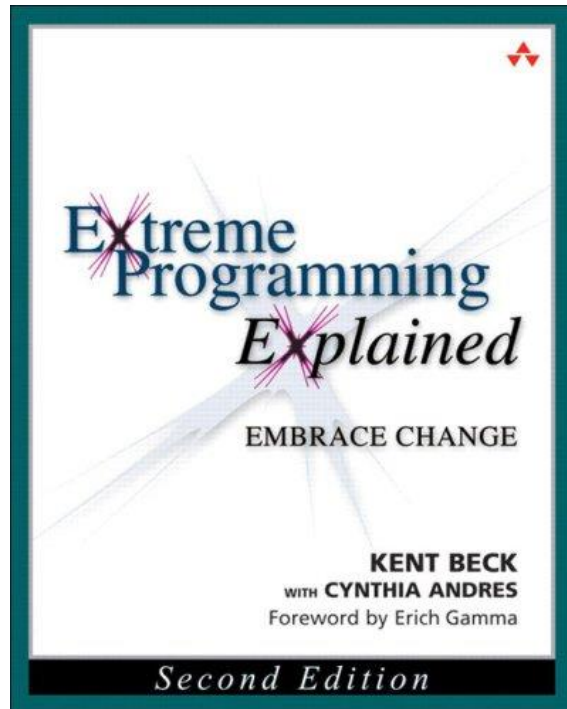
```
Public Class HashProbing {  
    ....  
    ....  
}
```

Robert Cecil Martin





- Créé par Kent Beck (XP) et Erich Gamma (GOF)



SOLID principle



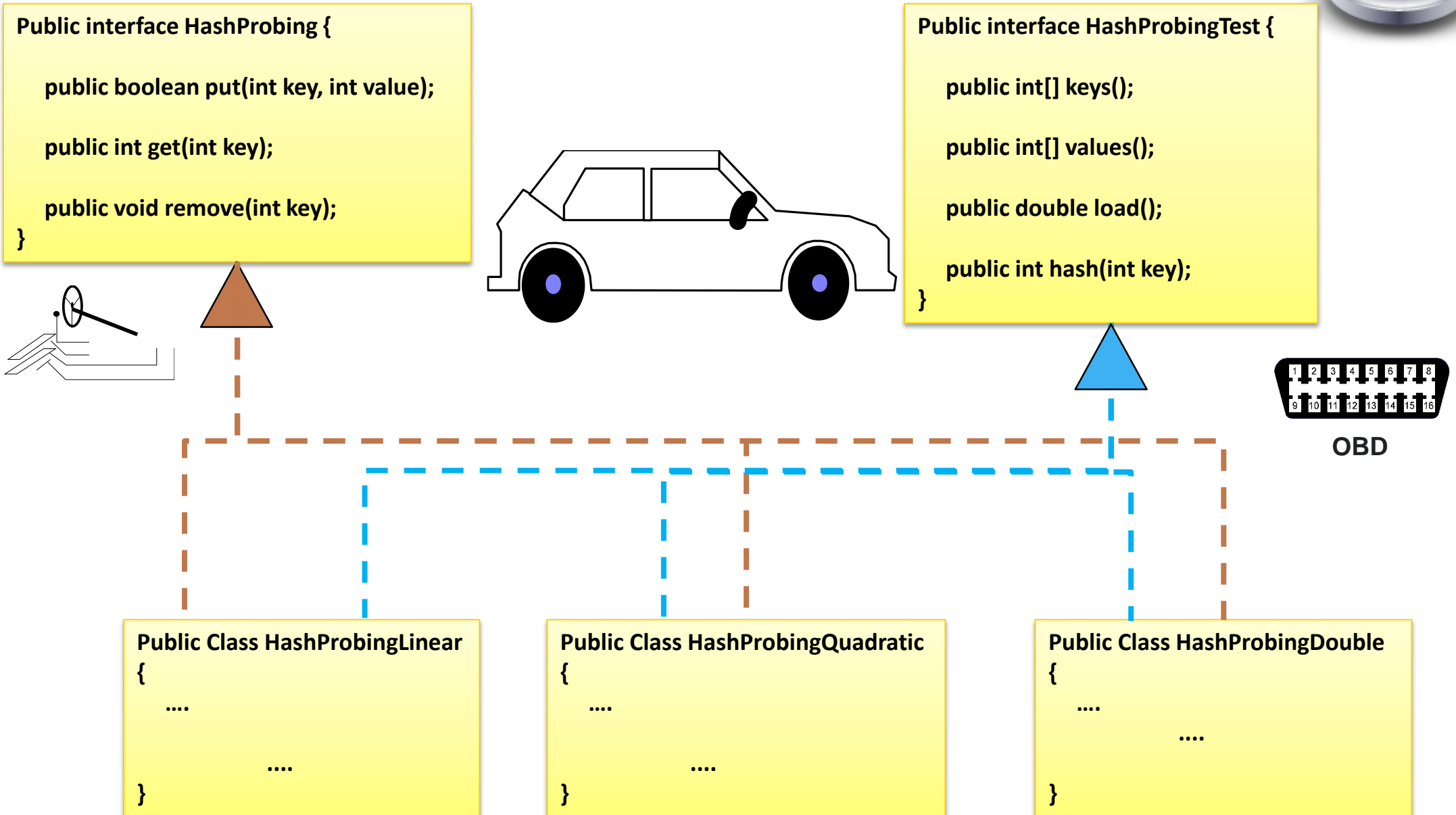
- The Single Responsibility Principle (SRP)
 - Classes should have a single responsibility and thus only a single reason to change.
- The Open/Closed Principle (OCP)
 - Classes and other entities should be open for extension but closed for modification.
- The Liskov Substitution Principle (LSP)
 - Objects should be replaceable by their subtypes.
- The Interface Segregation Principle (ISP)
 - Interfaces should be client specific rather than general.
- The Dependency Inversion Principle (DIP)
 - Depend on abstractions rather than concretions.

