

SWEN30006

Software Modelling and Design

MAPPING DESIGNS TO CODE

Larman Chapter 20

*Beware of bugs in the above code;
I have only proved it correct, not tried it.*

—Donald Knuth

Objectives

On completion of this topic you should be able to:

- ❑ Map design artefacts to code in an object-oriented language.

Mapping Designs to Code

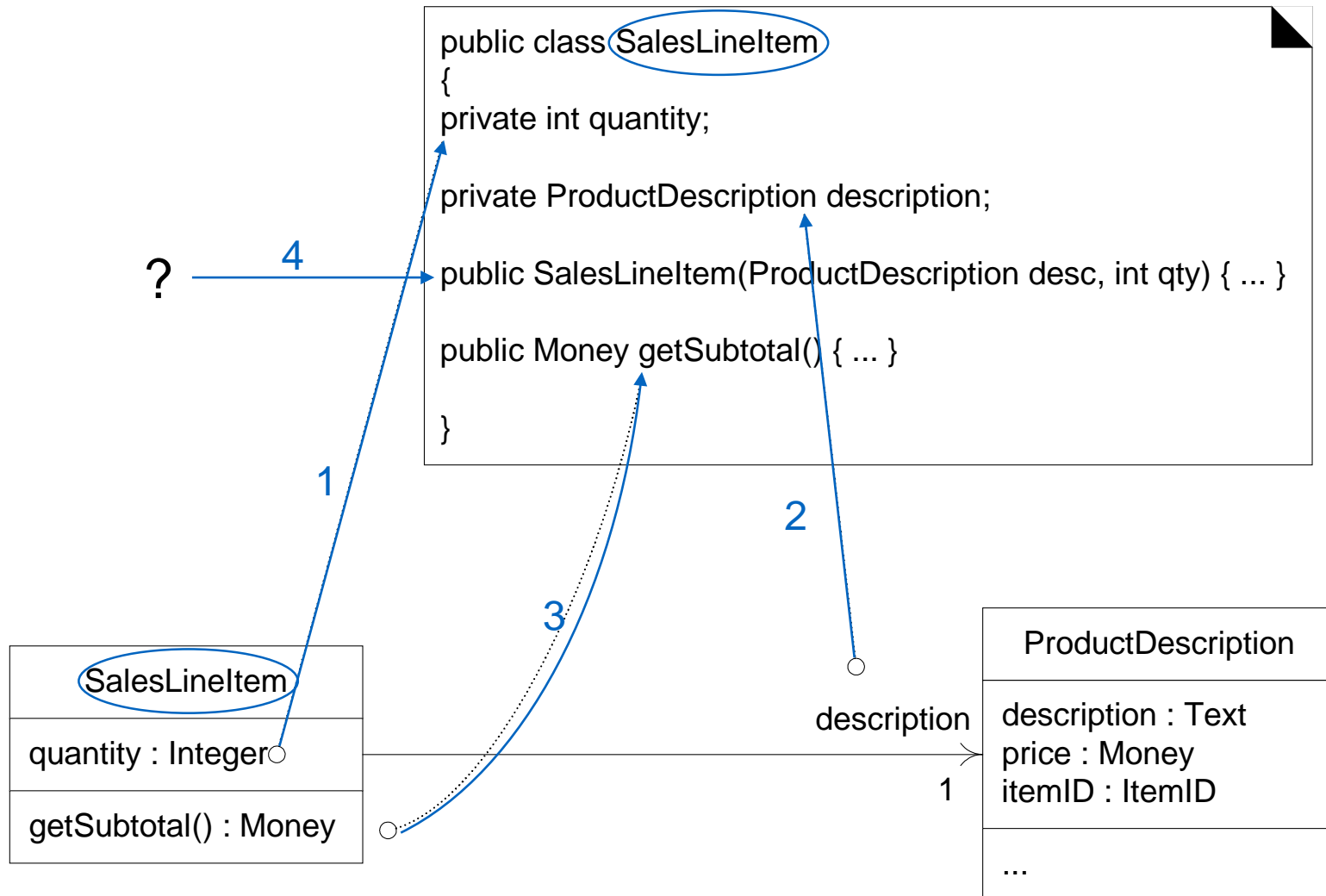
OO implementation requires writing:

