

Software Construction

2015-2016

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Introduction



Tijs van der Storm (lectures + labs)

What this course is about

- You all know programming, right?
- But what is good code?
- How to reason about good code?
- What is beautiful code?
- Think about it.

This course is not about

- Data structures
- Algorithms
- Programming language X
- Paradigm X (though: OO)
- GUI programming
- Web applications

- Concurrency
- Performance
- Graphics programming
- Mathematics
- Computational complexity

• ...

Uncle Bob*

Why is there a software craftsmanship movement? What motivated it? What drives it now? One thing; and one thing only.

We are tired of writing crap.

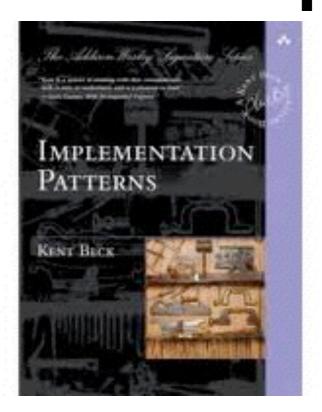
That's it. The fat lady sang. Good nite Gracy. Over and out.

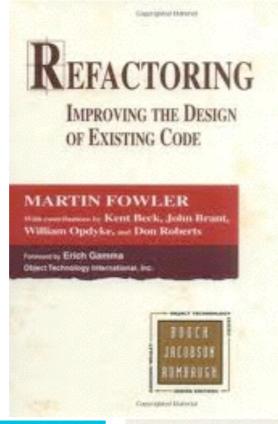
This course is *not* about the software craftmanship movement...

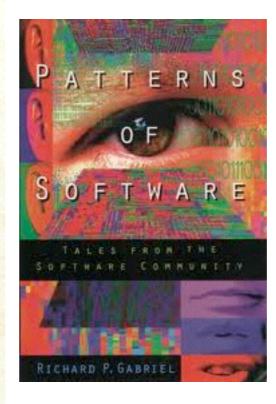
This course is about not writing crap.

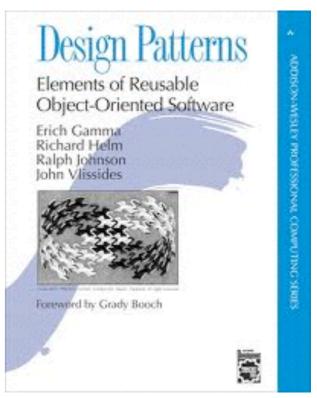
*Robert Martin, http://cleancoder.posterous.com/software-craftsmanship-things-wars-commandmen