SOLID principle

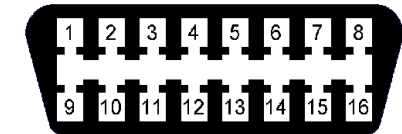
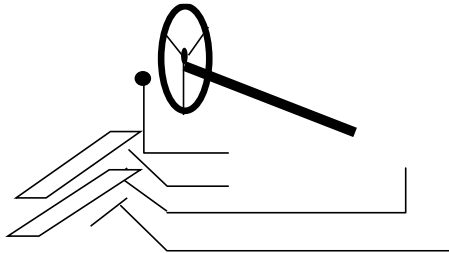
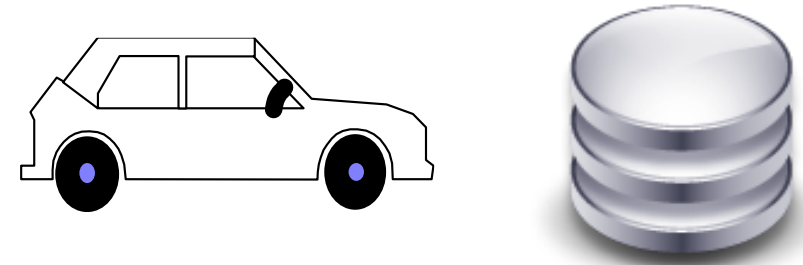


- The Interface Segregation Principle (ISP)
 - Interfaces should be client specific rather than general.
- The Dependency Inversion Principle (DIP)
 - Depend on abstractions rather than concretions

Interface Versus Implementation



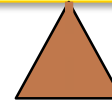
Interface Versus Implementation



OBD

+ Readeability

```
Public interface HashProbing {  
  
    public boolean put(int key, int value);  
  
    public int get(int key);  
  
    public void remove(int key);  
}
```

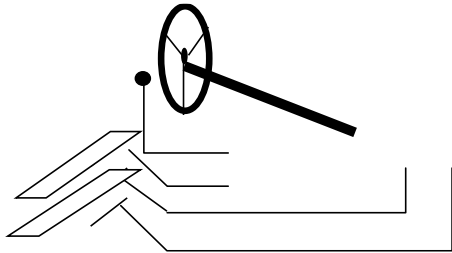


```
Public Class HashProbingLinear  
{  
    ....  
  
    ....  
}
```

```
Public Class HashProbingQuadratic  
{  
    ....  
  
    ....  
}
```

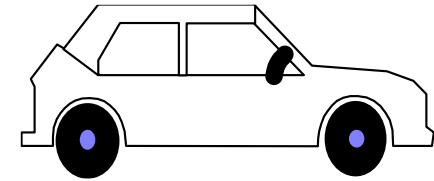
```
Public Class HashProbingDouble  
{  
    ....  
  
    ....  
}
```

