

Are you ready ?

A Yes

B No

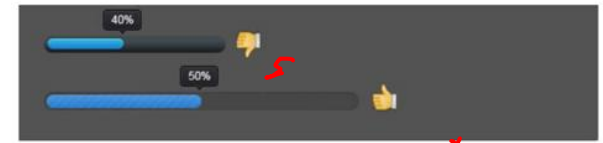


提交

Review - Interface design

- Interface design golden rules

1. Place the user in control
2. Reduce the user's memory load
3. Make the interface consistent



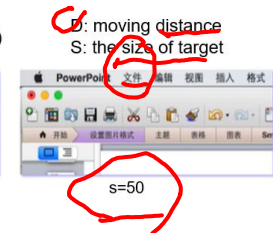
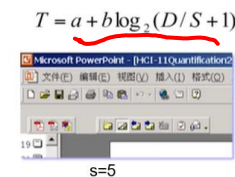
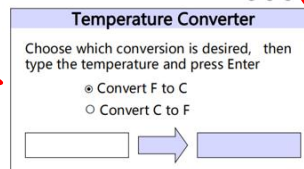
- Interface design principles

- visibility / consistent / mapping / feedback

- Interface analysis and design step

- People / Task / Enviroment / Content
- interface objects and actions / event / state

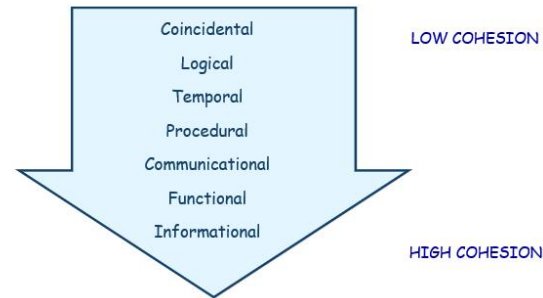
- Design evaluation: KLM, Fitts



Review - Component-Level design

- High Cohesion & Low Coupling

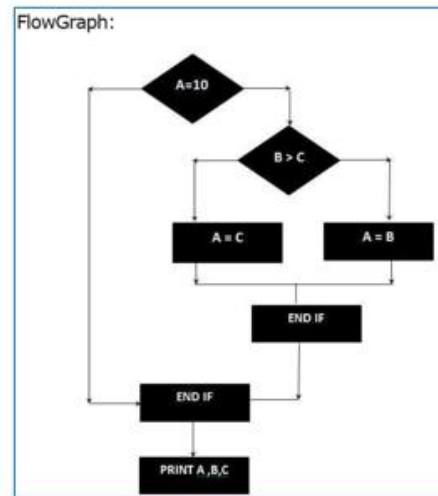
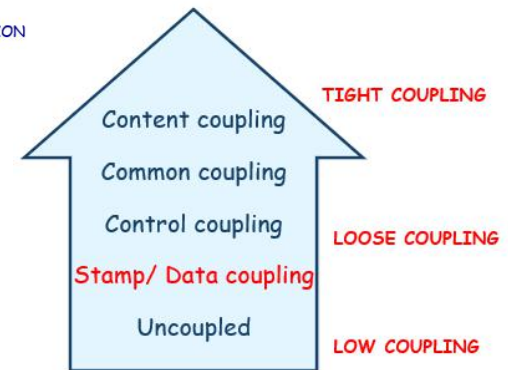
- qualitative analysis
- quantitative analysis



- Complexity (McCabe)