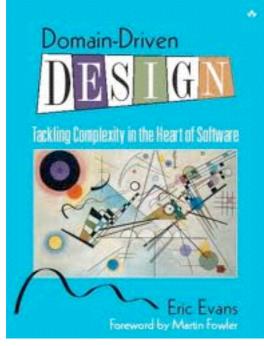
Representative books

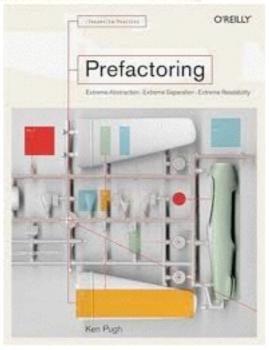


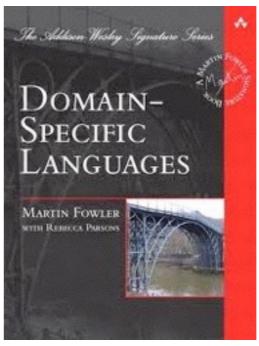








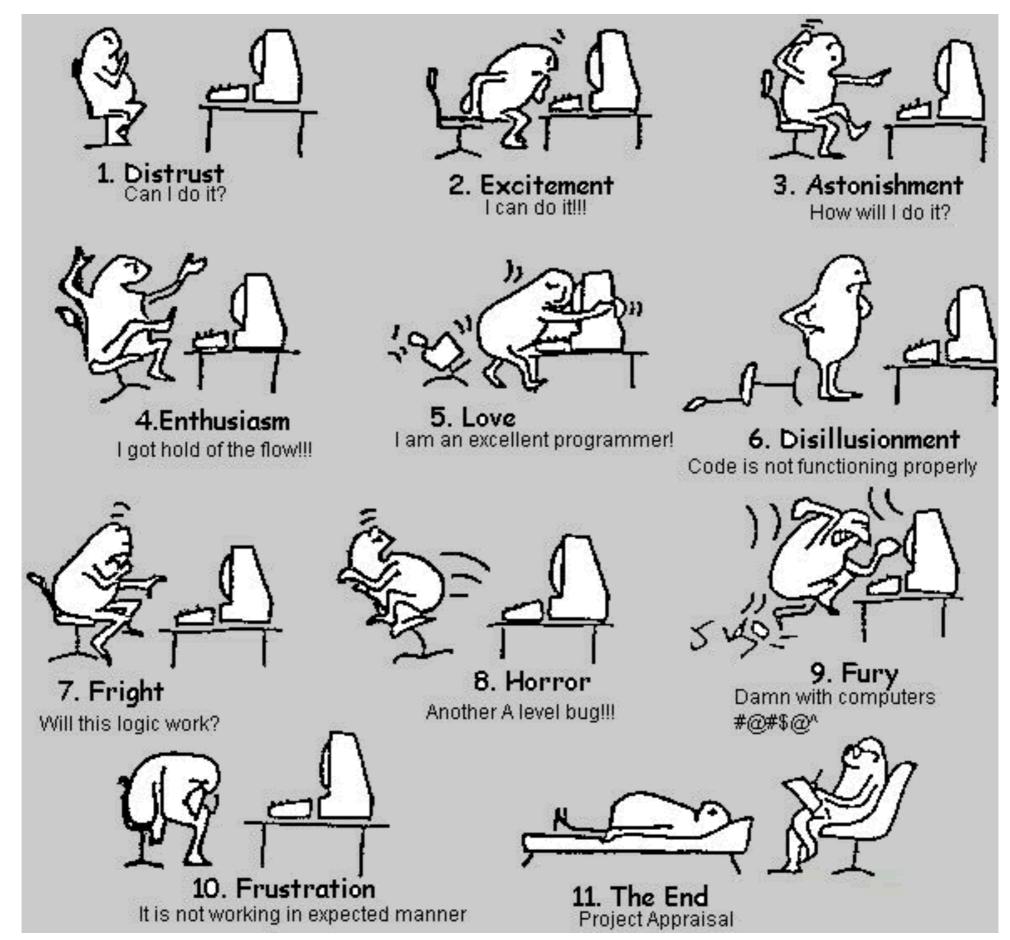




Learning goals

- Create good low level designs
- Produce clean, readable code
- Reflect upon techniques, patterns, guidelines etc.
- Assess the quality of code
- Apply state of the art software construction tools

Program (new techniques, something concepts, tools) hard Dev tools (refactoring, smells, design, separation of concerns, etc.) Relentless focus on quality



http://candraadi.wordpress.com/2012/10/17/programmer/



Celebrating the art, craft, science and joy of software development

Friday 17th June 2016 @ De Doelen, Rotterdam

joyofcoding.org

This course

- Quality comes first
- Be your own worst critic
- Refactor mercilessly
- Aim to become code literati
- Better to read code, than to write code
- If it works it's not good enough



If it works, it's not good enough Working code is necessary, but not sufficient

Why?

- Fact 41. Maintenance typically consumes 40 to 80 percent of software costs.

 It is probably the most important life cycle phase of software.
- Foct 44. Understanding the existing product is the most difficult task of maintenance.
- Fact 21. For every 25 percent increase in problem complexity, there is a 100 percent increase in solution complexity.

