

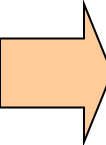


UNIVERSITY OF SCIENCE
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Software Reuse

With materials adapted from Software Engineering, 8th Ed.
by Ian Sommerville

Topics covered

- 
- Software reuse
 - Reuse landscape
 - Design patterns
 - Generator based reuse
 - Application frameworks
 - Application system reuse

Software reuse

- Software reuse refers to reusing work products in multiple systems
 - ❑ Reusing source code
 - ❑ Reusing components
 - ❑ Reusing designs, architectures
 - ❑ Reusing ideas
 - ❑ Etc.
- Goals of software reuse
 - ❑ Lower cost
 - ❑ Reduce delivery time
 - ❑ Higher quality
 - ❑ Etc.

Levels of reuse

- Application system reuse
 - Entire system reused either by
 - incorporating it without change into other systems
 - developing application families
- Component reuse
 - Component reused in another component of the same system or other systems
- Object and function reuse
 - Well-defined object or function reused in multiple systems

Reuse benefits 1

- Increased dependability
 - Reusable components are more dependable
- Reduced process risk
 - Likely less uncertainty to reuse the existing reliable components
- Standard compliance
 - Reusable components follow certain standards
 - Improving dependability, reliability, usability

Reuse benefits 2

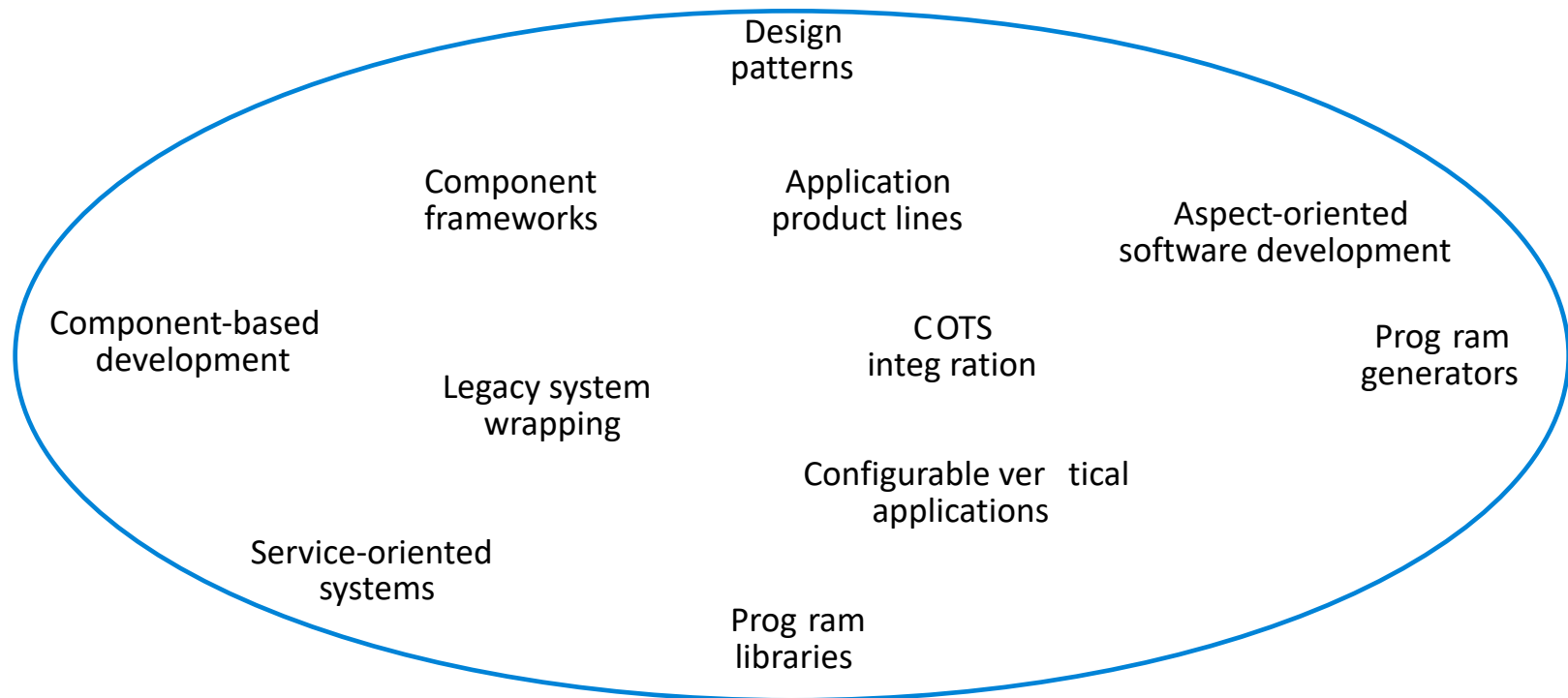
- Accelerated development
 - Reduce schedule and time to market
- Effective use of personnel and expertise
 - Use right skills for right work
 - For example, if we buy a payment system, we don't need people with deep online banking knowledge
- Reduce overall software costs
 - Cheaper to buy existing components than developing the same ones