- quantitative analysis

$$\begin{aligned} V(G) &= E - N + 2 \\ &= 8 - 7 + 2*1 \\ &= 3 \end{aligned}$$





Software Engineering

Part 2 Modeling

Chapter 15+ Writing the Programs

Contents



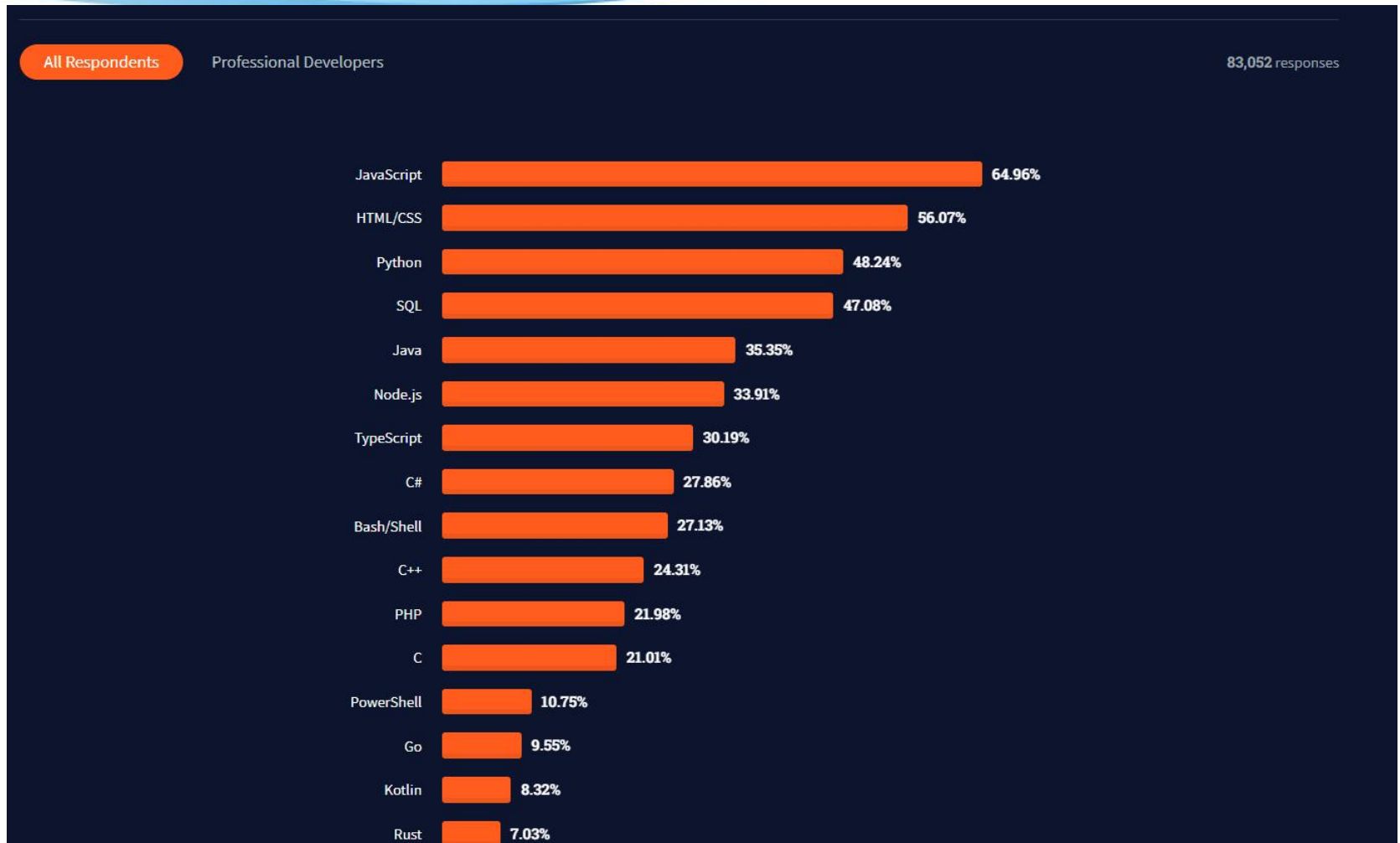
15+.1 Programming Guidelines

15+.2 Documentation

15+.3 Programming Styles & Rules

Quiz

nearly 83,000 developers took the survey.