- ❑ Class and interface definitions
- ❑ Method definitions

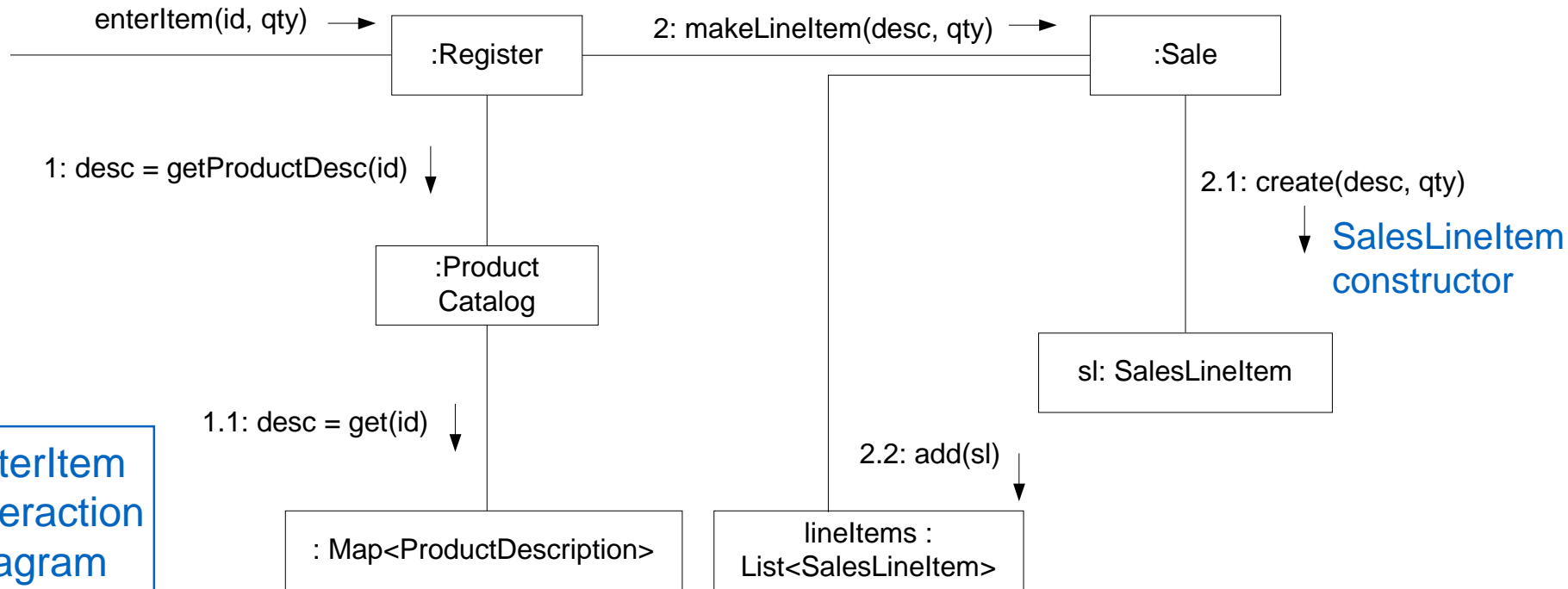
Mappings covered here are relatively mechanical.

- ❑ Design should be a great basis; nonetheless,
- ❑ Programming in general is iterative and creative.