Reuse problems

- Increased maintenance costs
 - ❑ Reused elements may be difficult to change
 - ❑ Reused elements do not fit into new changes
- Challenges in finding, understanding, evaluating, adapting reusable components
- Hidden risks in reusable components
 - ❑ Safety, privacy, security concerns of reusable components
 - ❑ Performance
 - ❑ Reliability
- Support uncertainty

Reuse landscape 1

- Many different approaches applied for reuse
- Reuse ranges from **simple functions** to complete systems



Reuse landscape 2

- Design patterns
- Component-based development
 - Integrating components according component-based models
- Application frameworks
 - e.g., .net framework, J2EE
- Legacy system wrapping
- Service-oriented development
 - Shared services, e.g., Web services

Reuse landscape 3

- Software product lines
 - Adapting product in different ways for different customers
- COTS integration
 - Built on integrating existing components
- Configurable vertical applications
 - Product configured for different customers
- Program libraries
- Program generators
- Aspect-oriented software development

Topics covered

- Reuse landscape
- Design patterns and architectural styles
- Generator based reuse
- Application frameworks
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Design patterns and arch. styles

- A design pattern is a way of reusing **abstract knowledge** about a problem and its solution
 - E.g., polymorphism, messaging
 - E.g., singleton
- A pattern is a description of the problem and the essence of its solution
- An architectural style is a high-level pattern for architecture

Design patterns and arch. styles

■ Design patterns

- Singleton
- Observer
- Builder
- Bridge
- Strategy
- Factory Method
- Composite

■ Architectural styles

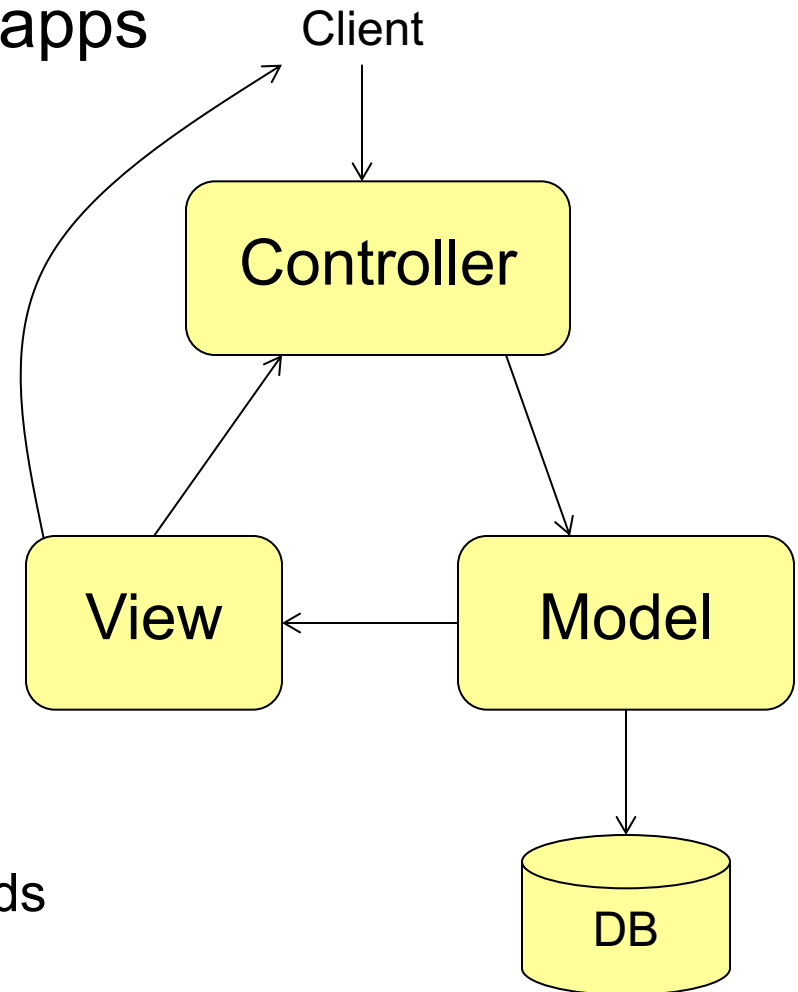
- Client-server
- MVC
- N-tier
- Pipes and filters
- Repository
- Broadcasting
- Microservices