Interface Versus Implementation



+ Readability

Two Open Files



```
Public interface HashProbing {  
  
    public boolean put(int key, int value);  
  
    public int get(int key);  
  
    public void remove(int key);  
}
```

```
Public Hash {  
}
```

```
Public Class HashProbingLinear  
{  
    ....  
  
    ....  
}
```

```
Public Class HashProbingQuadratic  
{  
    ....  
  
    ....  
}
```

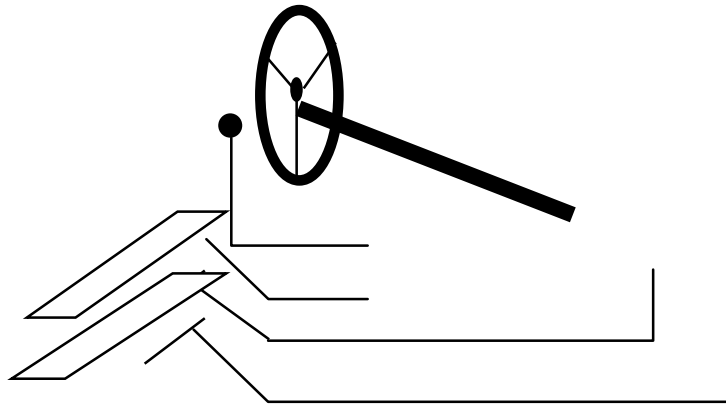
```
Public Class HashProbingDouble  
{  
    ....  
  
    ....  
}
```

Interface Versus Implementation



**No Implementation details
In the Interface**

+ Readability



Interface
(specification)

```
Public interface HashProbing<K, V> {  
  
    void put(K key, V value);  
  
    int get(K key);  
  
    void remove(K key);  
  
}
```



Genericity is an implementation choice

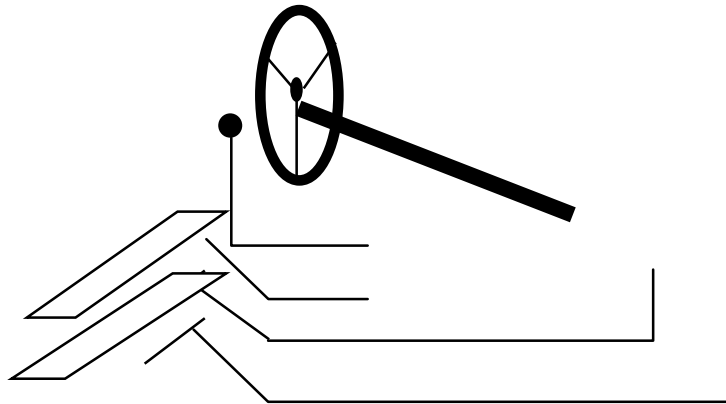
Genericity at the end of the process

Interface Versus Implementation



**No Implementation details
In the Interface**

```
Public interface HashProbing<K, V> {  
  
    void put(K key, V value);  
  
    int get(K key);  
  
    void remove(K key);  
  
}
```



