## **Software Development Concepts**

Fundamental Concepts and Paradigms in the Software Engineering Profession



**SoftUni Team Technical Trainers** 







**Software University** 

https://softuni.bg

## Have a Question?



sli.do

#fund-common

## **Table of Contents**



#### 1. Front-End Development Concepts

- Web Front-End and DOM
- AJAX and RESTful APIs
- Templating Engines
- Routing and Routing Libraries
- Libraries vs. Frameworks
- UI Frameworks
- Mobile Apps



## **Table of Contents**



- 2. Back-End Development Concepts
  - Databases and DBMS Systems
  - ORM Frameworks
  - The MVC Pattern
  - Virtualization, Cloud and Containers
  - Operating Systems and Linux Shell
- 3. Embedded Systems and IoT



## **Table of Contents**



#### 4. Software Engineering Concepts

- Software Development Lifecycle
- Software Quality Assurance (QA)
- Unit Testing
- Source Control Systems
- Project Trackers and Kanban Boards





## Web Front-End and DOM



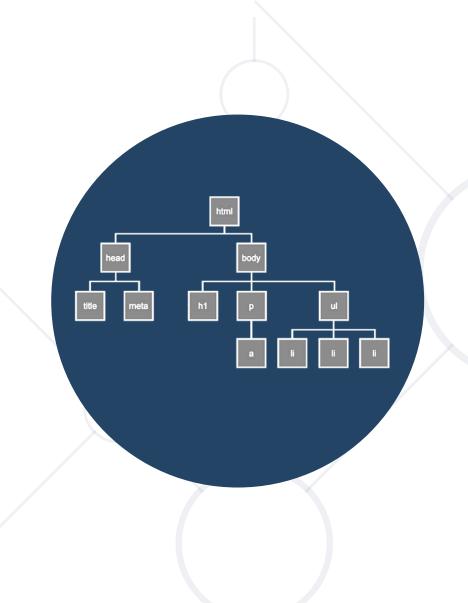
- Web front-end technologies (see <a href="https://platform.html5.org">https://platform.html5.org</a>)
  - HTML, CSS, JavaScript, DOM, AJAX
  - JS front-end frameworks (e.g. React, Angular, Vue)
- DOM (the Document Object Model)
  - DOM == a tree of UI and other elements
  - Documents in the Web browser are represented by a DOM tree
  - The DOM API allows changing the DOM from JS



## Using the DOM API – Example



```
index.html
<input type="text" id="firstNum" /> +
<input type="text" id="secondNum" /> =
<input type="text" id="sum" />
<button id="calc">Calc</button>
                                                   Calc
<script>
  document.getElementById("calc").onclick = function() {
    document.getElementById("sum").value =
      Number(document.getElementById("firstNum").value) +
      Number(document.getElementById("secondNum").value);
</script>
```



## **DOM Interaction**

Live Demo

https://repl.it/@nakov/summator-js-dom

#### **AJAX and RESTful APIs**



 AJAX is a technology for asynchronous execution of HTTP requests from client-side JavaScript

```
let httpRequest = fetch('https://some-url...');
httpRequest.then(function(httpResponse) {
    // Process the HTTP response here and update the DOM tree ...
});
```

- RESTful APIs are HTTP-based Web services
  - The HTTP methods GET, POST, PUT and DELETE retrieve, create, modify and delete data