Model-View-Controller (MVC)

- Originally introduced for UI apps
- Now popular for Web apps

- Components

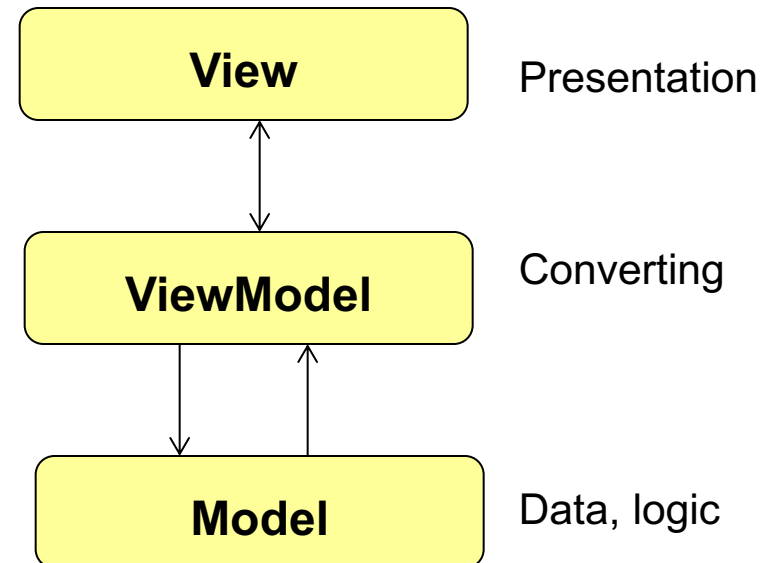
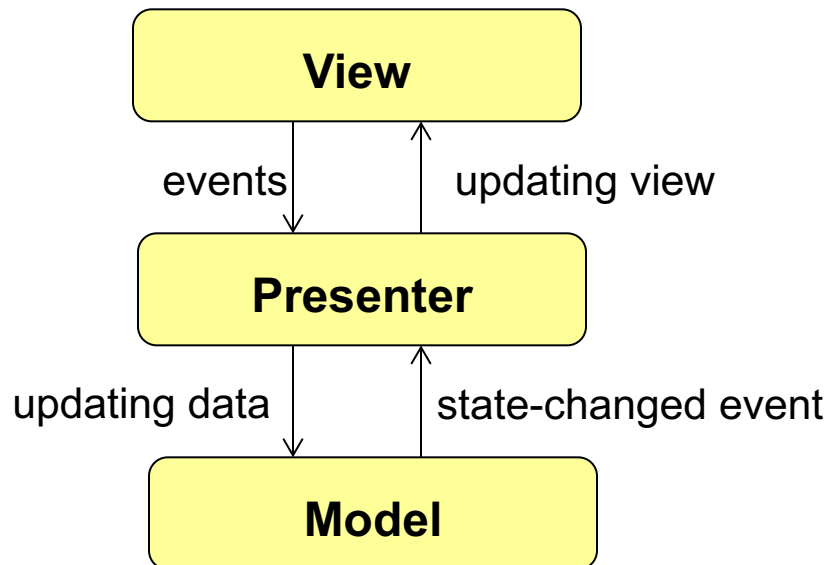
- Model
 - Data, logic processing
- View
 - Presentation
- Controller
 - Accepting commands, inputs
 - Converting, passing commands



Model-View-Controller (MVC) – 2

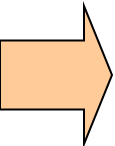
■ Many variations

- ❑ Presentation – Abstraction – Control (PAC)
- ❑ Model – View – Adapter
- ❑ Model – View – Presenter
- ❑ Model – View – ViewModel