<https://insights.stackoverflow.com/survey/>

Quiz

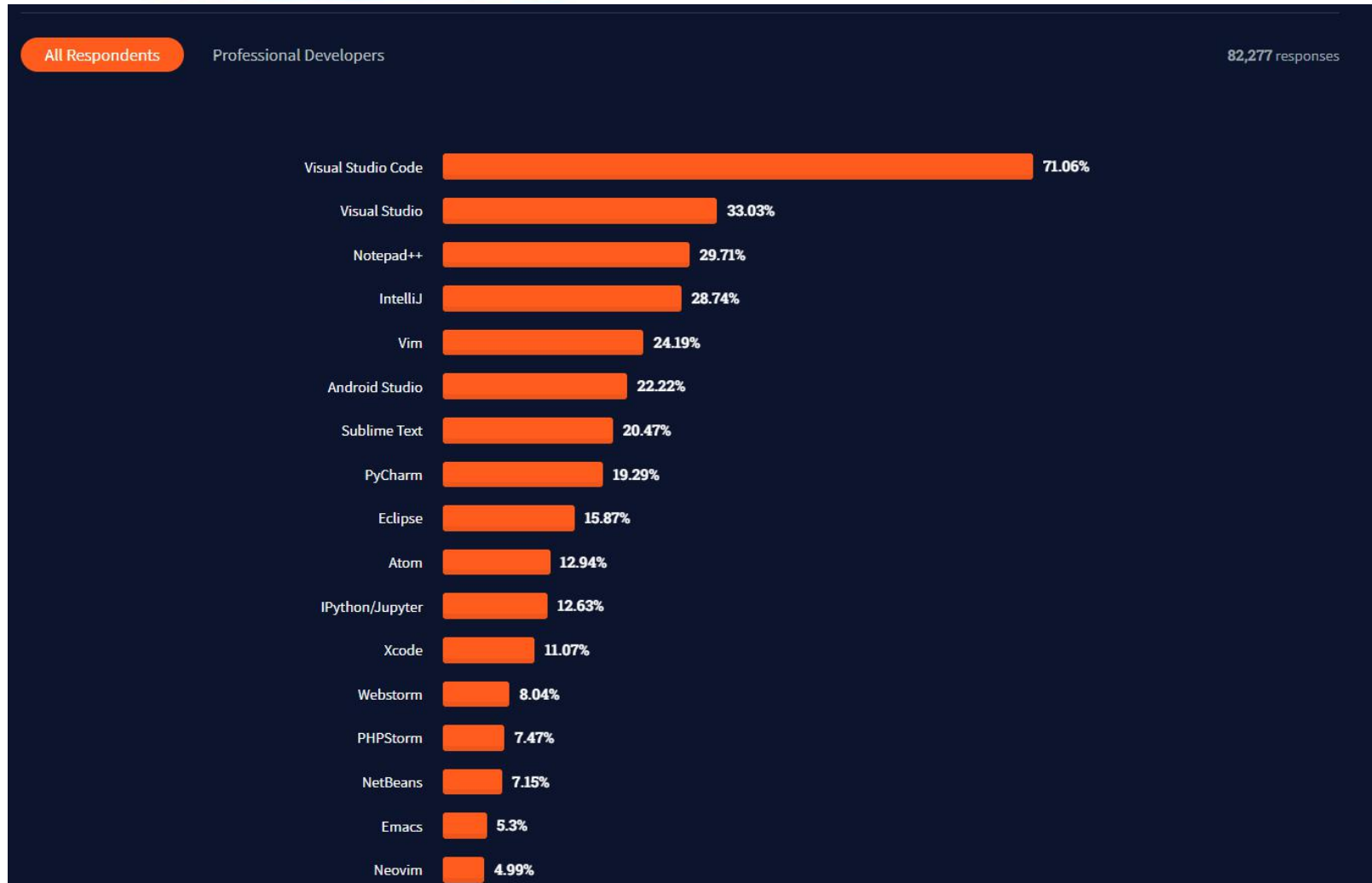
Coding as a Hobby:

Many developers work on code outside of work. Over () of our respondents say that they code as a hobby.