## **AJAX and REST**

Live Demo

https://repl.it/@nakov/RESTful-API-js

https://repl.it/@nakov/RESTful-API-client-example

## **Templating Engines**

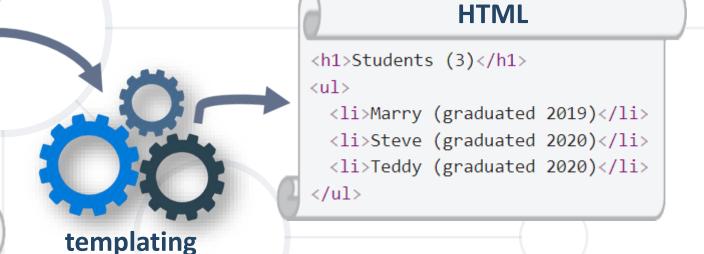


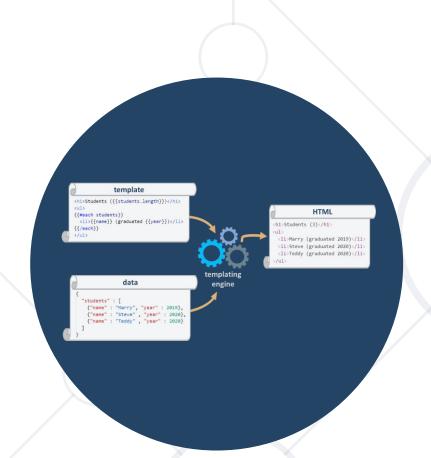
Templating engines render data as HTML through a template

engine

# template <h1>Students ({{students.length}})</h1> {{#each students}} {{name}} (graduated {{year}}) {{/each}}







## Rendering UI with a Templating Engine

Live Demo

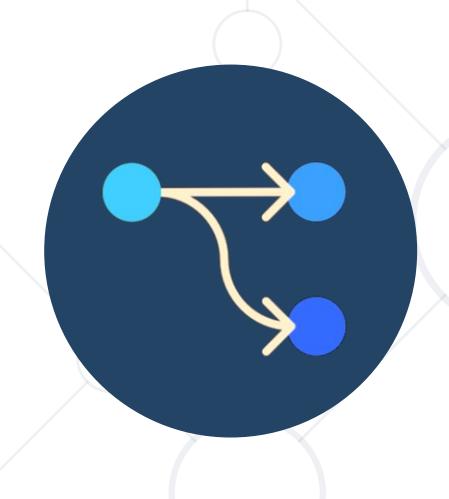
https://repl.it/@nakov/Handlebars-example-JS

## **Routing and Routing Libraries**



- Routing is about switching between different UI views, based on the changes of the current URL (holding the route)
- Routing libraries switch the view by URL like this:





## Navigation with Routing Library

Live Demo

https://repl.it/@nakov/routing-with-sammy-js

## **User Interface and Front-End Frameworks**

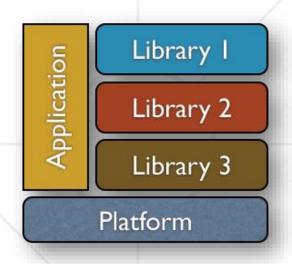


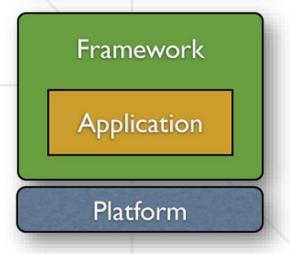
- Graphical User Interface (GUI) systems provide forms, dialogs and UI controls for desktop and mobile apps
  - Examples: Windows Forms, XAML, WPF, Qt
- Mobile UI toolkits / frameworks provide UI controls and structure for mobile apps
  - Examples: Apple UIKit, Android UI, Flutter
- Web front-end frameworks and UI libraries provide user interface elements and structure for Web apps
  - Examples of UI frameworks: Angular, React, Vue.js, Meteor
  - Examples of UI libraries: Kendo UI, Sencha Ext JS, Onsen UI

#### Libraries vs. Frameworks



- Libraries provide components / functionality /
   UI controls for integration into existing apps
  - The app controls the library components
  - Examples: UI control library, Excel reader
- Development frameworks are foundations, which developers extend to build an app
  - The framework controls the app lifecycle and your code plugs in it (inversion of control IoC)
  - Examples: MVC framework, ORM framework