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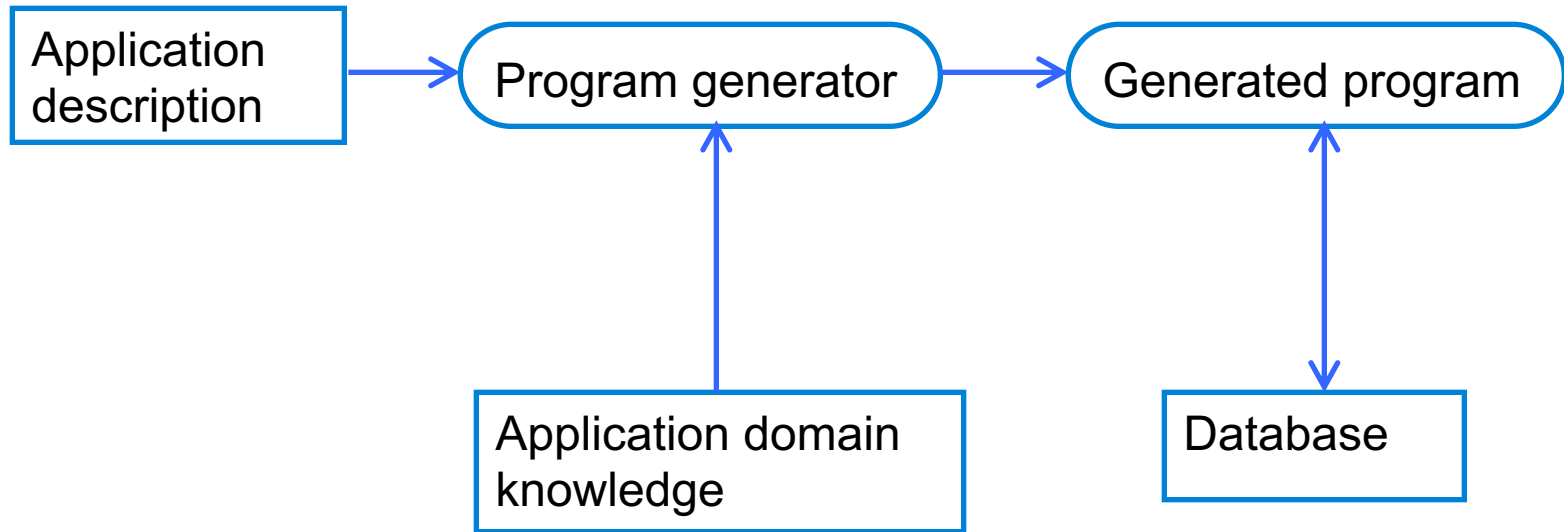
Generator-based reuse

- Program generators involve the reuse of standard patterns and algorithms
 - e.g., Visual Studio code generator for UI, Rational Rose
- Code is embedded in the generator and parameterized by user commands
 - A program is then automatically generated

Types of program generator

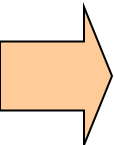
- Types of program generator
 - Application generators for business data processing
 - e.g., generating SQL script for DB queries
 - Code generators in CASE tools
 - e.g., HTML generator, Visual studio
- Generator-based reuse is very cost-effective
 - but its applicability is limited to a relatively small number of applications

Reuse through program generation



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Application frameworks

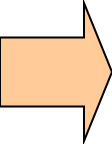
- Frameworks are a sub-system design made up of a collection of classes and interfaces between them
- Frameworks are entities that can be reused
- Examples
 - Desktop-based: .net, WPF, MFC, Eclipse
 - Web: jQuery, dojo, AngularJS, React, Vue, Ember
 - Mobile: React Native, Xamarin, PhoneGap, Flutter

Framework classes

- System infrastructure frameworks
 - Support the development of system infrastructures such as communications, user interfaces and compilers
 - Example, .net, WPF, Eclipse
- Middleware integration frameworks
 - Standards and classes that support component communication and information exchange
 - E.g, COM+, CORBA, EJB
- Enterprise application frameworks
 - Support the development of specific types of application
 - E.g., frameworks for financial systems

