

# ACS 560 Software Engineering

Fall 2013

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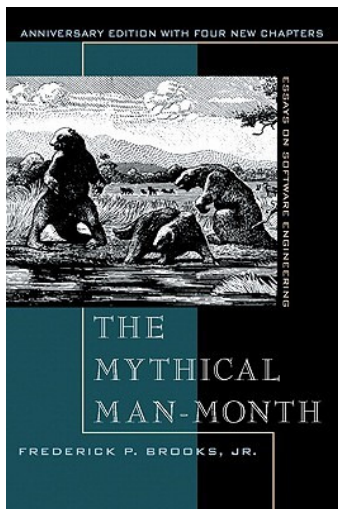
## Outline

- Why is programming **fun**?
- Why is programming **hard**?
- What is the proper **metaphor** for software development?
- What are methods to effectively and efficiently **find** the answer to a question during software development?
- What is the **first principle** of programming?

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## Why is programming **fun**?



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## Why is programming **fun**?

- The sheer **joy** of making things
- The **pleasure** of making things that are useful to other people
- The feeling of **achievement** watching a complex puzzle-like objects to work in order
- The **joy** of always learning
- The **delight** of working in such a tractable medium

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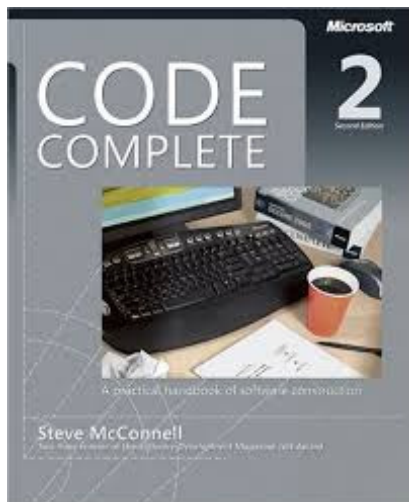
## Why is programming **hard**?

- **Complexity** of software development
- **Limitation** of programmer (imperfection)
- **Communication** between people
- **Resource** constrains (time/budget/etc.)
- **Changing** world (changing requirements/ changing technologies)

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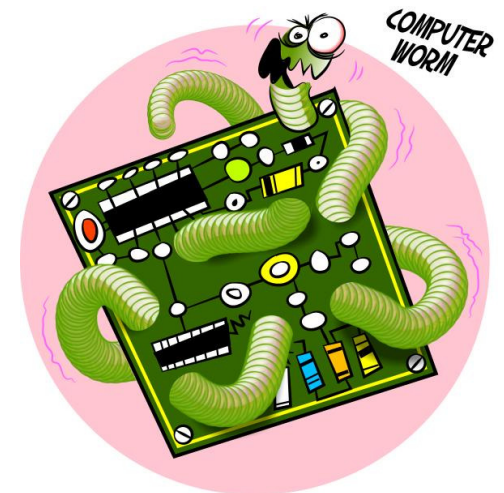


## What is the proper **metaphor** for software development?



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## We use metaphors all the time



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## Why Metaphors for Software Development ?

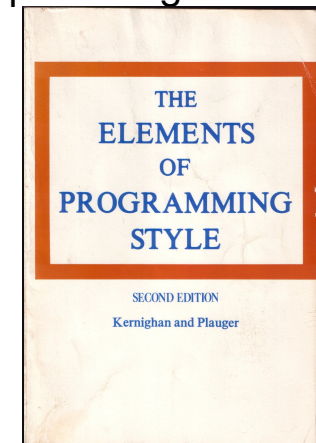
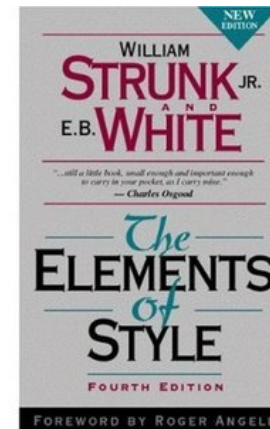
- A software metaphor is more like a **searchlight** than a road map.
- Does not tell you where to find the answer, it tells you **how** to look for it.
- Serve more as a **heuristic** than it does as an algorithm.
- Help you think about your programming activities and to help to imagine **better** way of doing things.

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## What is the proper **metaphor** for software development?