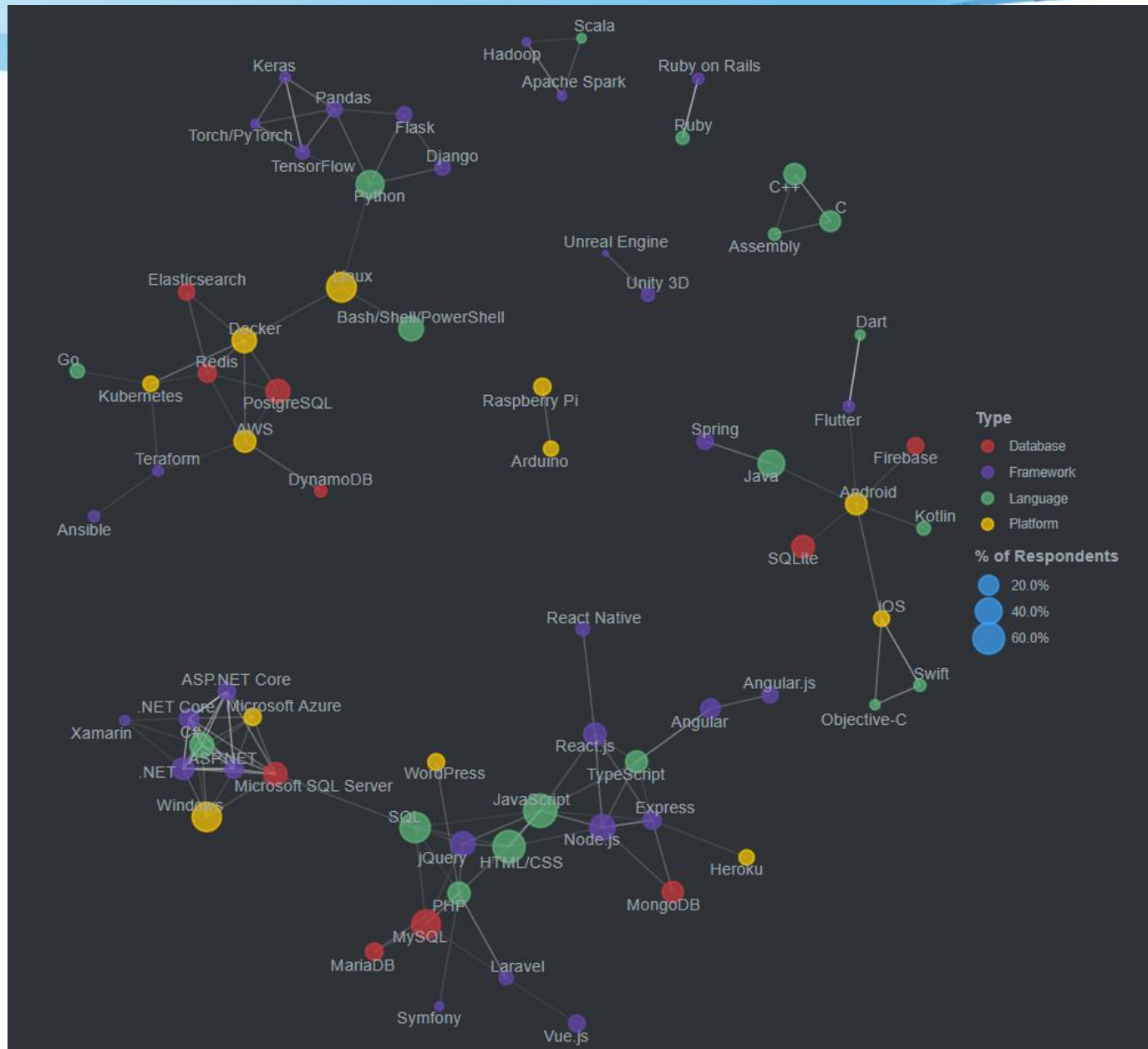
A. 78% B. 60% C. 50% D. 30%

<https://insights.stackoverflow.com/survey/2020#overview>

Developer Survey Results (2021) from stackoverflow



How Technologies Are Connected



15+.1 Programming Guidelines

Control Structures

- Make the code easy to read
- Build the program from modular blocks
- Use parameter **names and comments** to exhibit coupling among components
- Make the **dependency** among components **visible**

15+.1 Programming Guidelines

Example of Control Structures

- Control skips around among the program's statements

- ```
benefit = minimum;
if (age < 75) goto A;
benefit = maximum;
goto C;
if (AGE < 65) goto B;
if (AGE < 55) goto C;
A: if (AGE < 65) goto B;
 benefit = benefit * 1.5 + bonus;
 goto C;
B: if (age < 55) goto C;
 benefit = benefit * 1.5;
C: next statement
```



# 15+.1 Programming Guidelines

## Example of Control Structures

- Control skips around among the program's statements

```
benefit = minimum;
if (age < 75) goto A;
benefit = maximum;
goto C;
if (AGE < 65) goto B;
if (AGE < 55) goto C;
A: if (AGE < 65) goto B;
 benefit = benefit * 1.5 + bonus;
 goto C;
B: if (age < 55) goto C;
 benefit = benefit * 1.5;
C: next statement
```



- Rearrange the code

```
if (age < 55) benefit = minimum;
elseif (AGE < 65) benefit = minimum + bonus;
elseif (AGE < 75) benefit = minimum * 1.5 + bonus;
else benefit = maximum;
```

# 15+.1 Programming Guidelines

## Algorithms

- Objective and concern: performance(speed)
- Efficiency may have hidden costs
  - cost to write the code faster
  - cost to test the code
  - cost to understand the code
  - cost to modify the code