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Application system reuse

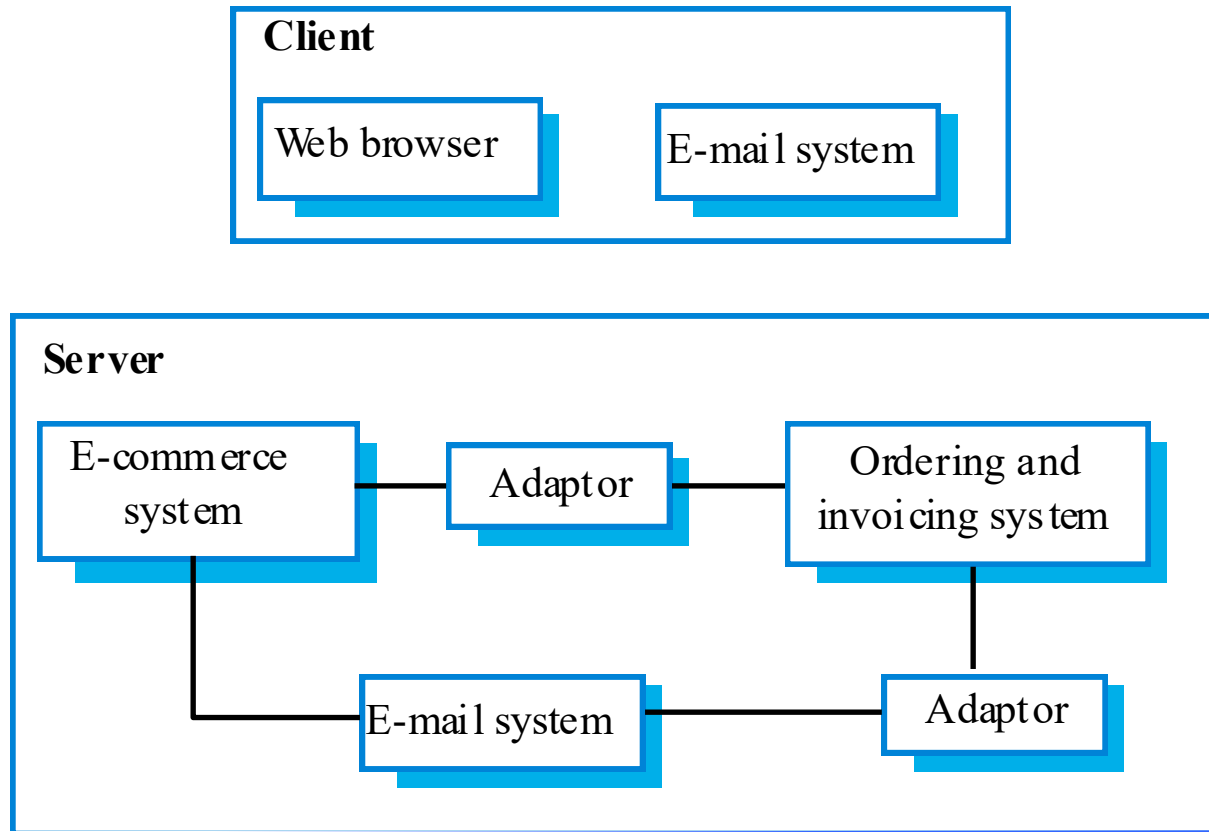
- Involves the reuse of entire application systems either by
 - ❑ configuring a system for an environment
 - ❑ integrating two or more systems to create a new application

- Two approaches covered here
 - ❑ COTS product integration
 - ❑ Product line development

COTS product reuse

- COTS – Component Off-The-Shelf
- COTS is usually a system that offers an API
- Key benefits
 - faster application development
 - lower development costs

E-procurement system



Hailua.com.vn

Client

Web browser

Mobile Web browser

Server

Shipping system

Online payment system

Database

Email system

Web server

COTS products reused

- On the client, standard e-mail and web browsing programs are used
- On the server, an e-commerce platform integrated with an existing ordering system
 - This involves writing an adaptor so that they can exchange data (glue code)
 - An e-mail system is also integrated to generate e-mail for clients

COTS integration problems

- Lack of control over functionality and performance
- Problems with COTS inter-operability
 - Possible incompatibility between components
- No control over system evolution
 - COTS vendors control over evolution
- Support from COTS vendors
 - COTS vendors may not offer support over the lifetime of the product

