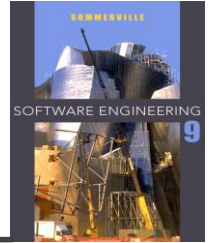


# Chapter 7 – Design and Implementation

## Lecture 1

# Topics covered

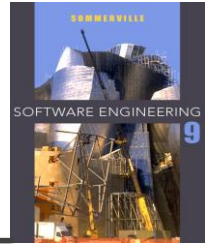
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- ✧ Object-oriented design using the UML
- ✧ Design patterns
- ✧ Implementation issues
- ✧ Open source development

# Design and implementation

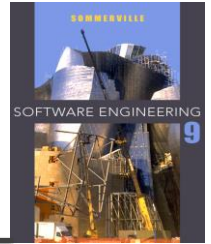
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- ✧ Software design and implementation is the stage in the software engineering process at which an executable software system is developed.
- ✧ Software design and implementation activities are invariably inter-leaved.
  - Software design is a creative activity in which you identify software components and their relationships, based on a customer's requirements.
  - Implementation is the process of realizing the design as a program.

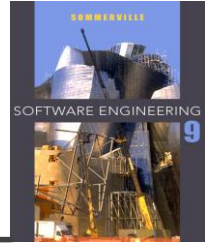
## 7.1 An object-oriented design process

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- ✧ Structured object-oriented design processes involve developing a number of different system models.
- ✧ They require a lot of effort for development and maintenance of these models and, for small systems, this may not be cost-effective.
- ✧ However, for large systems developed by different groups design models are an important communication mechanism.

# Process stages



- ✧ There are a variety of different object-oriented design processes that depend on the organization using the process.
- ✧ Common activities in these processes include:
  - Understand and define the context and the external interactions with the system.
  - Design the system architecture;
  - Identify the principal system objects;
  - Develop design models;
  - Specify object interfaces.
- ✧ Process illustrated here using a design for a wilderness weather station.

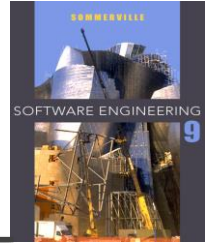
## 7.1.1 System context and interactions

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- ✧ Understanding the relationships between the software that is being designed and its external environment is essential for deciding how to provide the required system functionality and how to structure the system to communicate with its environment.
- ✧ Understanding of the context also lets you establish the boundaries of the system. Setting the system boundaries helps you decide what features are implemented in the system being designed and what features are in other associated systems.

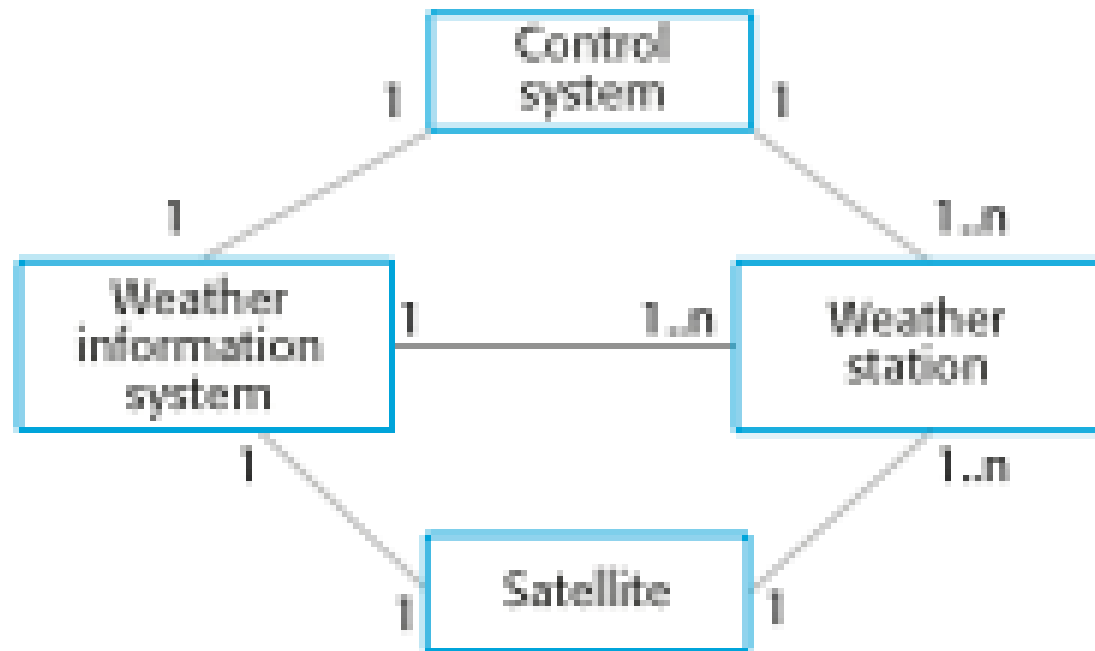
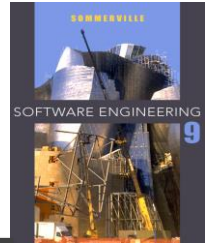
# Context and interaction models

