

On the design of software

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What is software?

- A collection of computer programs, procedures, rules, and associated documentation and data (IEEE, 1987).

Creating software consists of:

- Software Development Process (requirements, design, coding, testing, etc.)
- Software Management Process (schedule, time, cost, quality, etc.)

Development Process

- Consists of various phases
- Each phase has a defined output and input
- Phases help to break the big problem and ease the review of smaller problems
- Any process consists of requirements analysis, design, coding, and testing phases

Software design

Why is good software design important?

- Economics!
- It is more expensive to maintain software than to create it
- Some studies have indicated almost 80% of the total cost

Enterprise level software

- In big companies, schools, retailers, governments
- Day-to-day running of the business, customer relationships, projects, HR, office automation
- Eg. Indian Railways online booking system
- Developed and maintained by large teams, possibly across several locations

Good design

- However, good design principles can be applied to any software
- Several open-source examples:
 - LaTeX typesetting system
 - Unix/BSD Unix
 - emacs, awk, python

Documentation

- Critical and very important!
- Casual developers never understand the need
- Includes:
 - Requirements specs (SRS)
 - Design document(s)
 - Bug reports, release logs, test cases
 - Comments in code
 - User manuals, technical support

SRS sample (from Prof TAG)

/home/paddy/pappu/courses/feb2015/designPracticum/SRS_Brief_Template_v1_1.odt

Design document sample

[/home/paddy/pappu/courses/feb2015/designPracticum/Design_Brief_Template_v1_0.odt](#)

Activity

- Create at least one document (text/Word whatever) for your DP software (if you have a software component)
- Serves as a guideline for future developers

Take-home message

- Always think:
what if someone want to use my code?

Some design aspects

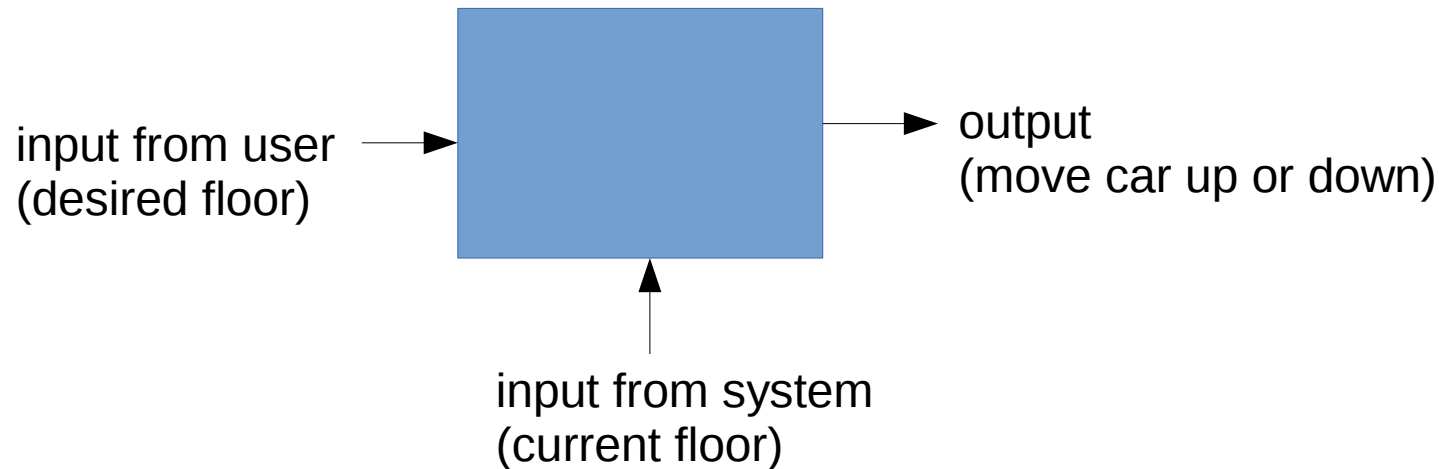
- Structured programming
 - Use of subroutines, block structures
 - Typically states a single entry and exit into a block
 - Common exception: early exit (eg. assertions)
- Object-oriented programming
 - Objects: extended data structures that hold data and functions
- Encourages code reuse

Unix philosophy

- Small programs, for specific tasks
- Easy to combine with other commands
- Eg. `cat` command
 - `$ cat a.txt | wc`
- Separate commands for filesystem tasks: renaming files, moving files, deleting them or determining how big they are
- Contrast with Windows file manager
- *“Do one thing, and do it well”*