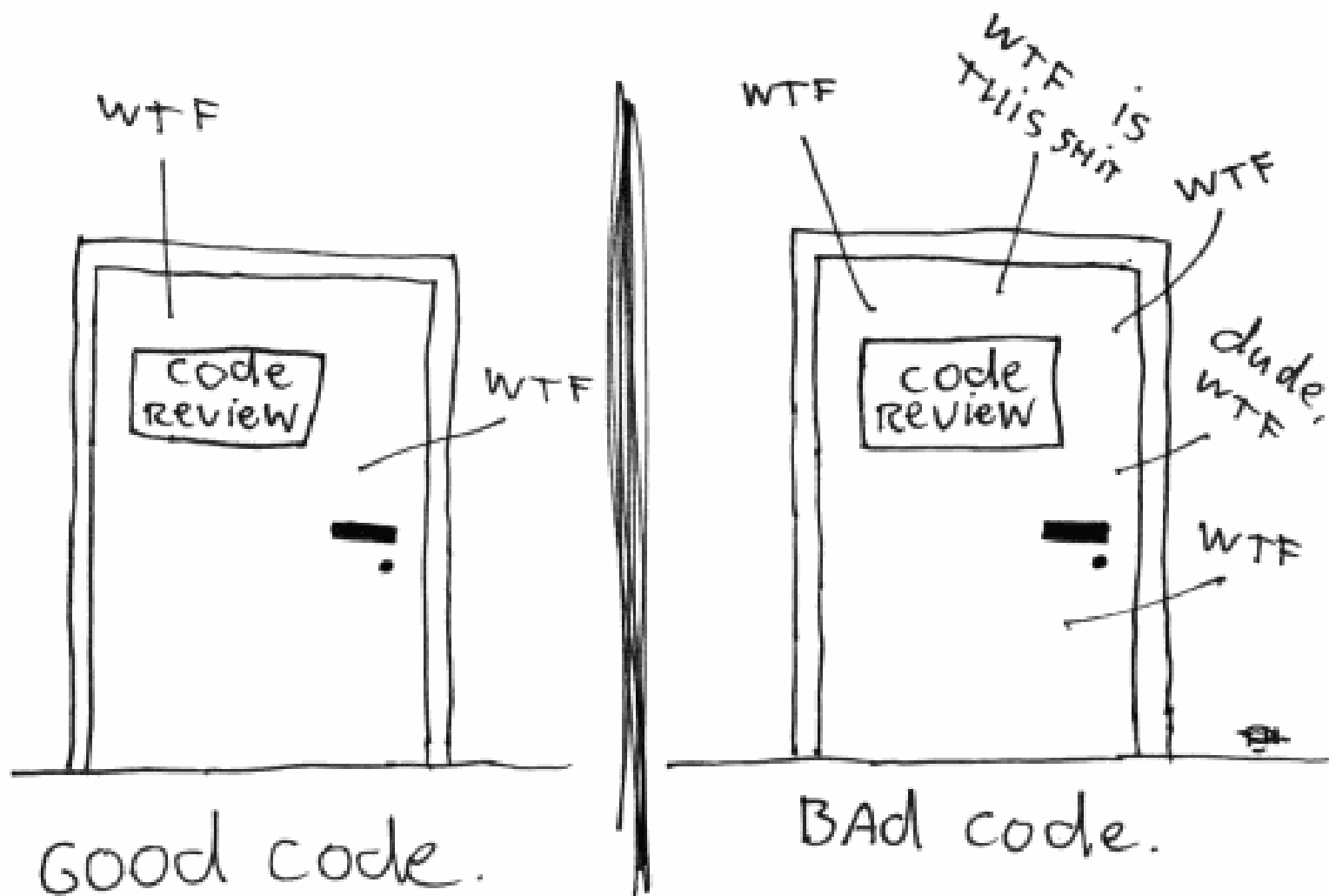
Interface
(specification)