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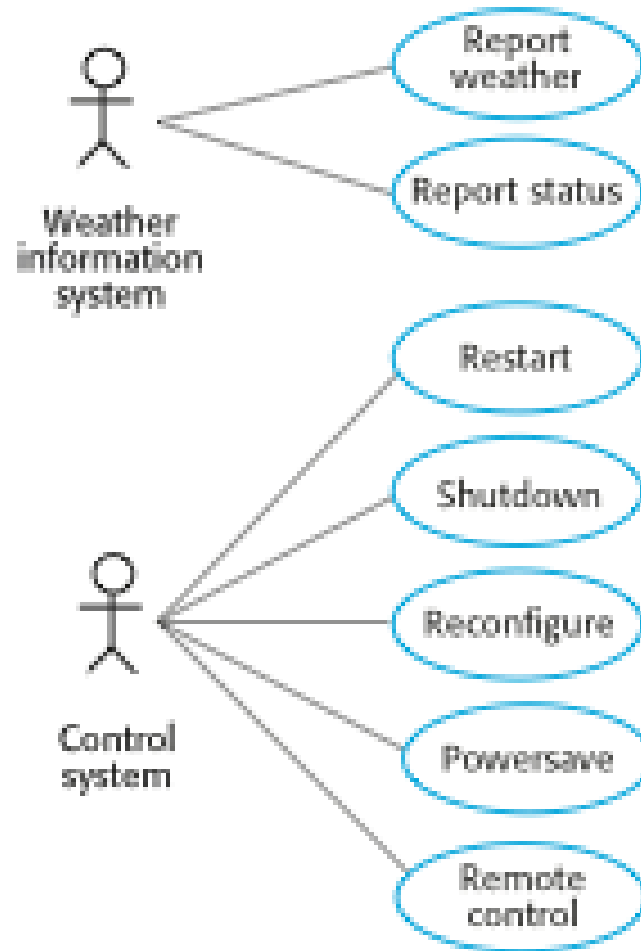
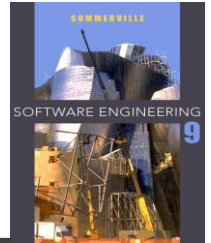
- ✧ A system context model is a structural model that demonstrates the other systems in the environment of the system being developed.
- ✧ An interaction model is a dynamic model that shows how the system interacts with its environment as it is used.