## Windows Forms – Example



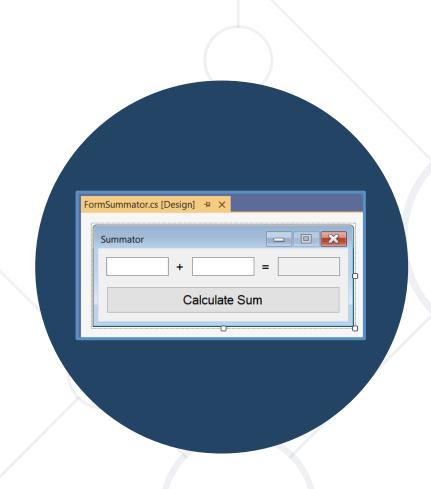
- Windows Forms is GUI framework for .NET developers
  - Provides programming model and rich UI control library

```
public partial class FormSummator : Form
  private TextBox textBox1;
  private Label labelPlus;
  private Label labelEqual;
                                     FormSummator.cs [Design] + X
  private TextBox textBox2;
  private TextBox textBoxSum;
                                       Summator
  private Button buttonCalc;
                                                Calculate Sum
```

## Windows Forms – Example



```
Summator
                                        3
                                                + 5
public partial class FormSummator
                                                  Calculate Sum
  private void buttonCalc_Click(object sender, EventArgs e)
    decimal firstNum = decimal.Parse(this.textBox1.Text);
    decimal secondNum = decimal.Parse(this.textBox2.Text);
    decimal sum = firstNum + secondNum;
    this.textBoxSum.Text = sum.ToString();
```



## Windows Forms

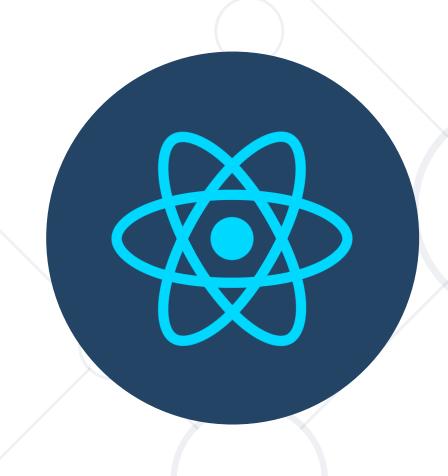
Live Demo

#### React



- React is a powerful JavaScript library from Facebook for building Web UI using HTML, CSS and JS
  - The UI is built from JSX components, which combine HTML + JS

```
class HelloMessage extends React.Component {
    render() {
        return (<div>Hello, {this.props.name}!</div>);
    }
}
ReactDOM.render(<HelloMessage name="SoftUni" />,
    document.getElementById('root'));
```



## React

## Live Demo

https://repl.it/@nakov/react-js-example

C	https://react-js-examplenakov.repl.co
4	
1	
3	
=	
7	
/	
Calc Sum	
Said Saili	

## Mobile Apps – Technologies



- Two major mobile app platforms: Android and iOS
- Mobile app development technologies
  - Android: Java / Kotlin + Android SDK + Android Studio
  - iOS: Swift (or Objective-C) + iOS SDK + Xcode + Mac
  - Hybrid mobile apps: JS + HTML5 + WebView (e.g. Cordova)
  - Native JS mobile apps: JavaScript + native UI
    - Examples: React Native, NativeScript
  - Others: Xamarin (C#), Flutter (Dart)





## **React Native App**

Live Demo

https://snack.expo.io/@nakov/summator-react-native



## **Back-End Technologies**



- Back-end technologies are about server-side programming
  - Data management technologies and ORM frameworks
  - Backend Web frameworks and MVC frameworks
  - REST API frameworks, reactive APIs, other services and APIs
  - Microservices, containers and cloud
- Back-end developers work on the server-side
  - They deal with the business logic, data processing, data storage, APIs



## **Databases**



- Databases hold and manage data in the back-end systems
- Relational databases (RDBMS)
  - Hold data in tables + relationships
  - Use the SQL language to query / modify data
  - Examples: MySQL, PostgreSQL, Web SQL in HTML5
- NoSQL databases
  - Hold collections of documents or key-value pairs
  - Examples: MongoDB, IndexedDB in HTML5