# 15+.1 Programming Guidelines

- **Data Structures**

use data structure to organize the program

- keeping the program simple
- using a data structure to determine a program structure

# 15+.1 Programming Guidelines



Keep the  
Program  
Simple

## Example: Determining Federal Income Tax

1. For the first \$10,000 of income, the tax is 10%
2. For the next \$10,000 of income above \$10,000, the tax is 12 percent
3. For the next \$10,000 of income above \$20,000, the tax is 15 percent
4. For the next \$10,000 of income above \$30,000, the tax is 18 percent
5. For any income above \$40,000, the tax is 20 percent

```
tax = 0.
if (taxable_income == 0) goto EXIT;
if (taxable_income > 10000) tax = tax + 1000;
else{
 tax = tax + .10*taxable_income;
 goto EXIT;
}
if (taxable_income > 20000) tax = tax + 1200;
else{
 tax = tax + .12*(taxable_income-10000);
 goto EXIT;
}
if (taxable_income > 30000) tax = tax + 1500;
else{
 tax = tax + .15*(taxable_income-20000);
 goto EXIT;
}
if (taxable_income < 40000){
 tax = tax + .18*(taxable_income-30000);
 goto EXIT;
}
else
 tax = tax + 1800. + .20*(taxable_income-40000);
EXIT;
```

# 15+.1 Programming Guidelines

## Keep the Program Simple Example (continued)

- Define a tax table for each “bracket” of tax liability

| Level | Bracket | Base | Percent |
|-------|---------|------|---------|
| 1     | 0       | 0    | 10      |
| 2     | 10,000  | 1000 | 12      |
| 3     | 20,000  | 2200 | 15      |
| 4     | 30,000  | 3700 | 18      |
| 5     | 40,000  | 5500 | 20      |

Data structure

- Simplified algorithm

```
for (int i=2; level=1; i <= 5; i++)
 if (taxable_income > bracket[i])
 level = level + 1;
tax= base[level]+percent[level] * (taxable_income - bracket[level]);
```



# 15+.1 Programming Guidelines

## General Guidelines to Preserve Quality

- Localize input and output
- Employ pseudocode
- Revise and rewrite, rather than patch
- Reuse
  - Producer reuse: create components designed to be reused in future applications
  - Consumer reuse: reuse components initially developed for other projects

# 15+.1 Programming Guidelines

## Consumer Reuse

- **Four key characteristics** to check about components to **reuse**
  - does the component perform the function or provide the data needed?
  - is it less modification than building the component from scratch?
  - is the component well-documented?
  - is there a complete record of the component's test and revision history?

# 15+.1 Programming Guidelines

## Producer Reuse

- Several issues to keep in mind
  - make the components general
  - separate dependencies (to isolate sections likely to change)
  - keep the component interface general and well-defined
  - include information about any faults found and fixed
  - use clear naming conventions
  - document data structures and algorithms
  - keep the communication and error-handling sections separate and easy to modify

# 15+.2 Documentation

- **Internal documentation**

- header comment block
- meaningful variable names and statement labels
- other program comments
- format to enhance understanding
- document data (data dictionary)

- **External documentation**

- describe the problem
- describe the algorithm
- describe the data

# 15+.2 Documentation

## Information Included in Header Comment Block

- What is the component called
- Who wrote the component
- Where the component fits in the general system design
- When the component was written and revised
- Why the component exists
- How the component uses its data structures, algorithms, and control

# 15+.2 Documentation

## Header Comment

An example of a class header

```
/**
 * MyClass

 *
 * This class is merely for illustrative purposes.

 *
 * Revision History:

 * 1.1 - Added javadoc headers

 * 1.0 - Original release

 *
 * @author T.D.Bishop
 * @version 1.1, 19/04/2000
 */
public class MyClass {
 . . .
}
```

# 15+.2 Documentation

An example of a method header

```
/**
 * This method has no use, and it just illustrative.

 * Although it does suggest adding the two parameters together !

 *
 * @param first The first number to be added
 * @param second The second number to be added
 * @return The sum of the two parameters
 * @throws BadException if something goes very wrong !
 */
public int sumNumbers(int first, int second) throws BadException{
 . . .
}
```

# 15+.3 Programming Styles & Rules

- Primary rule:
  - a program should be readable.