# System context for the weather station

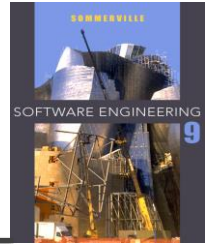




# Weather station use cases

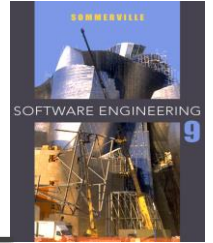


# Use case description—Report weather



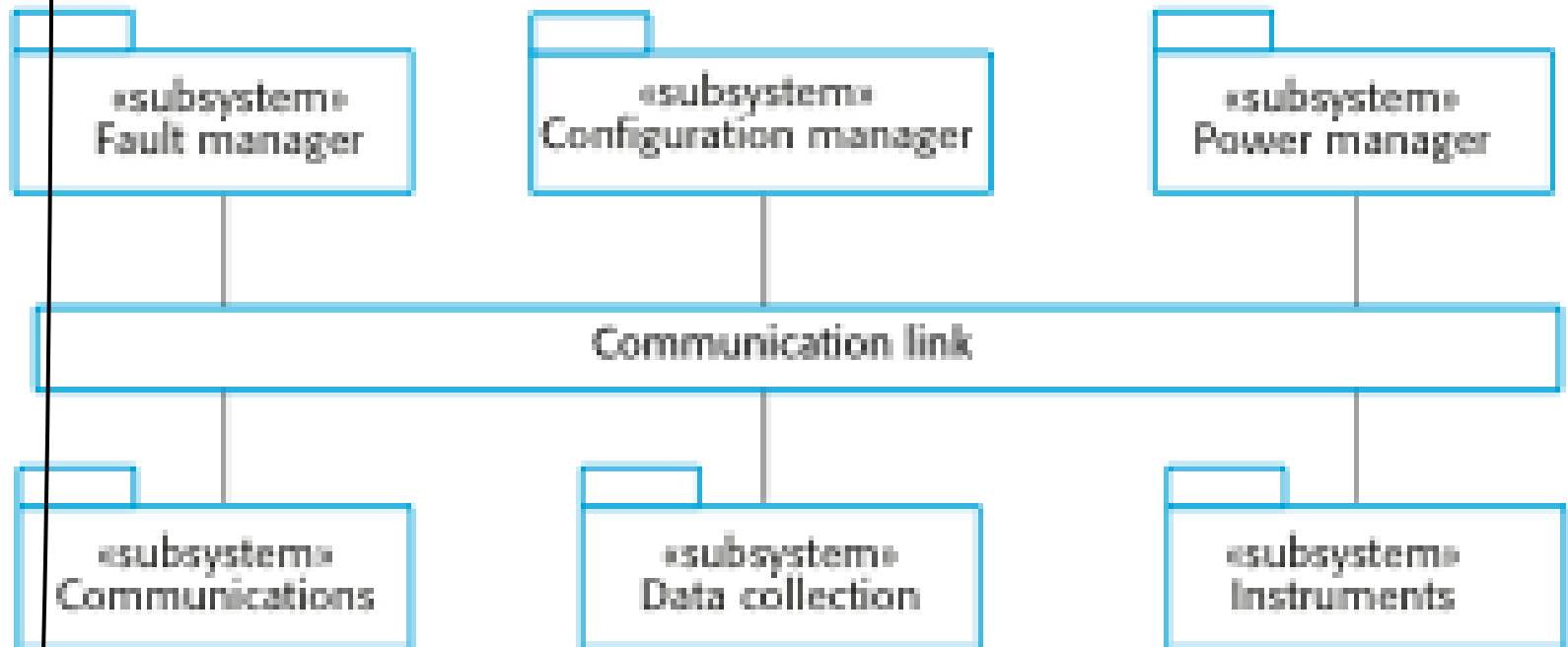
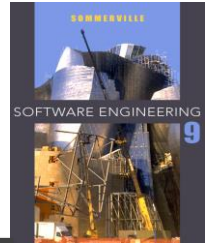
System	Weather station
Use case	Report weather
Actors	Weather information system, Weather station
Description	The weather station sends a summary of the weather data that has been collected from the instruments in the collection period to the weather information system. The data sent are the maximum, minimum, and average ground and air temperatures; the maximum, minimum, and average air pressures; the maximum, minimum, and average wind speeds; the total rainfall; and the wind direction as sampled at five-minute intervals.
Stimulus	The weather information system establishes a satellite communication link with the weather station and requests transmission of the data.
Response	The summarized data is sent to the weather information system.
Comments	Weather stations are usually asked to report once per hour but this frequency may differ from one station to another and may be modified in the future.

## 7.1.2 Architectural design

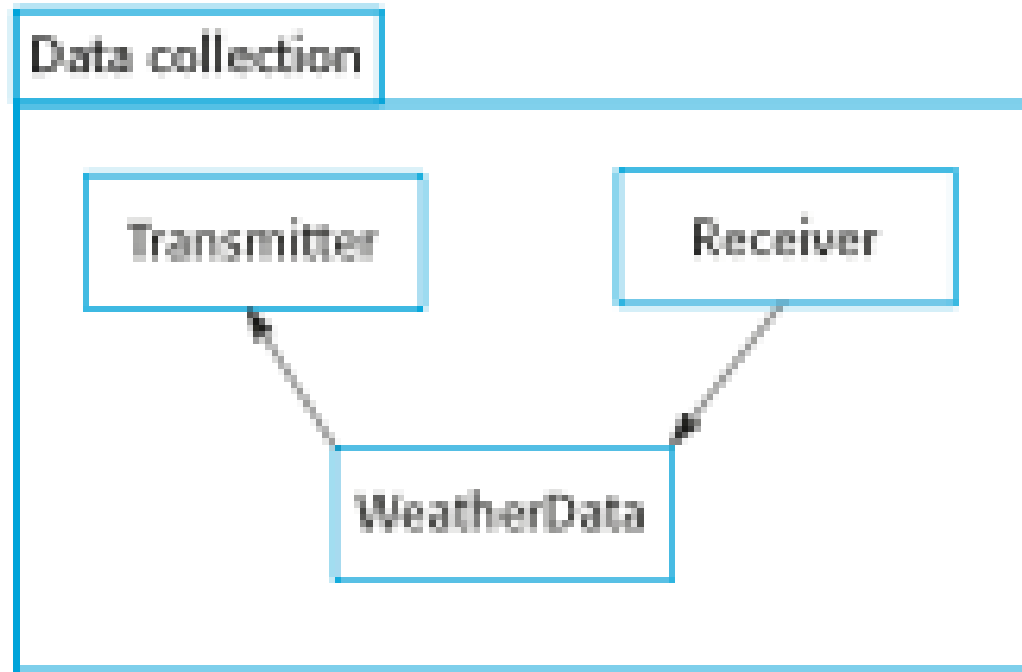
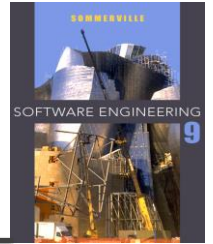