Genericity is not applicable in client/server

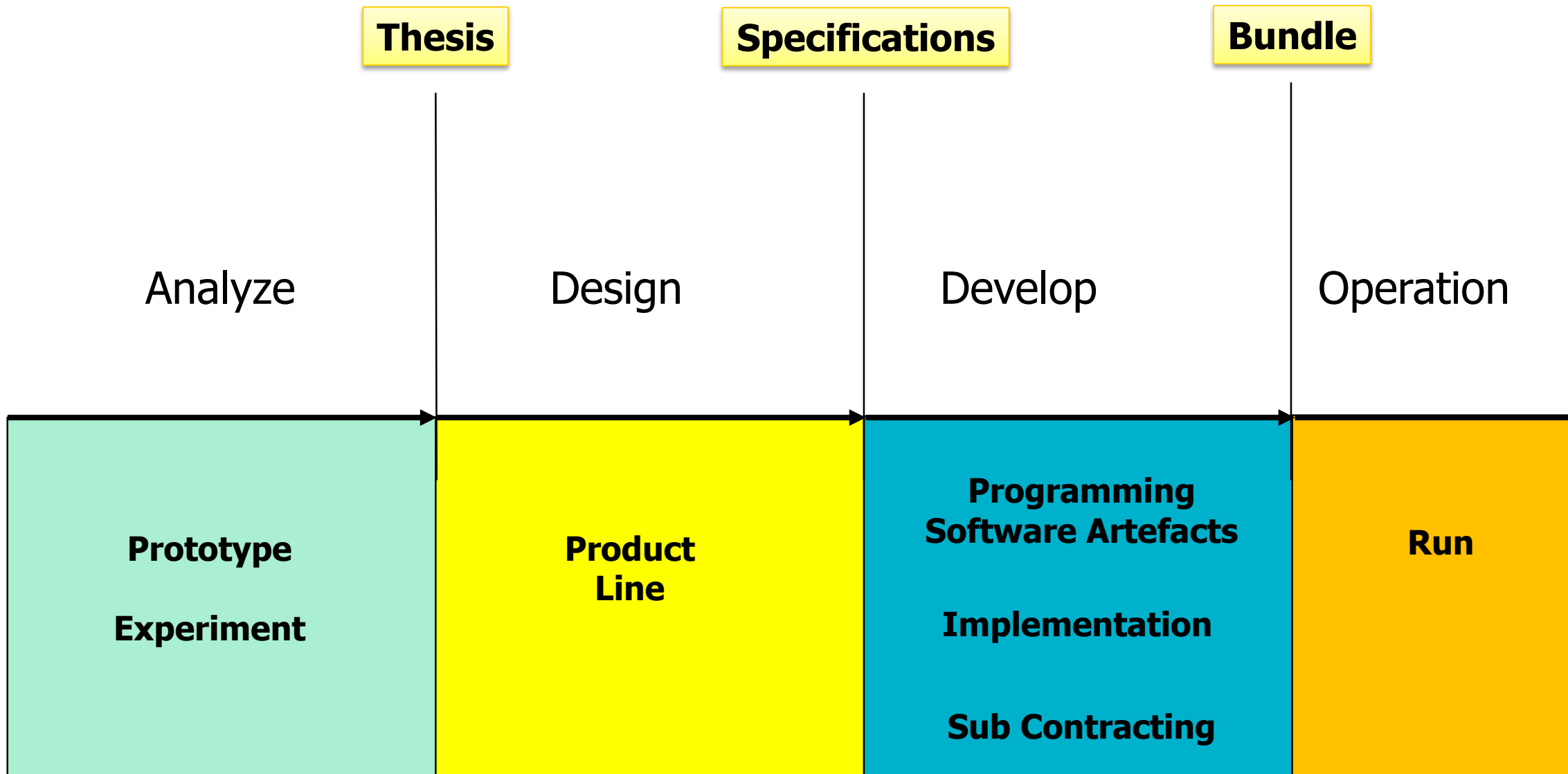
Interface Repository

The ONLY VALID MEASUREMENT
OF CODE QUALITY: WTFs/minute



(c) 2008 Focus Shift

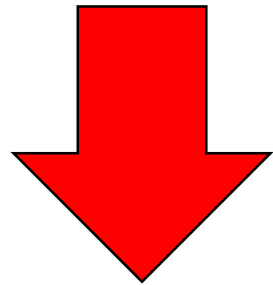
Software Life Cycle



Software Life Cycle



**We are
Here**



Thesis

Specifications

Bundle

Analyze

Design

Develop

Operation

**Prototype
Experiment**

**Product
Line**

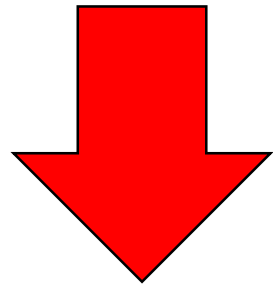
**Programming
Software Artefacts
Implementation
Sub Contracting**

Run

Software Life Cycle



**We are
Here**



Analyze

Thesis

Design

Specifications

**AI Based
Refactoring**

Develop

Bundle

Operation

**Prototype
Experiment**

**Product
Line**

**Programming
Software Artefacts
Implementation
Sub Contracting**

Run

Java 8 Interface evolutions : default



```
public interface HashProbing {  
    public static final int M = 11;  
    public char [] keys = new char[M];  
    public int [] values = new int[M];  
  
    default int hash(char key) {  
        int asciiCode = (int) key - 64;  
        return (asciiCode % M);  
    }  
}
```

It is not an Interface !

No more encapsulation

Java 8 Interface evolutions : default



```
public interface HashProbing {  
    public static final int M = 14;  
    public char [] keys = new char [M];  
    public int [] values = new int [M];  
  
    default int hash(char key) {  
        int asciiCode = (int) key - 64;  
        return (asciiCode % M);  
    }  
}
```