Robert Glass, Facts and fallacies of Software Engineering, Addison-Wesley 2003

Overview

- Lectures
- Theory: papers + book
- Exam: lectures + papers + book
- Lab assignment: implement a little language
- Concluding

Lectures



Wakid by Hickorneth March S. M.

Topics of the lectures

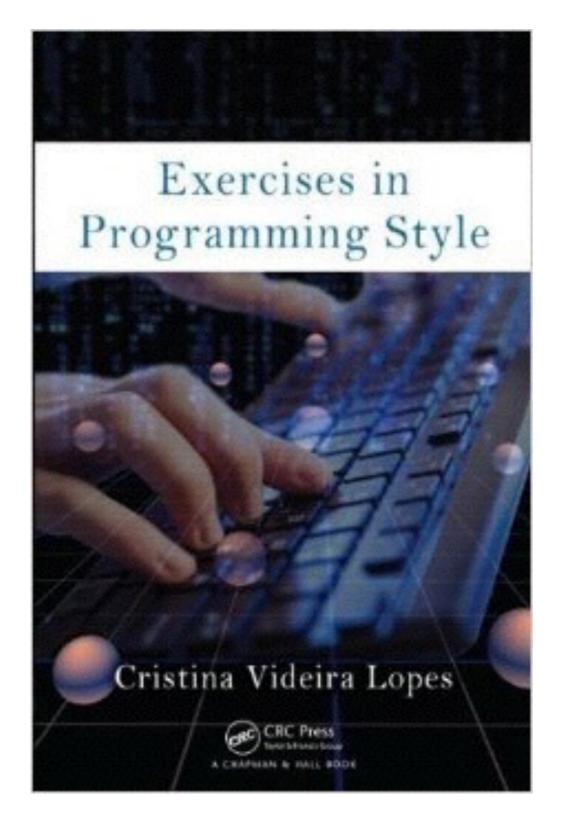
- Syntax analysis: grammars, parsers
- Programming styles, design principles etc.
- Code quality: tangling, scattering, duplication, smells, refactoring, layout
- Modularity: information hiding, separation of concerns, encapsulation, dependency

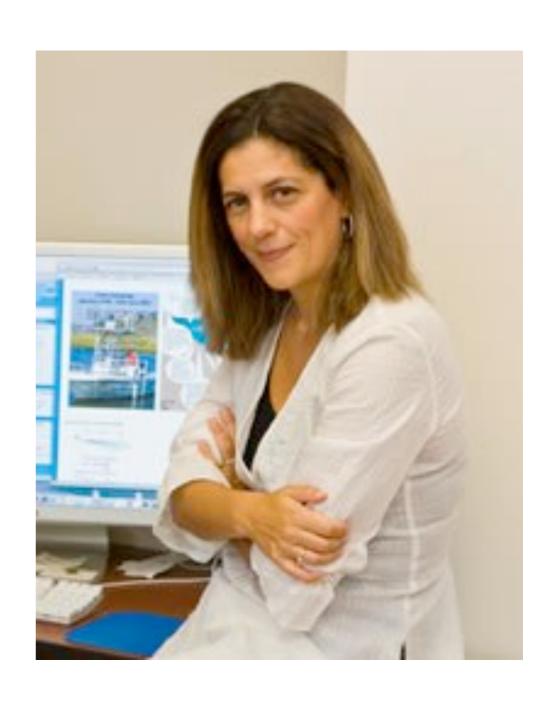
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- Karl J. Lieberherr, Ian M. Holland, Assuring Good Style for Object-Oriented Programs, 1989, LieberherrHolland8
- D. L. Parnas, On the criteria to be used in decomposing systems into modules, 1972, Parnas72
- W. Wulf and Mary Shaw, Global variable considered harmful, 1973, WulfShaw84.
- John Hughes, Why functional programming matters, 1990 Hughes89
- Robert C. Martin, Design principles and design patterns, Martin00.
- Erich Gamma, Richard Helm, Ralpha Johnson, John Vlissides, Design Patterns: Abstraction and Reuse of Object Oriented Design, ECOOP 93 GammaEtAl93
- Kent Beck and Martin Fowler, Bad Smells in Code (Chapter 3, Refactoring)
- Kent Beck, A theory of programming, (Chapter 3, Implementation Patterns)
- Kent Beck, Aim, fire, IEEE Software, Beck01
- Jeff Bay, Object Calisthenics, Bay.
- Ward Cunningham, The CHECKS Pattern Language of Information Integrity, checks
- Kernighan, Plauger, Programming Style: Examples and Counterexamples, 1974 kernighanPlauger
- Gregor Kiczales, John Lamping, Anurag Mendhekar, Chris Maeda, Cristina Videira Lopes, Jean-Marc Loingtier,
 John Irwin, Aspect-Oriented Programming, KiczalesEtAl97
- James Noble, Arguments and Results, Noble97