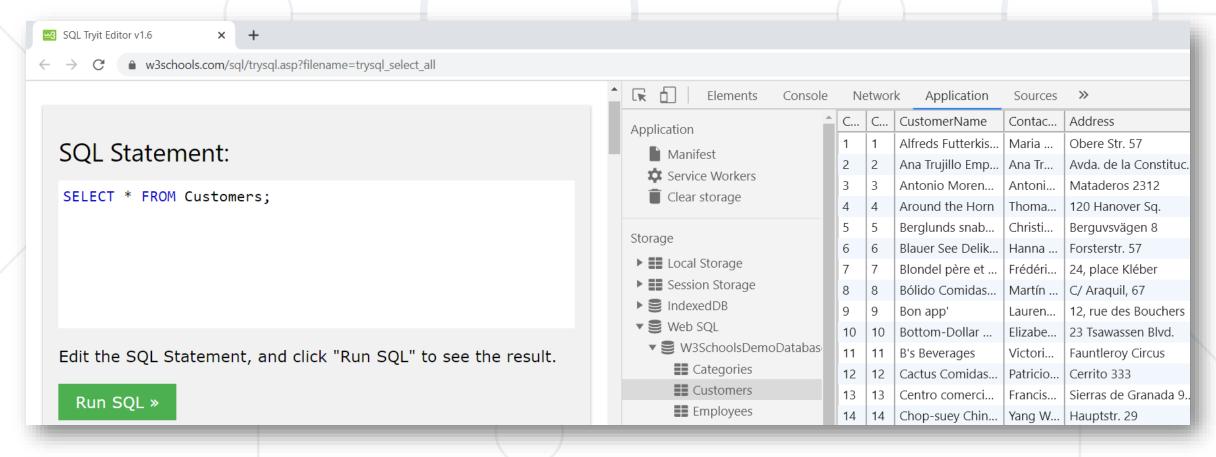




## Web SQL – Example



- Web SQL is a relational database, embedded the Web browsers
  - It is fully functional RDBMS system, runs at the client-side

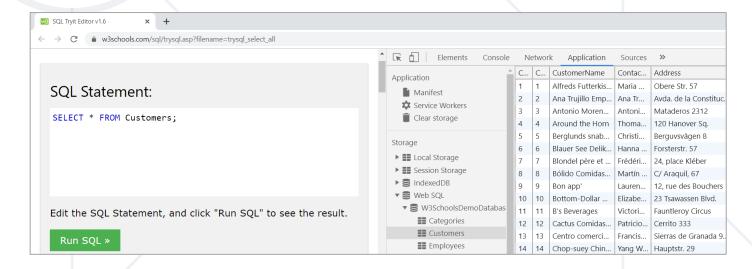




## Web SQL

#### Live Demo

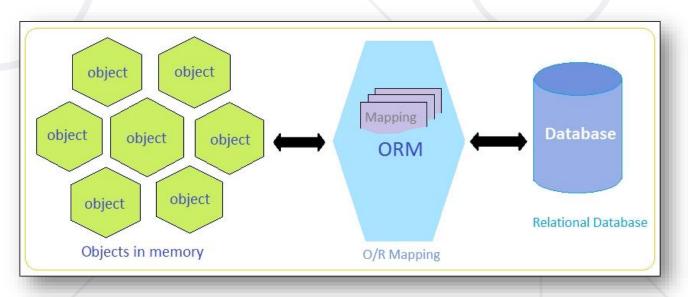
https://w3schools.com/sql/



### **ORM Frameworks**



- ORM frameworks (object-relational mapping) allow persisting objects in relational database (by mapping classes to tables)
  - e.g., store JS objects in MySQL database
- Popular ORM frameworks:
  - Entity Framework (C#)
  - Hibernate (Java)
  - Sequelize (JavaScript)
  - SQLAlchemy (Python)