- Software penmanship: Writing Code



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## Many Similarities Between Writing Papers and Writing Code

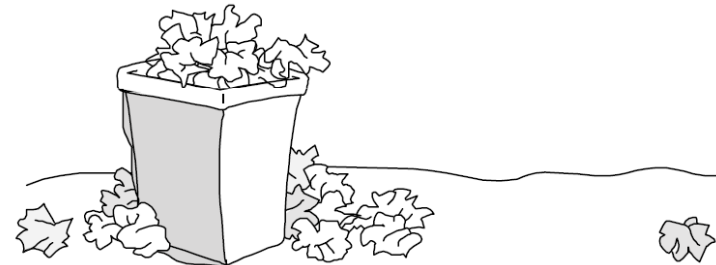
- “A good writing is a bad writing re-written”
  - Refactoring
- Code review is similar to paper review
  - Peer code review

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## Objection to “Writing Code” Metaphors

- Lack of planning



F02xx01

Figure 2-1

*The letter-writing metaphor suggests that the software process relies on expensive trial and error rather than careful planning and design.*



## What is the proper **metaphor** for software development?

- Software farming: Growing a System
  - Design a piece
  - Code a piece
  - Test a piece
  - Add a piece to the system a little bit at a time
  - Similar to planting seeds and growing crops

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## Advocate to “Growing a System” Metaphor

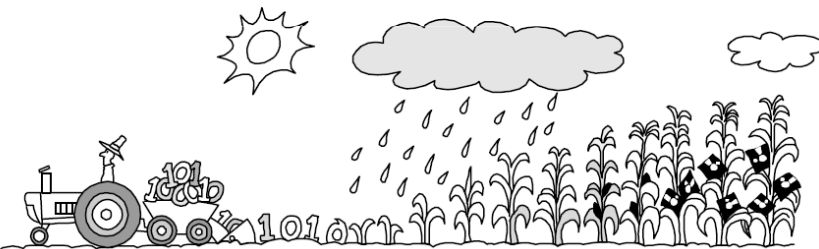
- Incremental technique
- The idea has been used in Refactoring

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## Objection to “Growing a System” Metaphor

- You do not have any direct control over how the software develops.



F02xx02

Figure 2-2

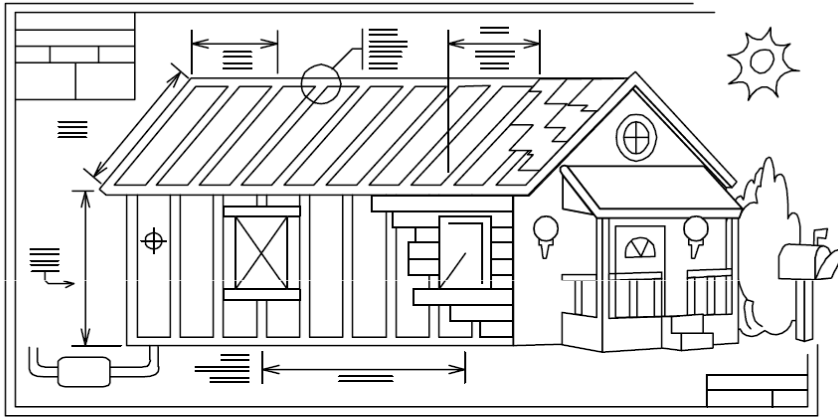
*It's hard to extend the farming metaphor to software development appropriately.*



## What is the proper **metaphor** for software development?

- Software Construction: Building Software
  - Need careful planning
  - Need construction different modules together
  - Need verification

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F02xx04

Figure 2-4

*More complicated structures require more careful planning.*

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## Objection to “Building Software” Metaphor

- When refactoring, it may be difficult to think about building a house

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What are methods to effectively and efficiently **find** the answer to a question during software development?

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## Different Methods

- Google (or Bing or other search tools)
- Books
- People

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## Google should be your **best** friend

- Find the general information
  - ☐ How to find the information on the textbook ?
  - ☐ How to find how the textbook is used in other universities ?
- Look at:
  - ☐ [http://www.google.com/advanced\\_search](http://www.google.com/advanced_search)
  - ☐ <http://www.sitepoint.com/10-tips-for-conducting-a-more-effective-google-search/>

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## Google should be your best friend (Cont.)

- Find the programming-related information
  - ☐ Function/method call (find the function call to strcmp() in C)
  - ☐ How to fix an issue in programming (google the error message)
  - ☐ How to learn a new language (DB/VB.Net)
- Work on HW 1 problems

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## What is the **first principle** of programming?

- DRY (**D**on't **R**epeat **Y**ourself)
  - ☐ Very useful and important
- KISS (**K**eep **I**t **S**imple **S**tupid)
- Understand the problem first.
- Write code like if it was you that would have to maintain that code.
- Be as lazy as possible.
- If it wasn't tested, it is broken.

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## Summary

- Five questions
  - ☐ Is high-level
  - ☐ Very important
  - ☐ Worth thinking
  - ☐ Will come back to some of them again and again
- Become an expert on Google searching

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Q & A