Book: EiPS

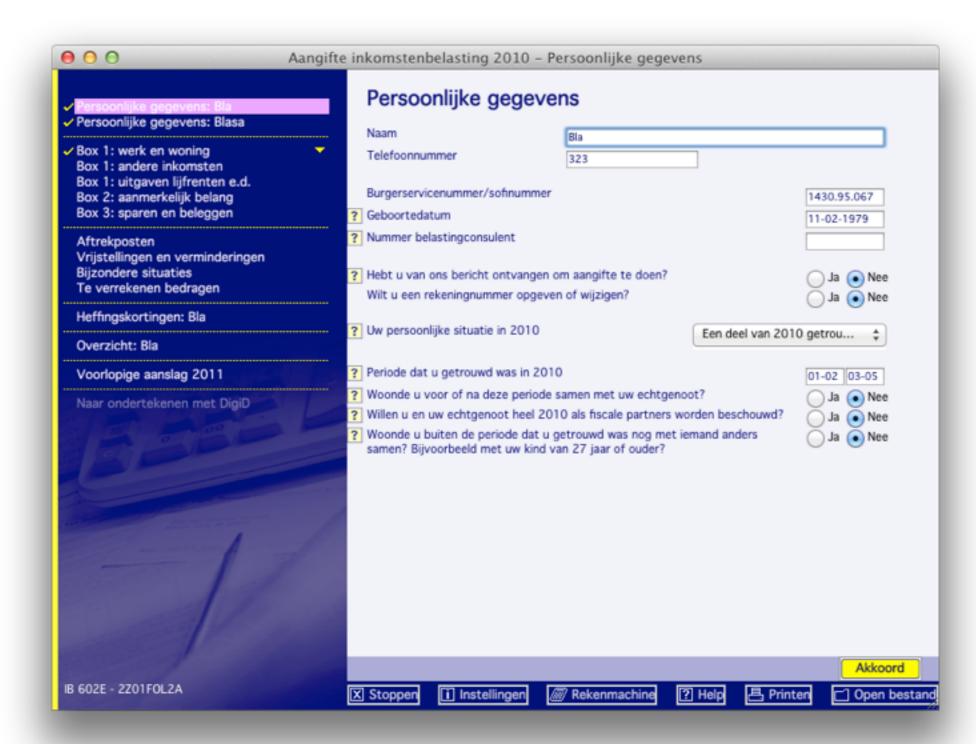




Final exam

- Open book exam
- Must have grade > 5.5
- Based on
 - Exercises in Programming Style
 - Lecture material
 - Syllabus