## JayData ORM for Web SQL

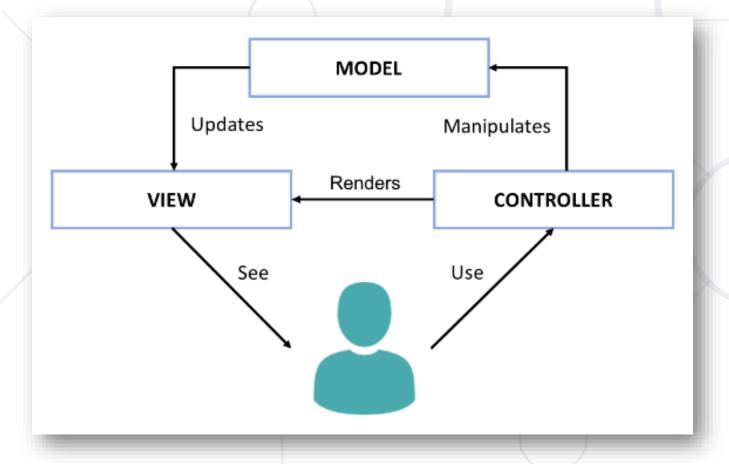
Live Demo

https://repl.it/@nakov/jaydata-orm-example

## The Model-View-Controller (MVC) Pattern



 The Model-View-Controller (MVC) pattern



#### Controller

- Handles user actions
- Updates the model
- Renders the view (UI)
- Model
  - Holds app data
- View
  - Displays the UI, based on the model data

### **Web MVC Frameworks**



- Web MVC frameworks are used build Web applications
  - Controllers handle HTTP GET / POST and render a view
  - Views display HTML + CSS, based on the models
  - Models hold app data for views, prepared by controllers
- Examples of Web MVC frameworks
  - ASP.NET MVC (C#), Spring MVC (Java), Express (JS), Django (Python), Laravel (PHP), Ruby on Rails (Ruby), Revel (Go), ...



## **MVC Frameworks**

Live Demo

https://repl.it/@nakov/MVC-express-pug-example

#### Virtualization and Cloud

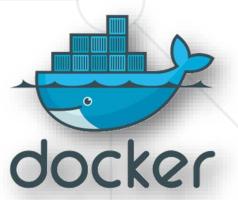


- Virtualization == running a virtual machine (VM) / virtual environment inside a physical hardware system
  - e.g., run Android VM or Linux inside a Windows host
  - Storage, memory, networking, desktops can also be virtual
- Cloud == computing resources, virtual machines, storage, platforms and software instances, available on demand
  - laaS (infrastructure as a service) virtual machines on demand
  - PaaS (platform as a service) app deployment environments
  - SaaS (software as a service) software instances, e.g. Office 365

## **Containers and Docker**



- Container image == software, packaged with its dependencies, designed to run in a virtual environment (like Docker)
  - e.g., WordPress instance (Linux + PHP + Apache + WordPress)
  - Simplified installation, configuration and deployment
- Docker is the most popular containerization platform
  - Runs containers from local image or downloaded from the Docker Hub online repository
  - Open-source, runs on Linux, Windows, Mac



### Docker – Example



- Install Docker on your local computer
  - Or use the Docker online playground: <a href="https://labs.play-with-docker.com">https://labs.play-with-docker.com</a> (with a free Docker Hub registration)
- Download and run a Docker image in a new container:

```
docker run -d -p:8080:80 dockersamples/static-site
```

- Open the exposed URL: <a href="http://localhost:8080">http://localhost:8080</a>
- View currently running Docker containers

```
docker ps
```



# Play with Docker

Live Demo

https://labs.play-with-docker.com

### **Operating Systems**



 Working with operating systems (Linux, Windows, others) is an important skill for software engineers



- Installation, configuration and basic system administration
- Process management, file system, users and permissions
- Sample Linux shell commands
  - Create a file: cat > hello.txt
  - Rename a file: mv hello.txt welcome.txt
  - View file contents: cat welcome.txt