- ✧ Once interactions between the system and its environment have been understood, you use this information for designing the system architecture.
- ✧ You identify the major components that make up the system and their interactions, and then may organize the components using an architectural pattern such as a layered or client-server model.
- ✧ The weather station is composed of independent subsystems that communicate by broadcasting messages on a common infrastructure.

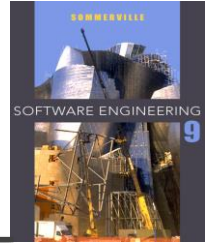
# High-level architecture of the weather station



# Architecture of data collection system



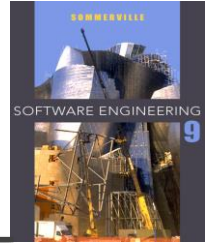
## 7.1.3 Object class identification



- ✧ Identifying object classes is often a difficult part of object oriented design.
- ✧ There is no 'magic formula' for object identification. It relies on the skill, experience and domain knowledge of system designers.
- ✧ Object identification is an iterative process. You are unlikely to get it right first time.

# Approaches to identification

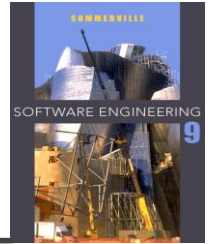
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- ✧ Use a grammatical approach based on a natural language description of the system (used in Hood OOD method).
- ✧ Base the identification on tangible things in the application domain.
- ✧ Use a behavioural approach and identify objects based on what participates in what behaviour.
- ✧ Use a scenario-based analysis. The objects, attributes and methods in each scenario are identified.

# Weather station description

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A **weather station** is a package of software controlled instruments which collects data, performs some data processing and transmits this data for further processing. The instruments include air and ground thermometers, an anemometer, a wind vane, a barometer and a rain gauge. Data is collected periodically.

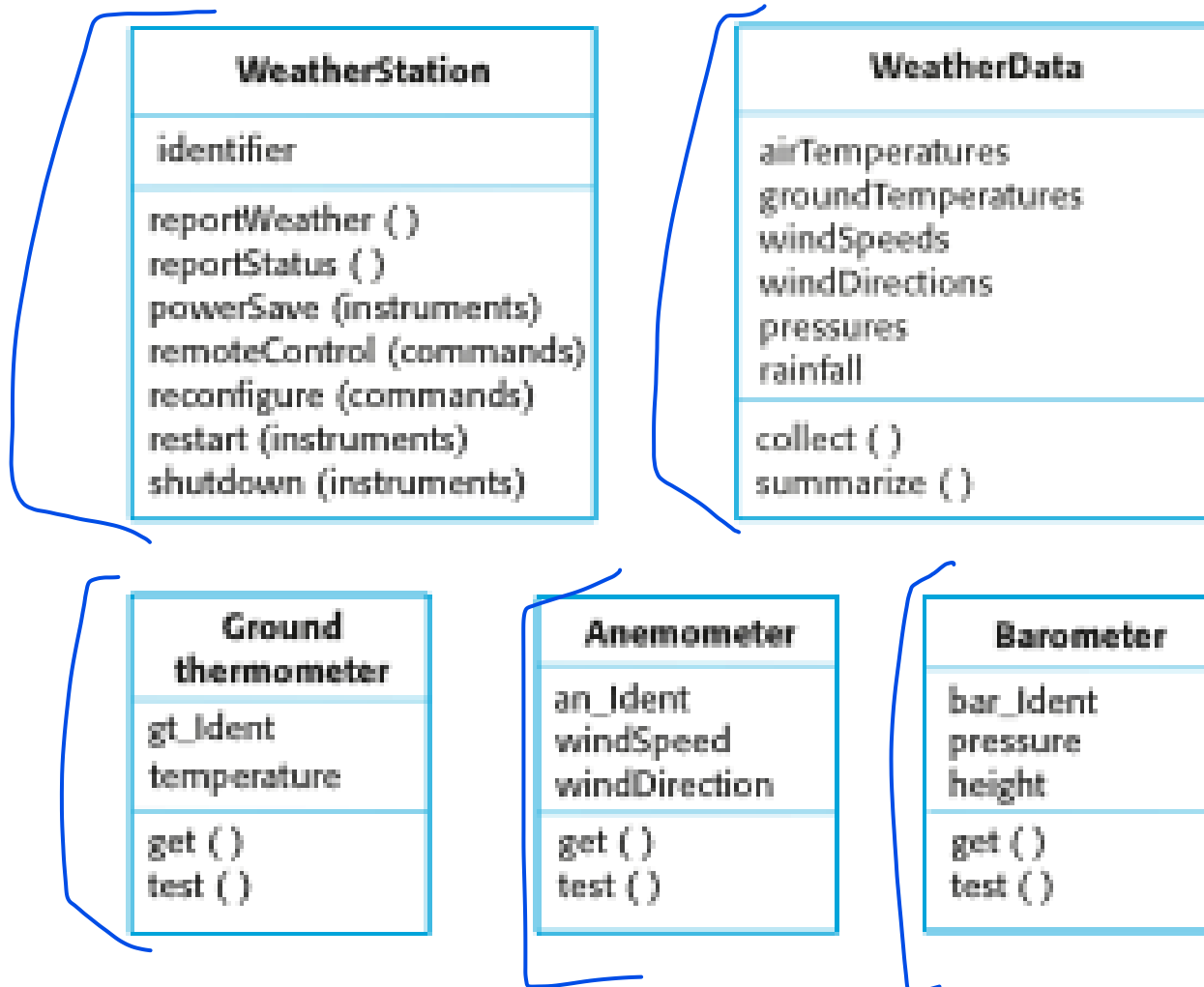
When a command is issued to transmit the weather data, the weather station processes and summarises the collected data. The summarised data is transmitted to the mapping computer when a request is received.



