Software Engineering for Data Scientists Software Design

David Beck^{1,2}, Joseph Hellerstein^{1,3}, Jake VanderPlas^{1,4}

¹eScience Institute

²Chemical Engineering

³Computer Science Engineering

⁴Astronomy

University of Washington

March 13, 2016





-UNIVERSITY of WASHINGTON-







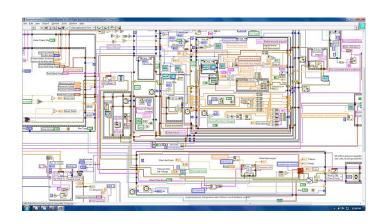
Software Design

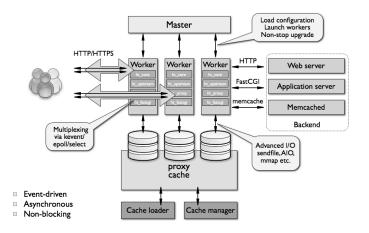
"...specification of a <u>software artifact</u>, intended to accomplish <u>goals</u>, using a set of <u>primitive</u> <u>components</u> ..." [wikipedia]





What Makes A Design Understandable?





- Few components with clear roles
 - Use abstraction hierarchies
- Few interactions between components
 - Carefully choose the features and interfaces
- Similarity with other designs
 - Use design patterns





Benefits of a Software Design

- Provides a systematic approach to a complex problem
- Finds bugs before you code
- Enables many people to work in parallel
- Promotes testability





Steps in Building Software

- 1. Describe what the system does (use cases)
- 2. Specify the components
 - Each use case has a "Top level" component.
 - Sub-components implements portions of the use case
 - Ideally want many components that are common across use cases



Iterate. Iterate.



Use Cases





Running Example: Design of ATM







What Do We Do With ATMs?



- Get cash
- Deposit checks
- Check balances

- These are examples of *Use Cases*.
- Implied use case User authentication.





Describing a Use Case

- What information the user provides
 - E.g., command entered with its options
- What responses the system provides
 - E.g., prompts, plots, error messages

Authenticate User Use Case

User: Put ATM card in reader

ATM: Display 'Enter PIN'

User: Enters PIN on keyboard

ATM: [if correct] Show main menu

[if incorrect] Display 'Enter PIN'





Component Specifications





"Functional" Specification of Components

- Describe components with sufficient detail so that someone with modest knowledge of the project can implement the code for the component.
 - Name
 - What it does
 - Inputs (with type information)
 - Outputs (with type information)
 - How use other components





Developing Component Specifications

- 1. What are the components in the use cases?
- 2. What components are already available?
- 3. What are the sub-components needed to implement those components that aren't already available?

Do 1-2 for each such component





Example Component Specification Find Primes < N

- Name
 - FindPrimes
- What it does:
 - Finds the primes that are less than N
- Inputs (with type information)
 - N, an integer
- Outputs (with type information)
 - List of integers





- Pseudo code for finding the primes < N if the one component is divides
 - For n < N
 - is prime = True
 - For d < n
 - If divides (n, d)
 - Then is prime = False
 - If is prime, add n to list of primes
- "Rules" for pseudo code
 - Consistent use of flow control & variable names
 - Readable English where details are sparse



ATM Components by Use Case

- Authenticate user
 - Database with user PIN
 - User interface that reads ATM card
 - User interface that reads user PIN
 - Control logic
- Get cash
 - Database with users cash balance
 - User interface that reads user cash requested
 - Cash drawer interface that dispenses cash
 - Control logic



Summary

- Use cases
 - Details of the user interactions with the system
- Design
 - Component specifications
 - Name
 - What it does
 - Inputs
 - Outputs
 - How it uses other components