Creating Class Definitions from DCDs



Creating Methods from Interaction Diagrams

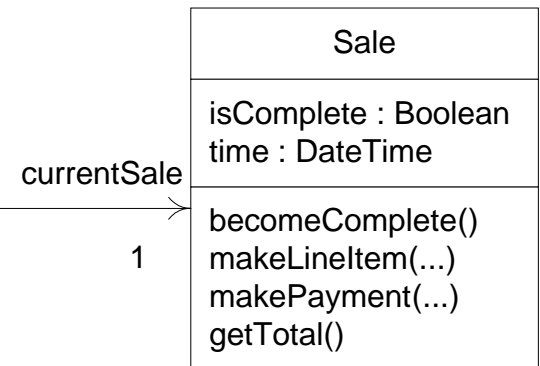
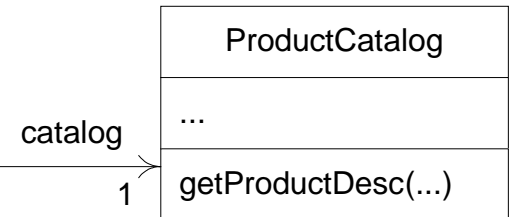
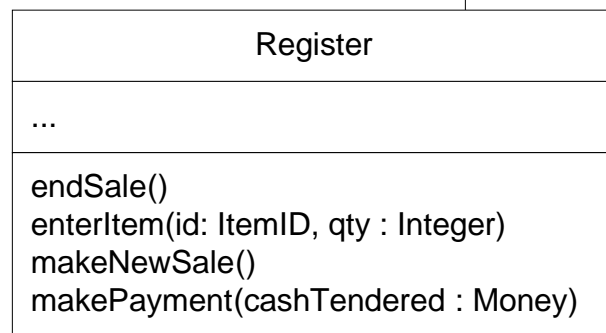