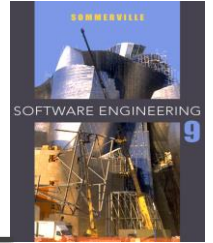
# Weather station object classes

- ✧ Object class identification in the weather station system may be based on the tangible hardware and data in the system:
  - Ground thermometer, Anemometer, Barometer
    - Application domain objects that are 'hardware' objects related to the instruments in the system.
  - Weather station
    - The basic interface of the weather station to its environment. It therefore reflects the interactions identified in the use-case model.
  - Weather data
    - Encapsulates the summarized data from the instruments.

# Weather station object classes



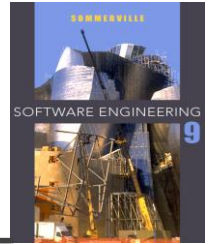
## 7.1,.4 Design models



- ✧ Design models show the objects and object classes and relationships between these entities.
- ✧ Static models describe the static structure of the system in terms of object classes and relationships.
- ✧ Dynamic models describe the dynamic interactions between objects.

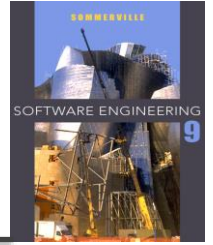
# Examples of design models

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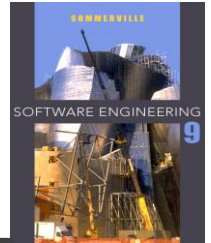
- ✧ Subsystem models that show logical groupings of objects into coherent subsystems.
- ✧ Sequence models that show the sequence of object interactions.
- ✧ State machine models that show how individual objects change their state in response to events.
- ✧ Other models include use-case models, aggregation models, generalisation models, etc.

# Sequence models



- ✧ Sequence models show the sequence of object interactions that take place
  - Objects are arranged horizontally across the top;
  - Time is represented vertically so models are read top to bottom;
  - Interactions are represented by labelled arrows, Different styles of arrow represent different types of interaction;
  - A thin rectangle in an object lifeline represents the time when the object is the controlling object in the system.

# Sequence diagram describing data collection



Weather  
information system



:SatComms

:WeatherStation

:Commslink

:WeatherData

request (report)

acknowledge

reportWeather ()

acknowledge

get (summary)

summarize ()

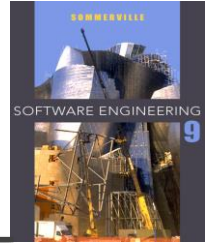
send (report)

acknowledge

reply (report)