Java was technical
Now it is political

No more encapsulation



Java 8 Interface evolutions : private

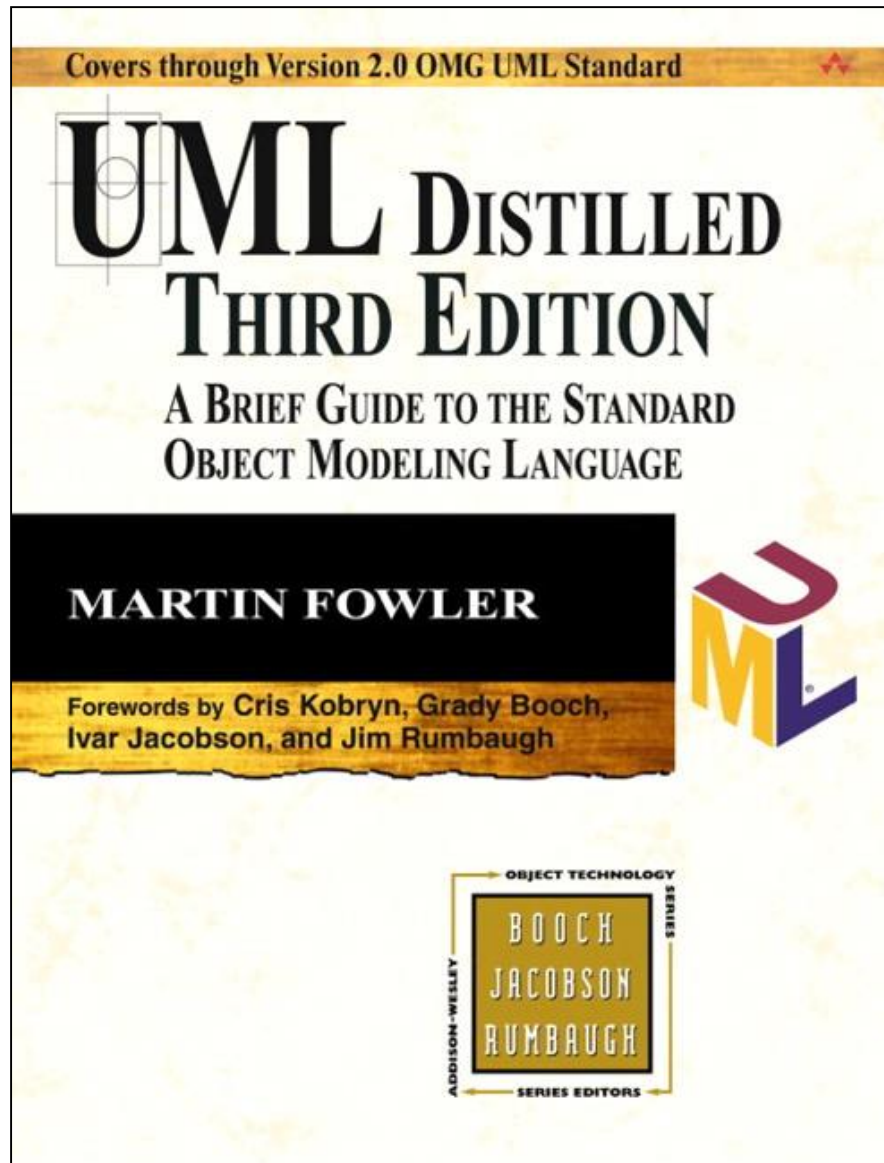


```
public interface HashProbing {  
  
    private void method4() {  
        System.out.println("private method");  
    }  
}
```

**Indeed
It is not an Interface !**



Martin Fowler (1997)



Changes Sources During Development



- Requirements :
 - Customers Discover What they Really Want During or at the End of Developments
 - Technology
 - Performances Are Increasing With Time
 - Skill
 - We Learn and Understand the Problem and We Discover the Right Solution on the Job
- Short Term Politic
 - No Comments



Martin FOWLER

George Santayana

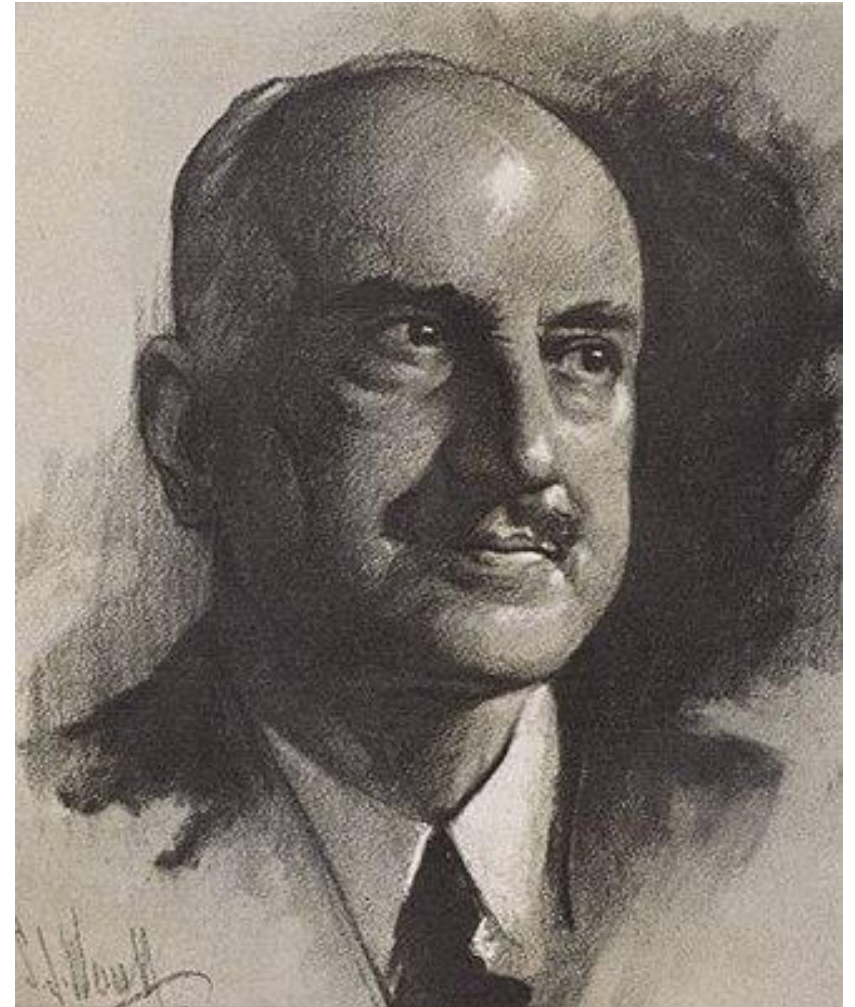
(December 16, 1863 – September 26 1952)