Create Register Class from DCD

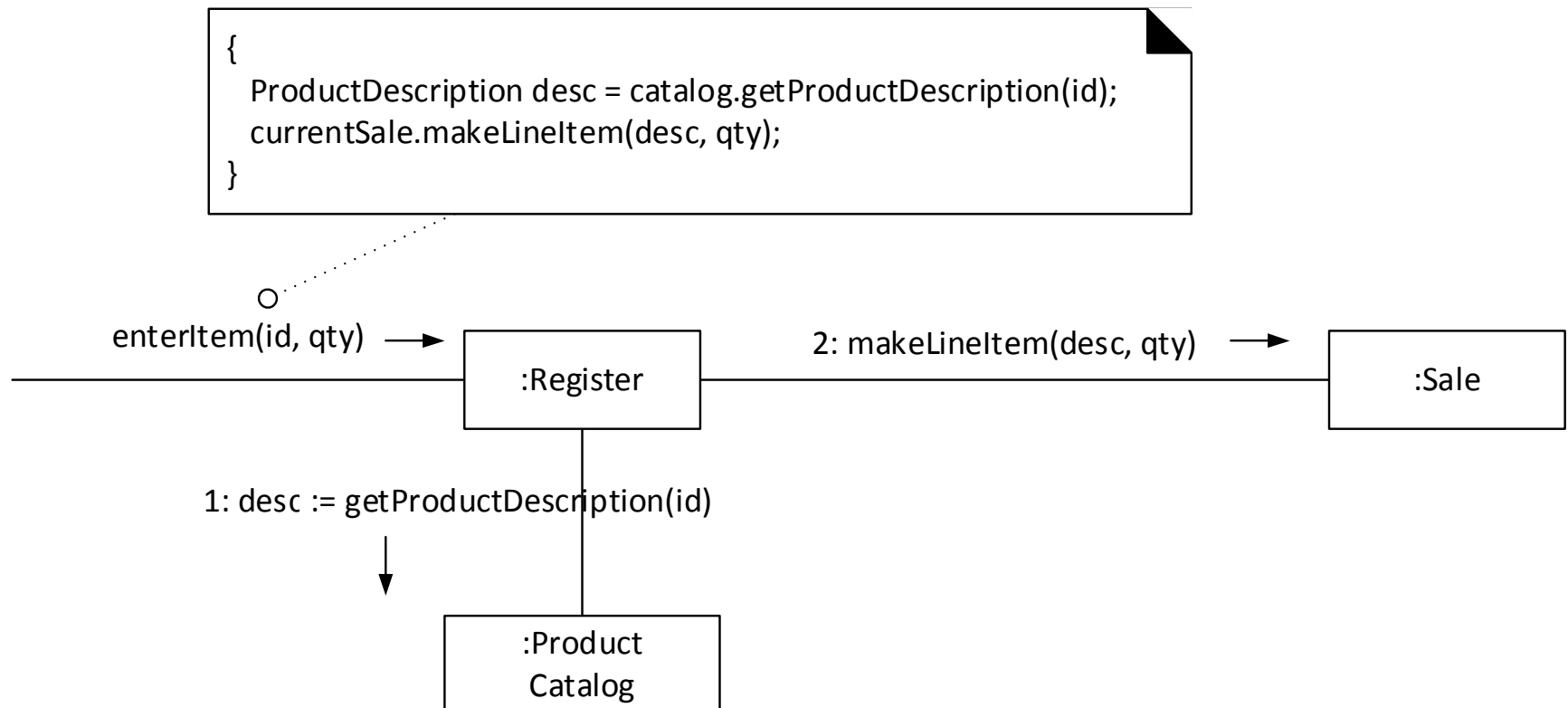
```
public class Register
{
    private ProductCatalog catalog;
    private Sale currentSale;

    public Register(ProductCatalog pc) {...}

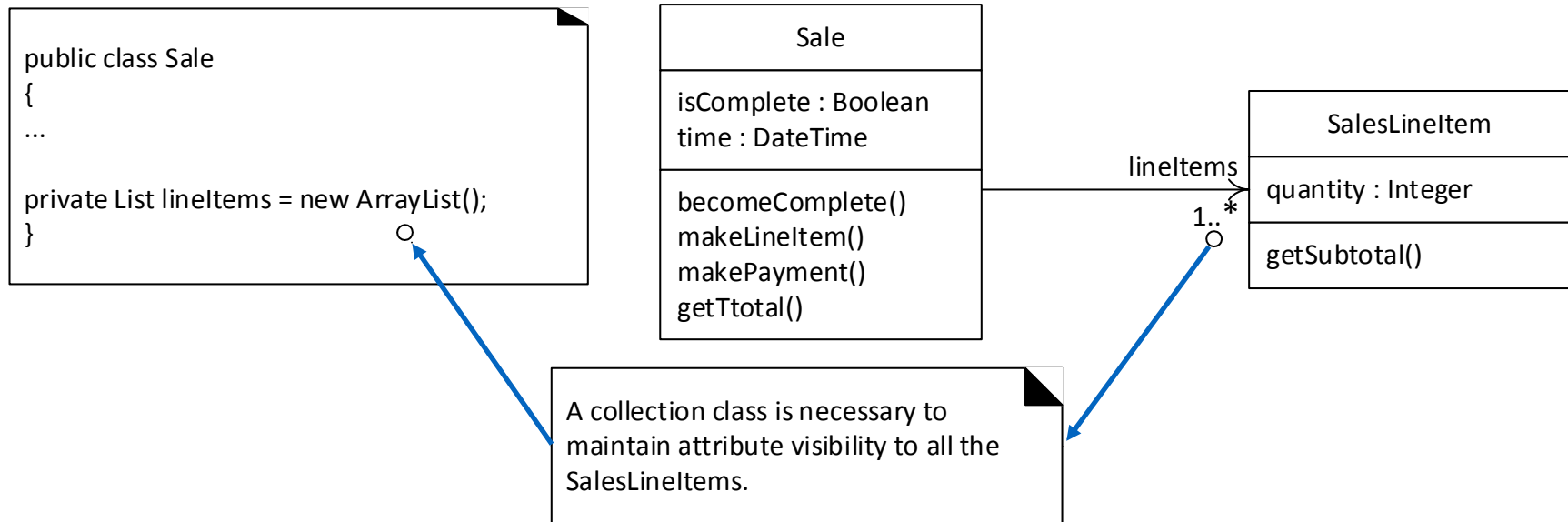
    public void endSale() {...}
    public void enterItem(ItemID id, int qty) {...}
    public void makeNewSale() {...}
    public void makePayment(Money cashTendered) {...}
}
```