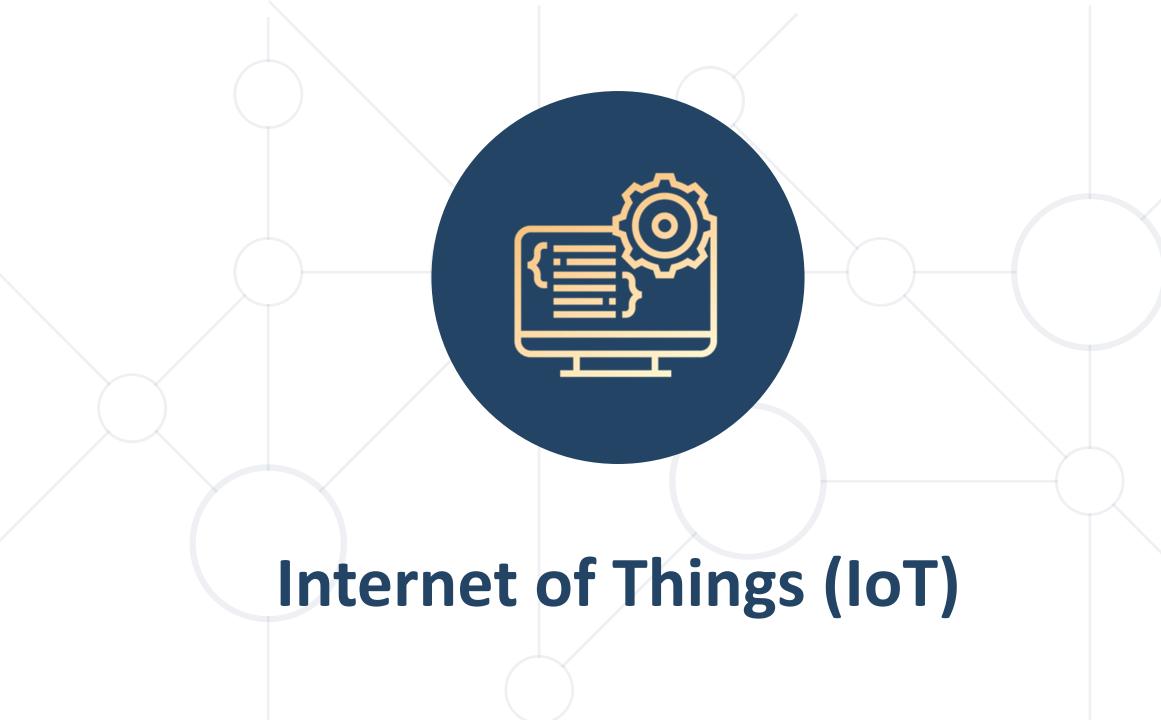
```
GNU bash, version 4.4.12(1)-release (x86 64-pc-linux-gnu)
drwxr-xr-x 1 runner runner 36 May 5 21:39 .
drwxr-xr-x 1 runner runner 4096 May 5 21:39 ...
                           16 May 5 21:38 main.sh
 rw-r--r-- 1 runner runner 12 May 5 21:39 welcome.txt
  PID TTY
                   TIME CMD
  13 pts/0
              00:00:00 bash
  17 pts/0
              00:00:00 ps
 cat > hello.txt
Hello Linux Shell!
[1]+ Stopped
                             cat > hello.txt
 mv hello.txt welcome.txt
  cat welcome.txt
Hello Linux Shell!
```



### **Linux Shell Commands**

Live Demo

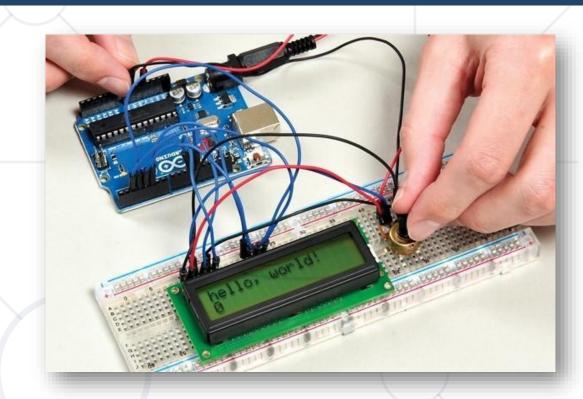
https://repl.it/@nakov/bash-shell-example



### **Embedded Systems and IoT**



- Embedded systems
  - Hardware + software, dedicated to certain task, e.g. control the lights or the heating at home
  - The hardware has limited
     resources (CPU, RAM, battery, ...)
- Internet-connected embedded systems are known as "Internet of Things" devices (IoT devices)