Code abstraction

- Abstract data types
- Hide the details, show the interface
- Abstraction for elevator controller



```
Elevator e;  
  
i = e.getUserInput()  
cf = e.getCurrentFloor()  
  
if i < cf  
    // user wants to go down  
    e.goDown(cf-i)  
else  
    // user wants to go up  
    e.goUp(i-cf)
```

- The code abstracts the details
- Gives a “big picture”

Class activity

- Give abstractions for a remote-controlled toy car controller
- Assume user input: front, back, left, right
- Going front: headlights on
- Going back: reverse lights on
- Door open only if car is stopped

```
Car c;
```

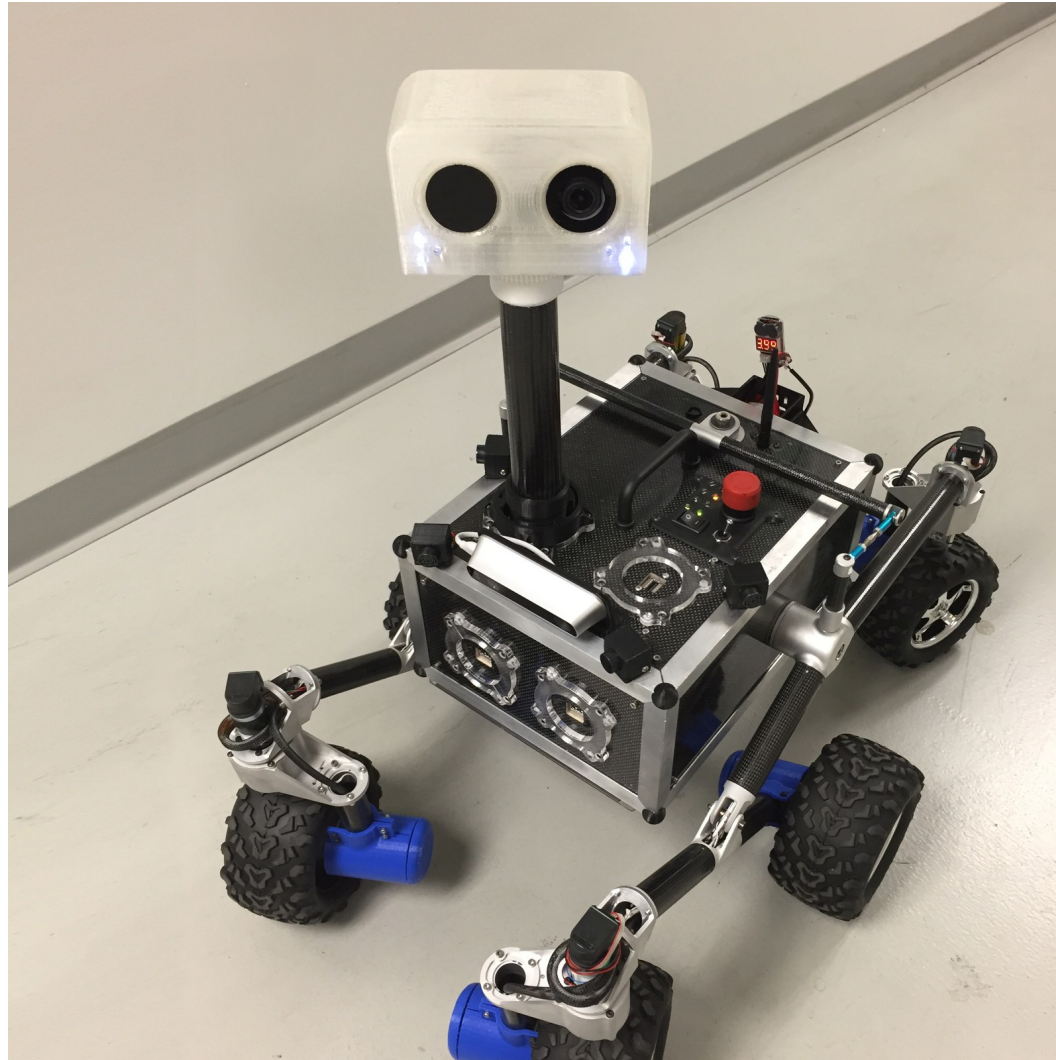
```
repeat:
```

```
    if (c.front() || c.left() || c.right())  
        c.headlight(1)  
        c.revlight(0)  
        c.running = 1  
    elseif c.back()  
        c.revlight(1)  
        c.headlight(0)  
        c.running = 1  
    else  
        c.running = 0
```

```
    if ((!c.running) && c.doorOpen())  
        c.openTheDoor()
```

```
forever
```

NASA's ROV-E project



Open-source Mars rover

For \$2500 = 1.75 lakh

Detailed design,
documentation, software
available for download

Roadmap