Create Register.enterItem Method



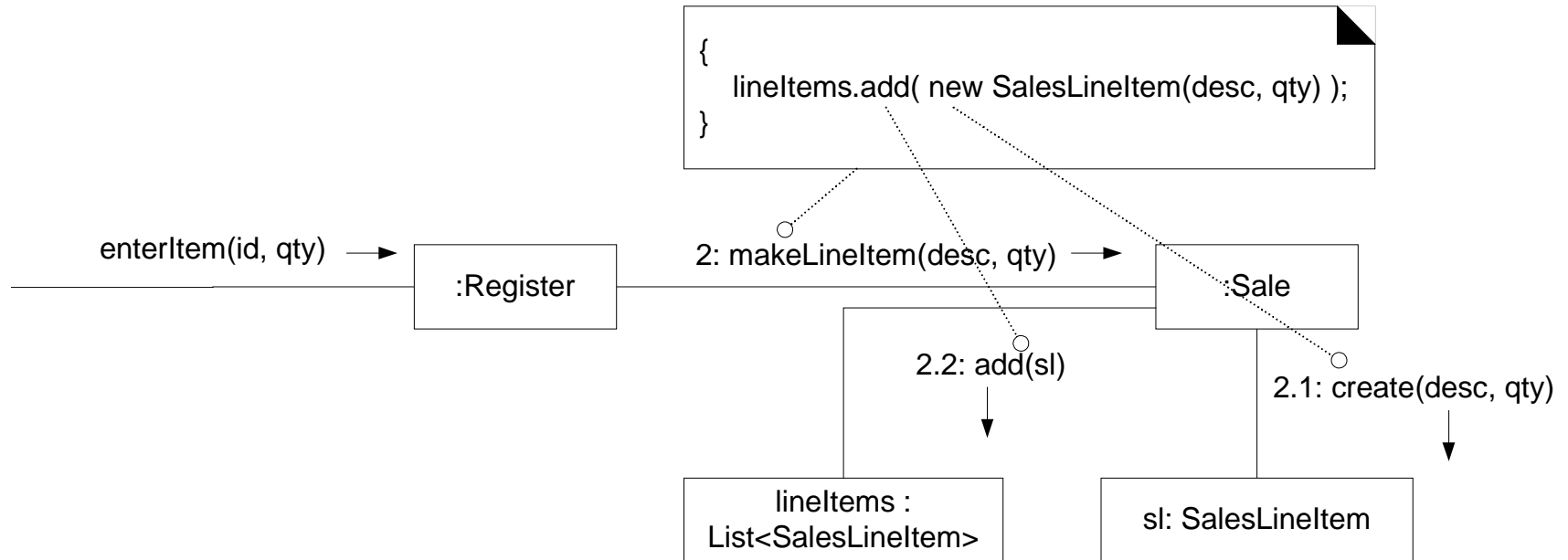
Multiplicity *: Adding a Collection



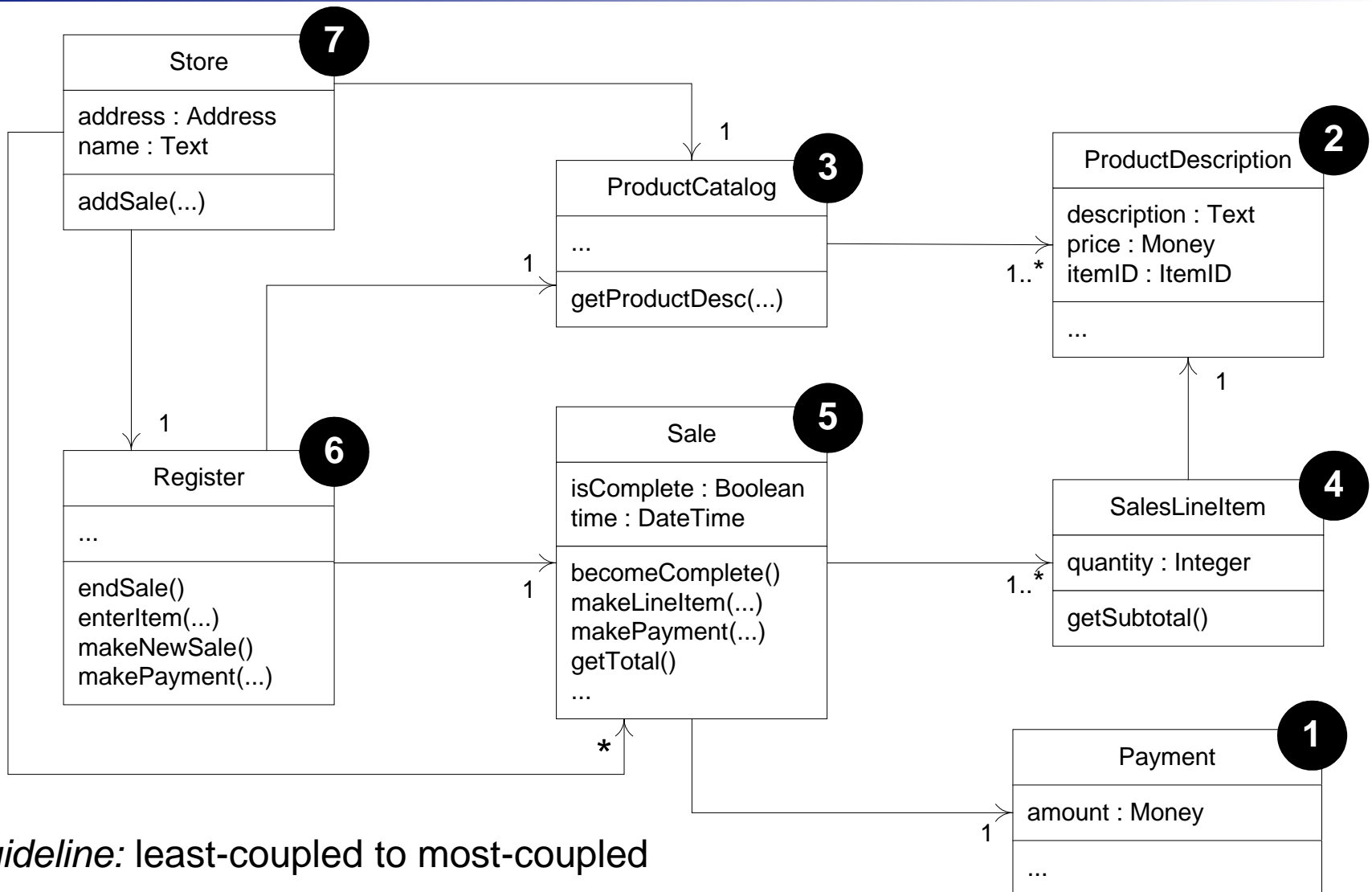
Guidelines:

- ❑ Chose collection class supporting required operations
 - E.g. Key-based lookup -> *Map*; Growing ordered list -> *List*
- ❑ If it implements an interface, declare in terms of the interface
 - E.g. `Map<String, Integer> m = new HashMap<String, Integer>();`

Create Sale.makeLinItem Method



Possible Order: Implement/Test



Summary

- ❑ Design provides a strong basis for implementation
 - Both static and dynamic models play a role
 - Much of the mapping is mechanical
- ❑ Implementation should match design by default
 - Thoughtful variation may be required
- ❑ Guideline: Work from least to most coupled