Other:

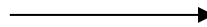
- comments
- formatting
- naming
- method
- class



# 15+.3 Programming Styles & Rules

## ❖ If statement

```
if(condition)
 return x;
return y;
```



```
if (condition)
{
 return x;
}
else
{
 return y;
}
```

# 15+.3 Programming Styles & Rules

## ➤ Expressions

- try to avoid using intermediate variables
- brackets and priority for expression
- return value, especially the abnormal value should be checked carefully
- if order of statements is important, then add comment to illustrate

**Expressions: simple, no showing off skills**

# 15+.3 Programming Styles & Rules

## ➤ Language

- Python (Pep8)
- Java
- C#
- ...

<https://www.python.org/dev/peps/pep-0008/>

## ➤ Company

- google
- ...



# 15+.3 Programming Styles & Rules

- **Java tools**

Findbugs (bytecode)

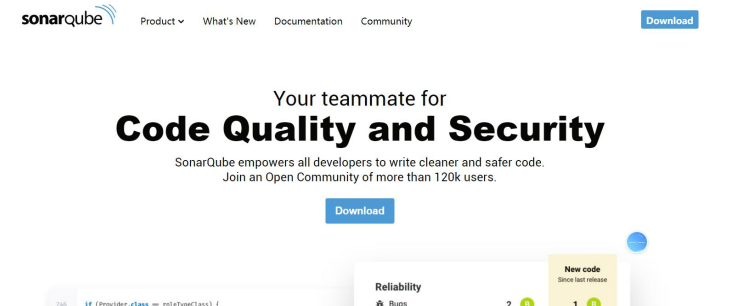
SonarQube

Cobertura

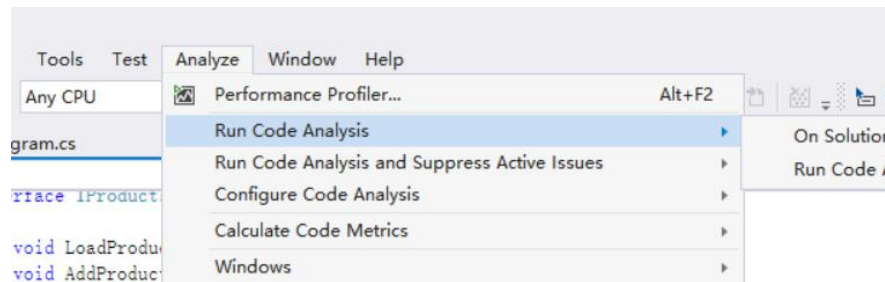
Jacoco



**Cobertura**



- **C++ /C/C#:** Static code analysis : Visual Studio



# 15+.3 Programming Styles & Rules

- python tools:** Pylint, PEP 8

C:\Program Files\Python\Python37\Scripts> pylint.exe D:\2-SECode\PythonExample\ProfileTest.py -r y

```
Your code has been rated at 6.00/10 (previous run: 6.00/10, +0.00)

PS C:\Program Files\Python\Python37\Scripts> pylint.exe D:\2-SECode\PythonExample\ProfileTest.py -r y
***** Module ProfileTest
D:\2-SECode\PythonExample\ProfileTest.py:1:0: C0103: Module name "ProfileTest" doesn't conform to snake_case naming style (invalid-name)
D:\2-SECode\PythonExample\ProfileTest.py:1:0: C0114: Missing module docstring (missing-module-docstring)
D:\2-SECode\PythonExample\ProfileTest.py:4:0: C0116: Missing function or method docstring (missing-function-docstring)
D:\2-SECode\PythonExample\ProfileTest.py:6:8: C0103: Variable name "t" doesn't conform to snake_case naming style (invalid-name)
D:\2-SECode\PythonExample\ProfileTest.py:10:0: C0116: Missing function or method docstring (missing-function-docstring)
D:\2-SECode\PythonExample\ProfileTest.py:19:0: C0116: Missing function or method docstring (missing-function-docstring)

Report

15 statements analysed.

Statistics by type

type	number	old number	difference	%documented	%badname
module	1	1	=	0.00	100.00
class	0	NC	NC	0	0
method	0	NC	NC	0	0
function	3	3	=	0.00	0.00

Raw metrics

type	number	%	previous	difference
code	17	82.96	17	=
docstring	0	0.00	NC	NC
comment	2	7.41	2	=
empty	8	29.63	8	=