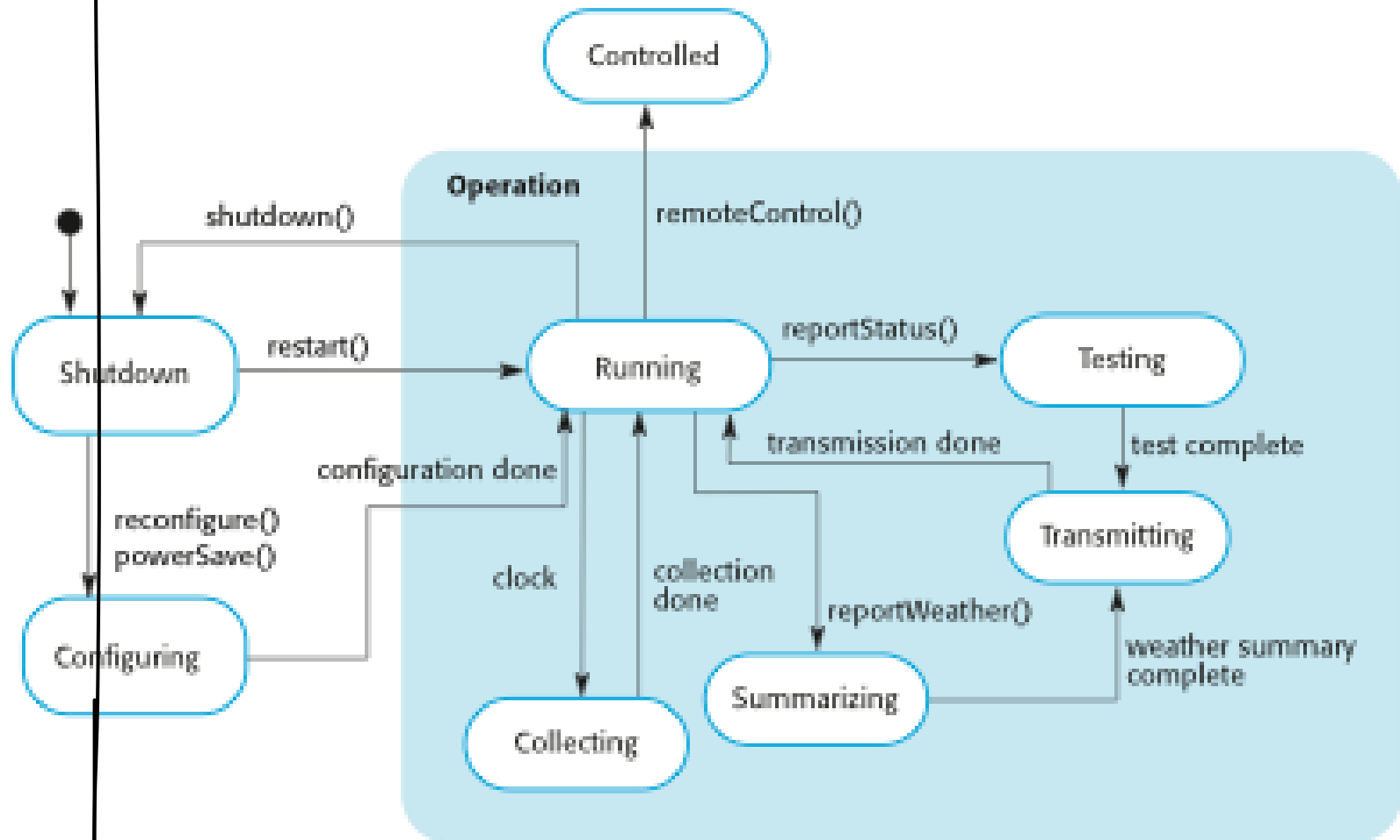
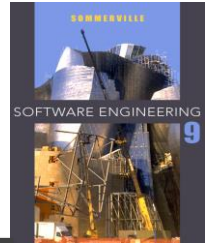
acknowledge

# State diagrams

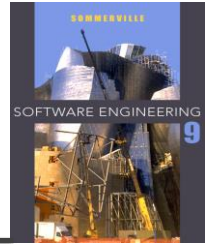


- ✧ State diagrams are used to show how objects respond to different service requests and the state transitions triggered by these requests.
- ✧ State diagrams are useful high-level models of a system or an object's run-time behavior.
- ✧ You don't usually need a state diagram for all of the objects in the system. Many of the objects in a system are relatively simple and a state model adds unnecessary detail to the design.

# Weather station state diagram





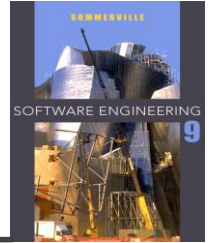


# Chapter 7 – Design and Implementation

## Lecture 2

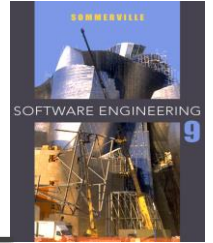
# Design patterns

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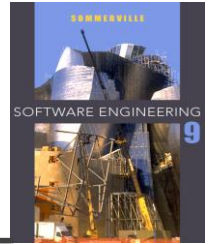
- ✧ A design pattern is a way of reusing abstract knowledge about a problem and its solution.
- ✧ A pattern is a description of the problem and the essence of its solution.
- ✧ It should be sufficiently abstract to be reused in different settings.
- ✧ Pattern descriptions usually make use of object-oriented characteristics such as inheritance and polymorphism.