#### IoT Microcontrollers



- Microcontrollers == microchip (CPU + RAM + GPIO) on a board
  - Examples: Arduino, ESP8266, ESP32, Micro:bit, ATmega328
- IoT systems consist of microcontroller (or mini-computer) +
   peripheries + software + Internet connectivity + back-end

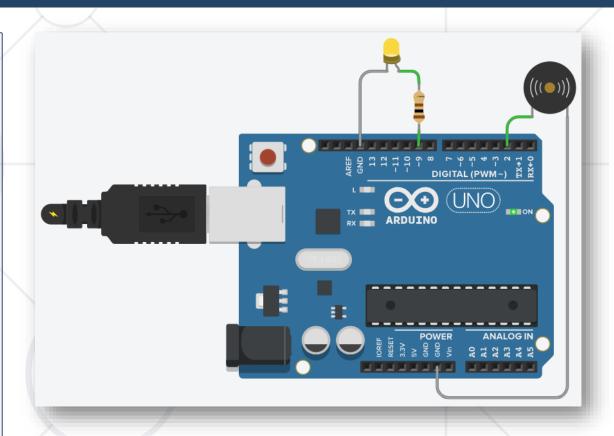


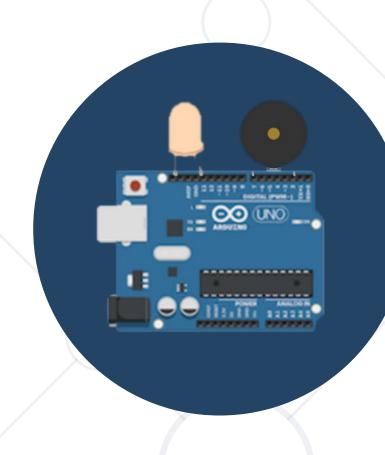
- Back-end: cloud-based (e.g. Blynk, Thinger) or local (home computer)
- Connectivity: WiFi, Bluetooth, LoRa, 4G LTE (with SIM card), 5G
- Programming languages for IoT devices:
  - C, C++, JS / Python / C# (some devices)

#### Microcontroller Arduino – Example



```
#define LED PIN 9
#define BUZZER PIN 2
void setup() {
  pinMode(LED_PIN, OUTPUT);
void loop() {
  int brightness = 0;
  while (brightness <= 255) {
    analogWrite(LED_PIN, brightness);
    delay(15);
    brightness += 3;
  tone(BUZZER_PIN, 300, 100);
```





## Arduino @ Tinkercad

Live Demo

https://www.tinkercad.com/things/hjgbxEoS5TX

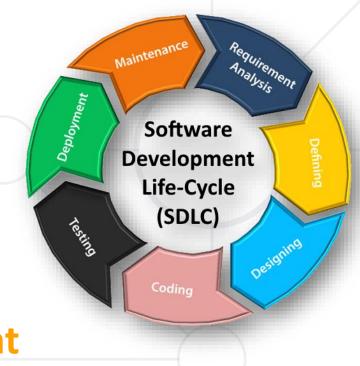


### Software Development Lifecycle (SLDC)



- Software engineering is not just coding!
- The SDLC includes the following activities:
  - Requirements analysis
  - Software design
  - ConstructionRelease
  - TestingMaintenance

Software project management



 Development processes (Waterfall / Scrum / Kanban) define workflow and key practices

### **Software Quality Assurance (QA)**



- What is software quality assurance (QA)?
  - Ensures the software quality
  - Performed by the QA engineers
- Two approaches
  - Testing (manual and automated)
  - Code reviews and quality inspections
- Goal: to find and report the defects (bugs)
  - Defect are tracked in an issue tracker