```

# 15+.3 Programming Styles & Rules

- python tools:** McCabe complexity check

```
1 # module.py
2 import random
3
4 def mtest2():
5 num = random.random()
6 if 0 <= num < 0.1:
7 print("1")
8 elif 0.1 <= num < 0.2:
9 print("2")
10 elif 0.2 <= num < 0.3:
11 print("3")
12 elif 0.3 <= num < 0.4:
13 print("4")
14 elif 0.4 <= num < 0.5:
15 print("5")
16 elif 0.5 <= num < 0.6:
17 print("6")
18 elif 0.6 <= num < 0.7:
19 print("7")
20 elif 0.7 <= num < 0.8:
21 print("8")
22 elif 0.8 <= num < 0.9:
23 print("9")
24 elif 0.9 <= num < 1:
25 print("10")
26
27
28 def mtest1():
29 a = 1
30 b = 2
31 x = -1
32 if (a == 1) & (b == 2):
33 x = 1
34 else:
35 x = 2
36
37
38 if __name__ == "__main__":
39 mtest1()
40 mtest2()
41
```

mtest2() elif 0.2 <= num < 0.3

Terminal: Local python + v

If 40 2

PS D:\2-SECode\PythonExample> python -m mccabe D:\2-SECode\PythonExample\metrictest.py

4:0: 'mtest2' 11

28:0: 'mtest1' 2

Check:  
Mccabe>5

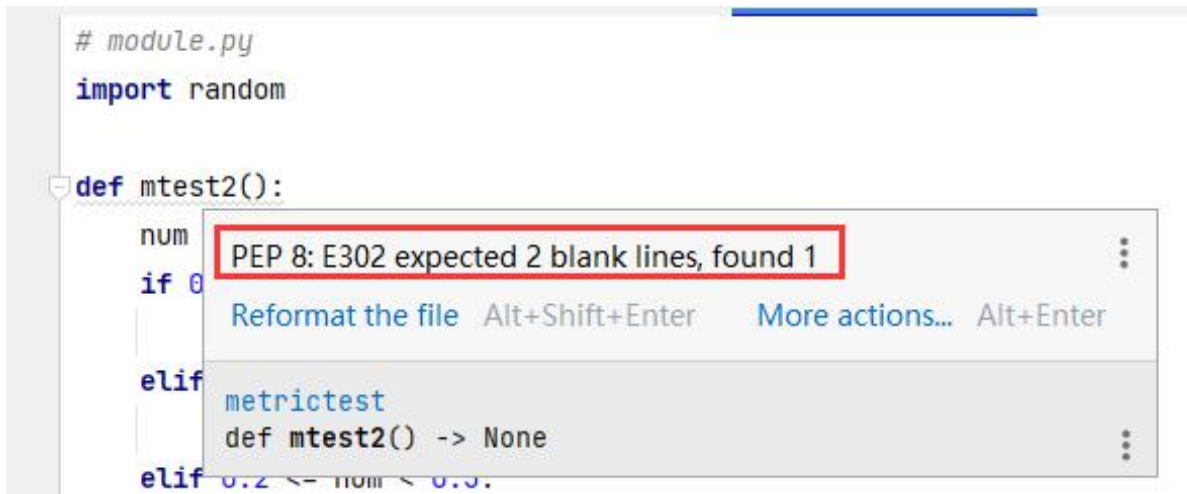
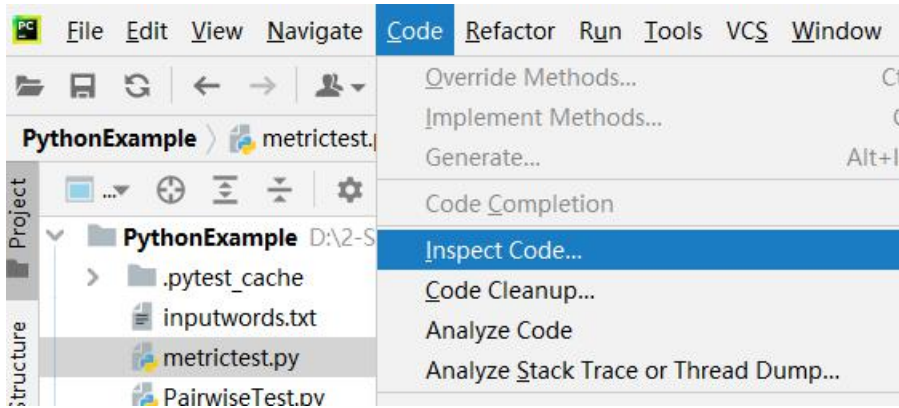
PS D:\2-SECode\PythonExample> python -m mccabe --min 5 D:\2-SECode\PythonExample\metrictest.py