# The Observer pattern



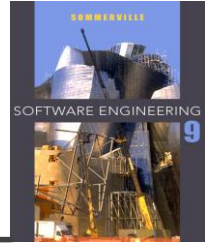
- ✧ A name that is a meaningful reference to the pattern.
- ✧ A description of the problem area that explains when the pattern may be applied.
- ✧ A solution description of the parts of the design solution, their relationships, and their responsibilities.
- ✧ A statement of the consequences—the results and trade-offs—of applying the pattern. This can help designers understand whether or not a pattern can be used in a particular situation.

# Implementation issues



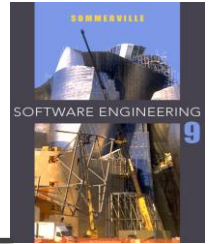
- ✧ Focus here is not on programming, although this is obviously important, but on other implementation issues that are often not covered in programming texts:
  - **Reuse** Most modern software is constructed by reusing existing components or systems. When you are developing software, you should make as much use as possible of existing code.
  - **Configuration management** During the development process, you have to keep track of the many different versions of each software component in a configuration management system.
  - **Host-target development** Production software does not usually execute on the same computer as the software development environment. Rather, you develop it on one computer (the host system) and execute it on a separate computer (the target system).

# Reuse



- ✧ From the 1960s to the 1990s, most new software was developed from scratch, by writing all code in a high-level programming language.
  - The only significant reuse of software was the reuse of functions and objects in programming language libraries.
- ✧ Costs and schedule pressure mean that this approach became increasingly unviable, especially for commercial and Internet-based systems.
- ✧ An approach to development based around the reuse of existing software emerged and is now generally used for business and scientific software.

# Reuse levels



## ✧ The abstraction level

- At this level, you don't reuse software directly but use knowledge of successful abstractions in the design of your software.

## ✧ The object level

- At this level, you directly reuse objects from a library rather than writing the code yourself.

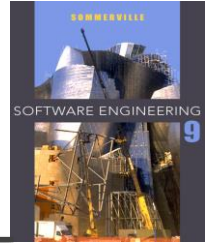
## ✧ The component level

- Components are collections of objects and object classes that you reuse in application systems.

## ✧ The system level

- At this level, you reuse entire application systems.

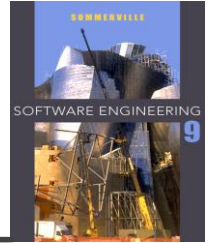
# Reuse costs



- ✧ The costs of the time spent in looking for software to reuse and assessing whether or not it meets your needs.
- ✧ Where applicable, the costs of buying the reusable software. For large off-the-shelf systems, these costs can be very high.
- ✧ The costs of adapting and configuring the reusable software components or systems to reflect the requirements of the system that you are developing.
- ✧ The costs of integrating reusable software elements with each other (if you are using software from different sources) and with the new code that you have developed.

# Configuration management

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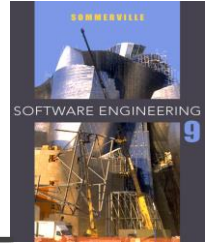


- ✧ Configuration management is the name given to the general process of managing a changing software system.
- ✧ The aim of configuration management is to support the system integration process so that all developers can access the project code and documents in a controlled way, find out what changes have been made, and compile and link components to create a system.
- ✧ See also Chapter 25.



# Configuration management activities

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- ✧ Version management, where support is provided to keep track of the different versions of software components. Version management systems include facilities to coordinate development by several programmers.
- ✧ System integration, where support is provided to help developers define what versions of components are used to create each version of a system. This description is then used to build a system automatically by compiling and linking the required components.
- ✧ Problem tracking, where support is provided to allow users to report bugs and other problems, and to allow all developers to see who is working on these problems and when they are fixed.

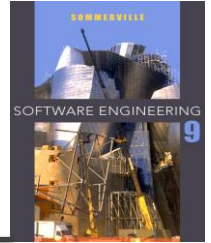
## Development platform tools

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- ✧ An integrated compiler and syntax-directed editing system that allows you to create, edit and compile code.
- ✧ A language debugging system.
- ✧ Graphical editing tools, such as tools to edit UML models.
- ✧ Testing tools, such as Junit that can automatically run a set of tests on a new version of a program.
- ✧ Project support tools that help you organize the code for different development projects.