### **Issue Tracker**

Live Demo

https://github.com/twbs/bootstrap/issues

### **Unit Testing**



• Unit test == a piece of code that tests specific functionality in certain software component (unit)

```
/
  /
  /
  1)
2 passing (10ms)
1 failing
```

```
function testSum() {
  if (sum([1, 2]) != 3)
    throw "1+2 != 3";
  if (sum([-2]) != -2)
    throw "-2 != -2";
  if (sum([]) != 0)
    throw "empty sum != 0";
}
```

```
function sum(arr) {
  let sum = 0;
  for (let item of arr)
    sum += item;
  return sum;
}
```

### **Unit Testing Framework**



- Unit testing frameworks simplify unit testing and reporting
  - Example: Mocha JS testing framework

```
const assert = require('assert');
suite('sum(arr)', function() {
  test('sum([1+2]) == 3', function() {
    assert.equal(sum([1, 2]), 3); });
  test('sum([-2]) == -2', function() {
    assert.equal(sum([-2]), -2); });
  test('sum([]) == 0', function() {
    assert.equal(sum([]), 0); });
});
```



# **Unit Testing with Mocha**

Live Demo

https://repl.it/@nakov/mocha-unit-test-example-js

### **Source Control Systems**



 Source control systems keep the source code (+ other project assets) in a shared repository



- Developers can clone a repository, pull the latest version,
   commit & push local changes, view the change logs, etc.
- Git is the most popular source control system
  - Other version control systems: SVN, TFS, Perforce



- GitHub is the #1 site for Git project hosting
  - Git hosting + issue tracker + project tracker + build system



### GitHub – Example



Clone a repository from GitHub

```
git clone https://github.com/SoftUni/playground
```

Modify local files

```
notepad README.md
```

Commit changes (local)

```
git add . & git commit -m "Added something"
```

Push the changes to GitHub

```
git push
```



### Git and GitHub

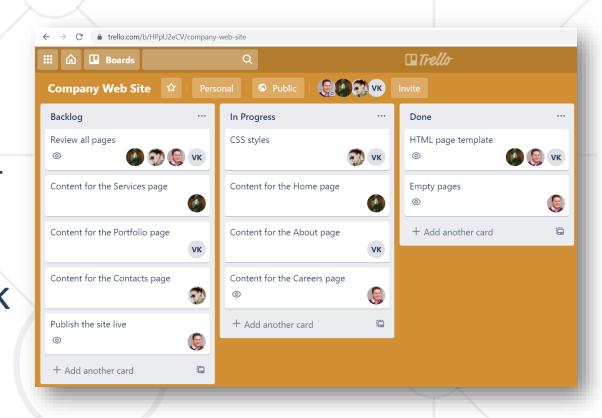
Live Demo

https://github.com/SoftUni/playground

### **Project Trackers and Kanban Boards**



- Project trackers organize and track project tasks
  - Tasks may have description, subtasks, assigned people, deadline
- Kanban boards visualize the work on a project
  - Typical columns: Backlog,
     In Progress, Done
  - Examples: Trello, GitHub Projects





# Trello Project Board

Live Demo

https://trello.com/b/HPpU2eCV/company-web-site

### Summary



- Front-end development concepts: frontend, UI concepts, DOM, AJAX, routing, templating, UI frameworks
- Back-end development concepts, RESTful services, databases, ORM frameworks, MVC architecture, cloud, containers, Docker, ...
- Embedded systems and IoT, Arduino, ESP32
- Software engineering, source control systems, QA, unit testing, Kanban, ...





# Questions?

















#### **SoftUni Diamond Partners**







Coca-Cola HBC Bulgaria









Решения за твоето утре













### Trainings @ Software University (SoftUni)



- Software University High-Quality Education,
   Profession and Job for Software Developers
  - softuni.bg, softuni.org
- Software University Foundation
  - softuni.foundation
- Software University @ Facebook
  - facebook.com/SoftwareUniversity
- Software University Forums
  - forum.softuni.bg









#### License



- This course (slides, examples, demos, exercises, homework, documents, videos and other assets) is copyrighted content
- Unauthorized copy, reproduction or use is illegal
- © SoftUni <a href="https://softuni.org">https://softuni.org</a>
- © Software University <a href="https://softuni.bg">https://softuni.bg</a>