4:0: 'mtest2' 11

PS D:\2-SECode\PythonExample>

# 15+.3 Programming Styles & Rules

- **python tools:** format check



# 15+.3 Programming Styles & Rules

- python tools

Profile (python performance check)

```
1 import profile
2
3
4 def profile_test1():
5 for i in range(1000000):
6 t = i * i
7 return t
8
9
10 def profile_test2():
11 ret = 1
12 for i in range(10):
13 ret = ret * (i + 1)
14 # print("i=%d, ret=%d" % (i, ret))
15 return ret
16
17
18 # factorial function
19 def profile_test():
20 profile_test1()
21 profile_test2()
```

```
22
23
24 if __name__ == "__main__":
25 profile.run("profile_test()")
26
```



# 15+.3 Programming Styles & Rules

- python tools

Profile (python performance check)

7 function calls in 0.062 seconds

Ordered by: standard name

| ncalls | tottime | percall | cumtime | percall | filename:lineno(function)     |
|--------|---------|---------|---------|---------|-------------------------------|
| 1      | 0.000   | 0.000   | 0.062   | 0.062   | :0(exec)                      |
| 1      | 0.000   | 0.000   | 0.000   | 0.000   | :0(setprofile)                |
| 1      | 0.000   | 0.000   | 0.062   | 0.062   | <string>:1(<module>)          |
| 1      | 0.000   | 0.000   | 0.062   | 0.062   | profile:0(profile_test())     |
| 0      | 0.000   |         | 0.000   |         | profile:0(profiler)           |
| 1      | 0.000   | 0.000   | 0.000   | 0.000   | pylinteg.py:11(profile_test2) |
| 1      | 0.000   | 0.000   | 0.062   | 0.062   | pylinteg.py:20(profile_test)  |
| 1      | 0.062   | 0.062   | 0.062   | 0.062   | pylinteg.py:4(profile_test1)  |

ncalls: the number of calling

percall:  $\text{totaltime} / \text{ncalls}$

percall:  $\text{cumtime} / \text{ncalls}$

tottime: total time

cumtime: cumulated execution time


# 15+.3 Programming Styles & Rules

- C++/C# tools Metric

The screenshot shows the Visual Studio IDE with the 'Code Metrics Results' window open. The window displays a table of metrics for the 'ConsoleAppTest' project and its components. The metrics include Maintainability Index, Cyclomatic Complexity, Depth of Inheritance, Class Coupling, Lines of Source code, and Lines of Executable code. The table is filtered by 'None' and shows results for the 'Debug' configuration.

| Hierarchy              | Maintainability Index | Cyclomatic Complexity | Depth of Inheritance | Class Coupling | Lines of Source code | Lines of Executable code |
|------------------------|-----------------------|-----------------------|----------------------|----------------|----------------------|--------------------------|
| ConsoleAppTest (Debug) | 95                    | 16                    | 2                    | 5              | 95                   | 16                       |
| ConsoleAppTest         | 95                    | 16                    | 2                    | 5              | 95                   | 16                       |
| Component              | 95                    | 2                     | 1                    | 2              | 15                   | 3                        |
| ComponentBlocked       | 100                   | 1                     | 2                    | 2              | 4                    | 1                        |
| ComponentInstalled     | 100                   | 1                     | 2                    | 2              | 4                    | 1                        |
| ComponentNone          | 100                   | 1                     | 2                    | 2              | 4                    | 1                        |
| ComponentOld           | 90                    | 5                     | 1                    | 2              | 29                   | 2                        |
| ComponentOld.Status    | 100                   | 1                     | 1                    | 0              | 6                    | 0                        |
| ComponentStatus        | 100                   | 1                     | 1                    | 0              | 4                    | 0                        |
| Program                | 75                    | 4                     | 1                    | 2              | 25                   | 8                        |

# 15+.3 Programming Styles & Rules

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# Summary

## Code quality



- **Learn from excellent coding**
- **review**
- **learn with tools**
  - static code analysis (style, grammar)
  - measurement



**THE END**