George Santayana (1905) Reason in Common Sense, p. 284, volume 1 of The Life of Reason

"Those who cannot
remember the past are
condemned to repeat it"

Studying history is necessary to avoid repeating past mistakes.



Java History



- Conceived of by James Gosling in 1995.



On January 27, 2010 Sun Microsystems was acquired by the Oracle Corporation.



Java useless political evolutions



■ Marketing Competition with :

- .NET C#
- PHP
- Python
- Javascript/Node.js
- Go
- Kotlin
- ..
-
- A new competitor every six months



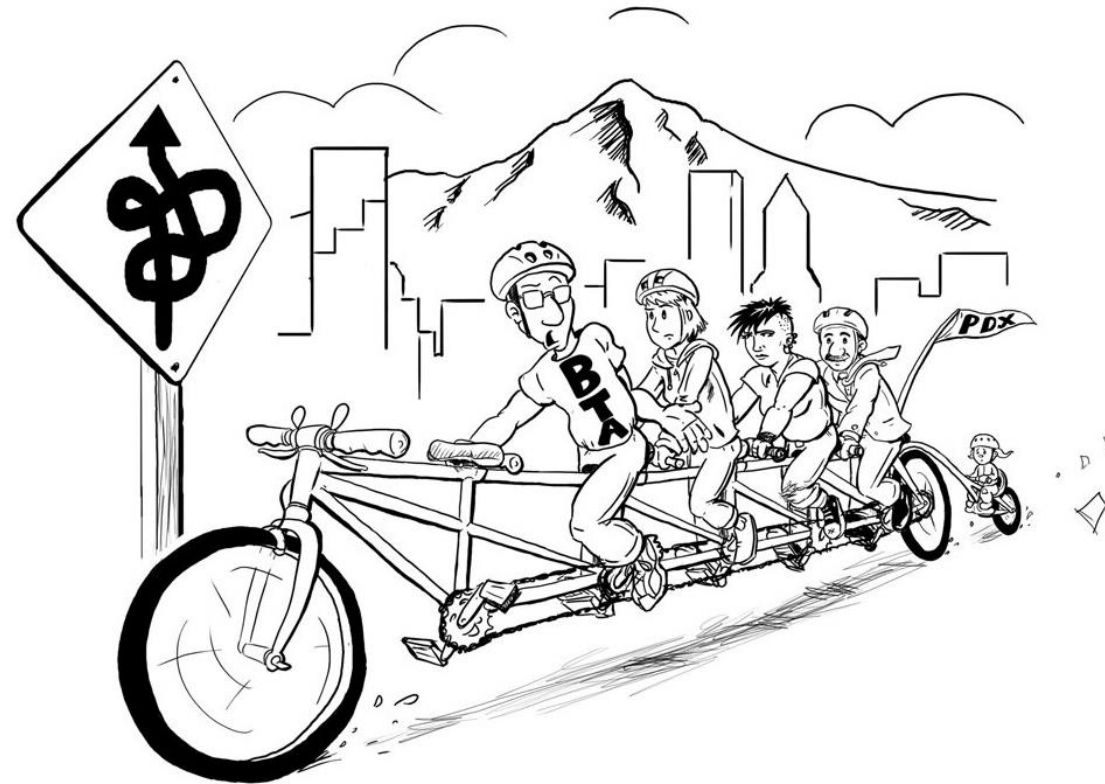
Java useless political evolutions



- Design by committee anti pattern



Compromise of compromises



No leadership

Java useless political evolutions



- .NET (Microsoft)

- Microsoft
- Windows
 - ASP : Active Server Pages
 - Webforms



- Java EE : Java Enterprise Edition

- Sun, Java
 - JSP : Java Server Page
 - JSF : Java Server Face
- Open source



-

- ...