Software product lines

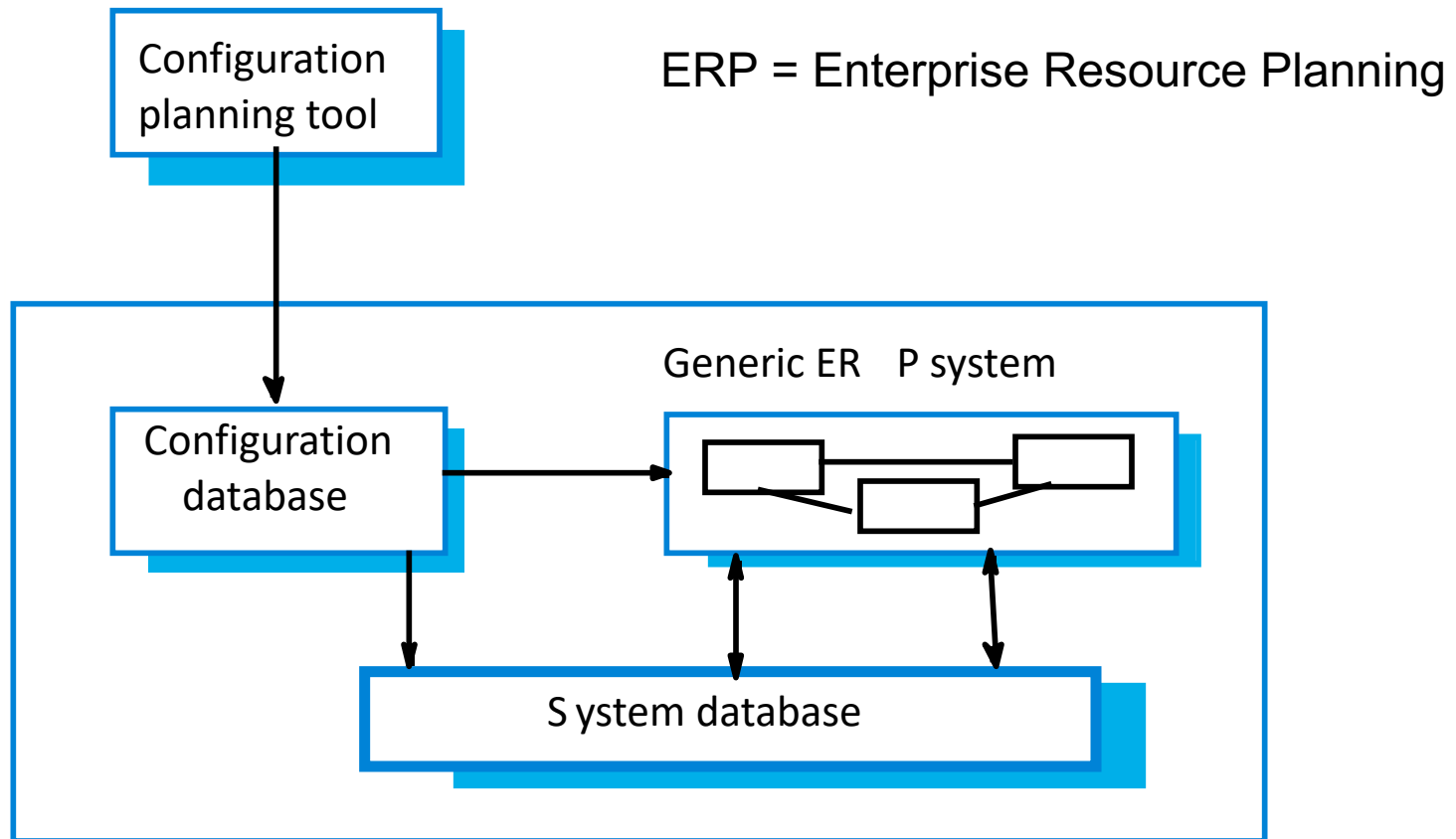
- Software product lines are applications with generic functionality that can be adapted and configured for use in a specific context
- Example
 - MS Office
 - MS Windows
 - SAP ERP (Enterprise Resource Planning), Oracle PeopleSoft

Product lines configuration

- Deployment time configuration
 - ❑ A generic system is configured by embedding customer's requirements and business processes
 - ❑ Software itself is not changed
- Design time configuration
 - ❑ A common generic code is adapted and changed according to the requirements of particular customers

ERP system

- Deployment time configuration



Key points

- Software reuse is a key focus of software engineering
- Advantages of reuse are lower costs, faster software development and lower risks
- Design patterns are high-level abstractions that document successful design solutions
- Program generators are also concerned with software reuse - the reusable concepts are embedded in a generator system

ERP system

- Enterprise Resource Planning (ERP) system is a generic system supporting common business processes e.g., ordering and invoicing, manufacturing, etc.
- Widely used in large companies
 - represent probably the most common form of software reuse
- generic core is adapted by including modules and by incorporating business processes and rules