Lab assignment

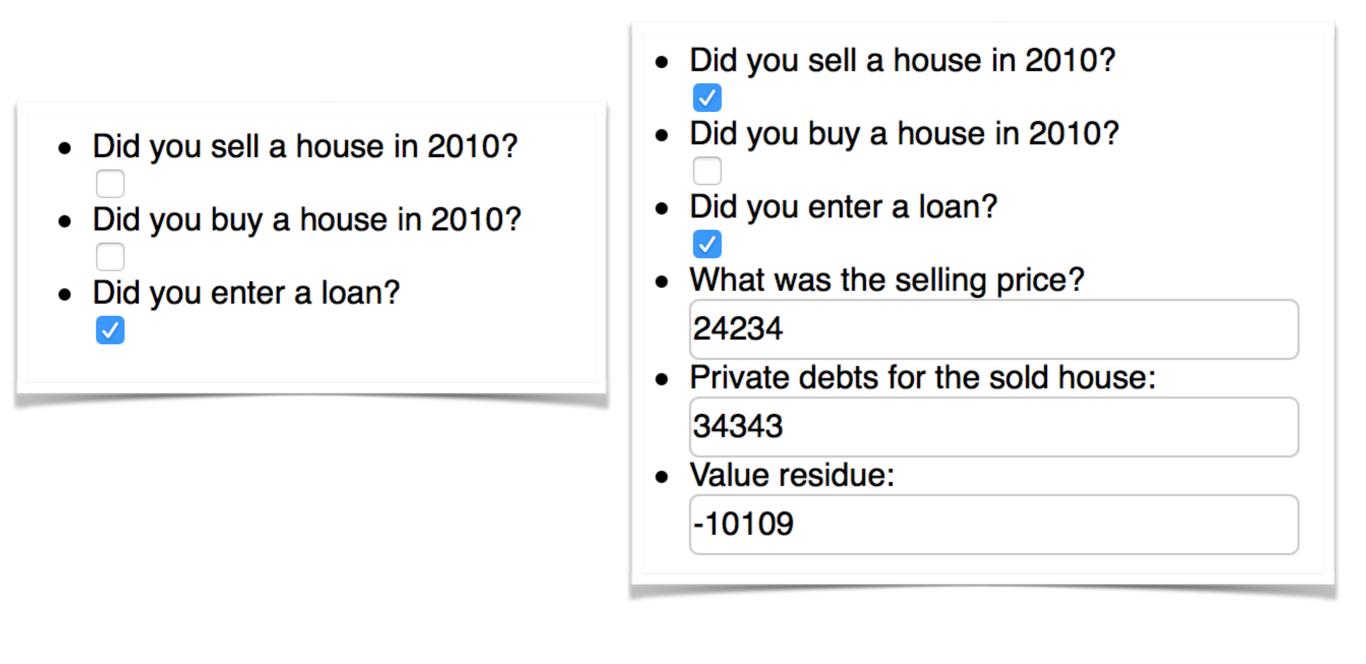


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	27	Subtract line 26 from							00		+	

Part I: Questionnaire Language (QL)

Describe the logic of

```
form taxOfficeExample {
 "Did you sell a house in 2010?"
   hasSoldHouse: boolean
 "Did you buy a house in 2010?"
   hasBoughtHouse: boolean
                                     interactive questionnaires
 "Did you enter a loan?"
   hasMaintLoan: boolean
 if (hasSoldHouse) {
   "What was the selling price?"
      sellingPrice: money
    "Private debts for the sold house:"
      privateDebt: money
   "Value residue:"
      valueResidue: money =
        (sellingPrice - privateDebt)
```