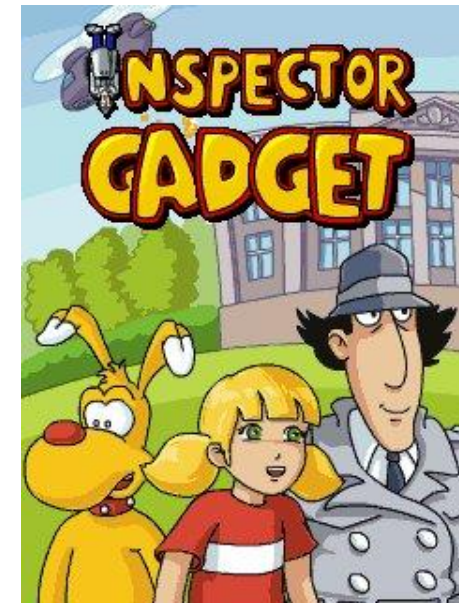
Java useless political evolutions



- Java language syntactic and idiomatic evolutions are:

- Gadget

- Toy



- ...

LEGO Toying vs House Building



Java useless political evolutions



- Annotations : @ (++ pluggable annotations)
- Enum (V5) : Polymorphism Anti Pattern
- JDBC : Toy, separation of concerns
- Stream : Toy, separation of concerns
- Json : Interoperability Abstraction Break
- Interface default (V8) : Abstraction Anti Pattern
- Interface private (V9) : Interface Anti Pattern
- Local-Variable Type Inference (V10) : Safety Anti Pattern
- HTTP client (V12) : Toy, separation of concerns
-
- Records (V14) : OOD Anti Pattern
-
-

LEGO TOY vs House Building



Java useless political evolutions



- New features !!!
- Syntactic sugar
 - Writing faster



- « It Doesn't Matter How Fast You Write Code, what's matter is Readability »

Java useless political evolutions



- The code is usually written once but read many times.
- Emphasis has to be placed on program readability over ease of writing.



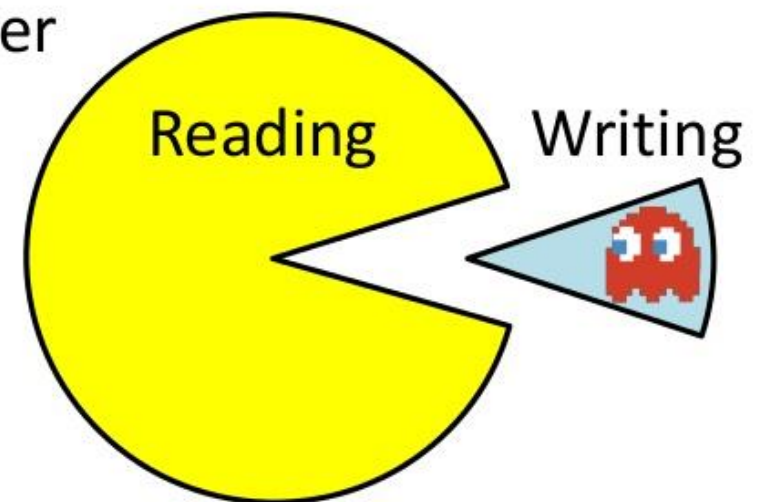
“The ratio of time spent

reading vs. writing

is well over

10:1”

– Clean Code



Stanford University

Java useless political evolutions



- Syntactic sugar : Writing faster
- Program variables shall be explicitly declared and their type be specified.
- Since the type of a variable is invariant, compilers can ensure that operations on variables are compatible with the properties intended for objects of the type.



Java useless political evolutions



- Syntactic sugar : Writing faster
- Error-prone notations have to be avoided.
- The syntax of the language shall avoided the use of encoded forms in favor of more English-like constructs.
- No ternary operators



Java useless political evolutions



- Quotes
- « Making code easy to read makes it easier to write. »

Software Handoff