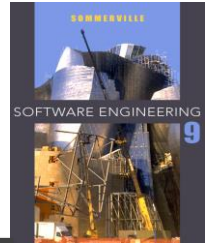
# Integrated development environments (IDEs)

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- ✧ Software development tools are often grouped to create an integrated development environment (IDE).
- ✧ An IDE is a set of software tools that supports different aspects of software development, within some common framework and user interface.
- ✧ IDEs are created to support development in a specific programming language such as Java. The language IDE may be developed specially, or may be an instantiation of a general-purpose IDE, with specific language-support tools.

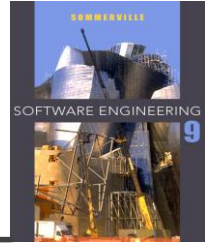
# Open source development



- ✧ Open source development is an approach to software development in which the source code of a software system is published and volunteers are invited to participate in the development process
- ✧ Its roots are in the Free Software Foundation ([www.fsf.org](http://www.fsf.org)), which advocates that source code should not be proprietary but rather should always be available for users to examine and modify as they wish.
- ✧ Open source software extended this idea by using the Internet to recruit a much larger population of volunteer developers. Many of them are also users of the code.

# Open source systems

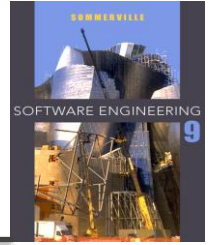
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- ✧ The best-known open source product is, of course, the Linux operating system which is widely used as a server system and, increasingly, as a desktop environment.
- ✧ Other important open source products are Java, the Apache web server and the MySQL database management system.

# Open source issues

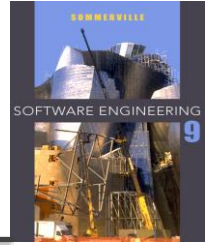
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- ✧ Should the product that is being developed make use of open source components?
- ✧ Should an open source approach be used for the software's development?

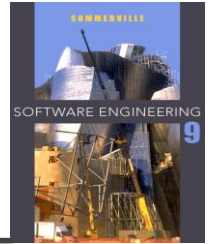
# Open source business

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- ✧ More and more product companies are using an open source approach to development.
- ✧ Their business model is not reliant on selling a software product but on selling support for that product.
- ✧ They believe that involving the open source community will allow software to be developed more cheaply, more quickly and will create a community of users for the software.

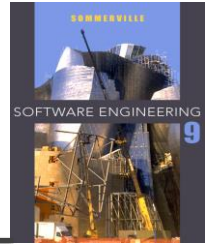
# Open source licensing



- ✧ A fundamental principle of open-source development is that source code should be freely available, this does not mean that anyone can do as they wish with that code.
  - Legally, the developer of the code (either a company or an individual) still owns the code. They can place restrictions on how it is used by including legally binding conditions in an open source software license.
  - Some open source developers believe that if an open source component is used to develop a new system, then that system should also be open source.
  - Others are willing to allow their code to be used without this restriction. The developed systems may be proprietary and sold as closed source systems.



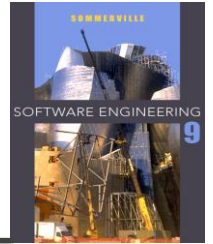
# License models



- ✧ The GNU General Public License (GPL). This is a so-called 'reciprocal' license that means that if you use open source software that is licensed under the GPL license, then you must make that software open source.
- ✧ The GNU Lesser General Public License (LGPL) is a variant of the GPL license where you can write components that link to open source code without having to publish the source of these components.
- ✧ The Berkley Standard Distribution (BSD) License. This is a non-reciprocal license, which means you are not obliged to re-publish any changes or modifications made to open source code. You can include the code in proprietary systems that are sold.

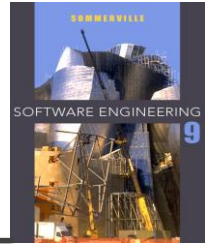
# License management

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- ✧ Establish a system for maintaining information about open-source components that are downloaded and used.
- ✧ Be aware of the different types of licenses and understand how a component is licensed before it is used.
- ✧ Be aware of evolution pathways for components.
- ✧ Educate people about open source.
- ✧ Have auditing systems in place.
- ✧ Participate in the open source community.

# Key points



- ✧ When developing software, you should always consider the possibility of reusing existing software, either as components, services or complete systems.
- ✧ Configuration management is the process of managing changes to an evolving software system. It is essential when a team of people are cooperating to develop software.
- ✧ Most software development is host-target development. You use an IDE on a host machine to develop the software, which is transferred to a target machine for execution.
- ✧ Open source development involves making the source code of a system publicly available. This means that many people can propose changes and improvements to the software.