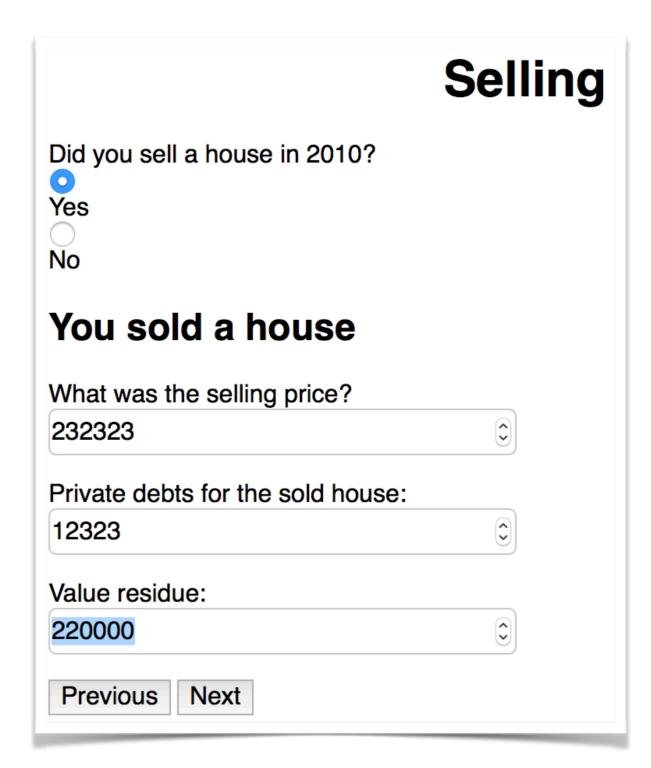


```
stylesheet taxOfficeExample
  page Housing {
    section "Buying"
      question hasBoughtHouse
        widget checkbox
    section "Loaning"
      question hasMaintLoan
  page Selling {
    section "Selling" {
      question hasSoldHouse
        widget radio("Yes", "No")
      section "You sold a house" {
        question sellingPrice
          widget spinbox
        question privateDebt
          widget spinbox
        question valueResidue
        default money {
          width: 400
          font: "Arial"
          fontsize: 14
          color: #999999
          widget spinbox
    default boolean widget radio("Yes", "No")
```

QLS

Language for styling questionnaires





Part I:QL

- Parser: text to abstract syntax tree (AST)
- AST hierarchy
- Type checker/Wellformedness checker
- Expression evaluator
- Renderer as GUI
 (interpreter! Not a compiler)

Bonus: QLS

- Parser: text to abstract syntax tree (AST)
- AST hierarchy
- Wellformedness checker WRT QL program
- Renderer as stylized GUI
- Challenge: modular implementation
- QL should work standalone (w/o QLS)

No server-side web apps!



- server/client distinction is a distraction
- essentially code generation all over the place

Programming language

- Java, C#, Javascript, Typescript, Haskell, Scala, Clojure, Erlang, Smalltalk/Pharo, Ruby, Python, Go, Dart, Swift, Objective-C, F#, Rust, ...
- Java: you may want to use one of the provided parsing skeletons for expressions in QL
 - Rats!, Jacc, ANTLR

Honor's track: build your own DSL

Github

- Assignment to be completed individually
 - (except honor's track)
- https://github.com/software-engineeringamsterdam/multi-ql
- Use of this repository is required!
- Commit often!

"Hour of code"

- During lab sessions (Wed 14:00/Thur 9:15)
- Convene in single room
- 2 persons per session present their code.
- No slides. Code.
- Constructive feedback and criticism.
- Let's help each other.

Grading of laboration assignment

- Function
- Tes
- npincity
- Modularity
- Layout and style
- Separation of conce



Self pre-assessment

- Before grading moments:
- You fill out an online questionnaire
- This will help us
 - navigate the code
 - ask the right questions

Some advice up-front

- Naming, layout, indentation
- Encapsulation, modularity, separation of concerns, reuse
- Don't repeat yourself (DRY)
- Library and tool selection and use
- Unit testing

More advice

- Use asserts sensibly
- No global, static, non-final variables
- You ain't going to need it (YAGNI)
- Avoid premature optimization
- Use comments for rationale
- Compiling and working code

Grading (ctd.)

- First part: your grade is indicative
 - incentive to improve your code
- Second part: we review all code
 - this will be your final grade for the lab
- Grading is on-site: you show your code
- Grade is less important than personal improvement is

Passing this course

- Be present at all lectures
- Be present during lab sessions
- Pass the the exam with grade > 5.5
- Pass lab assignment with grade > 5.5
- Final grade: average of lab and exam
- NOTE: both grades need to be > 5.5

Concluding

- All information is on Github
- Primary contact = <u>storm@cwi.nl</u>
- Please follow @SoftwCons

What's next

- For the coming days
 - make up your mind on language
 - start checking out parser generators
 - start coding!