



Software Construction

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CWI

Introduction



Tijs van der Storm
(lectures + labs)



Ana Opreescu
(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.

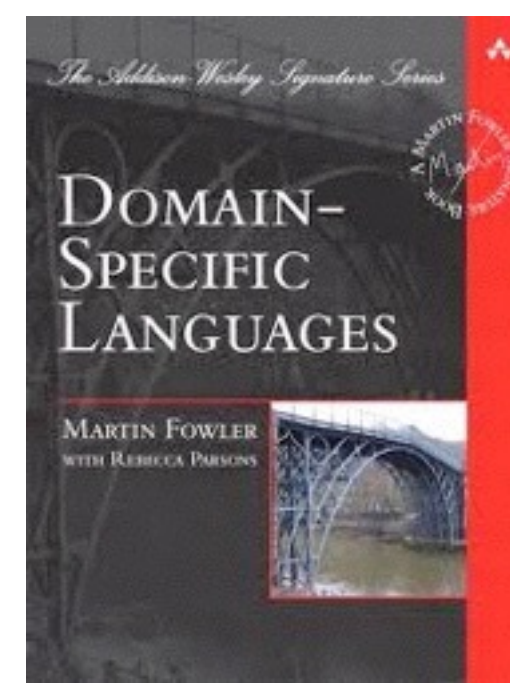
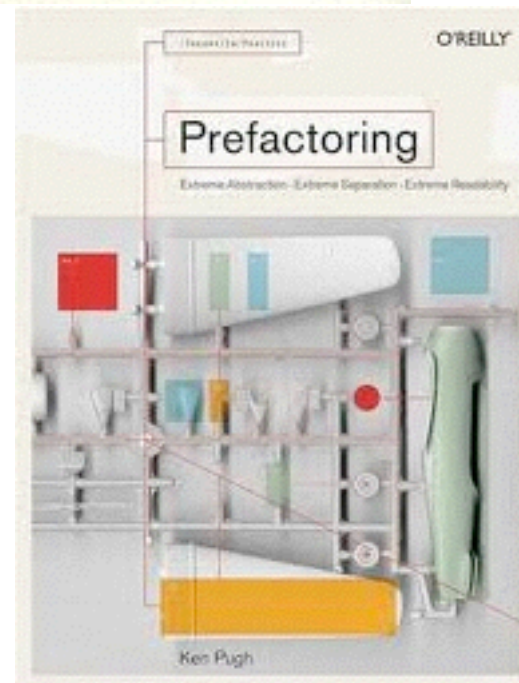
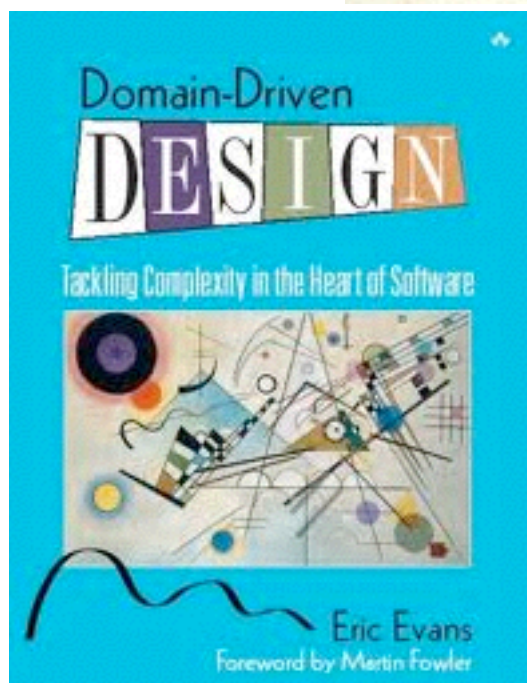
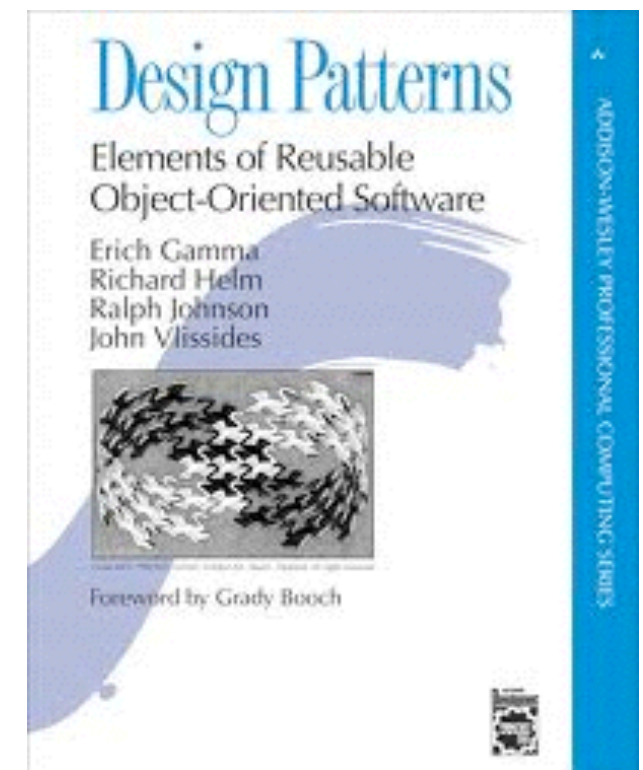
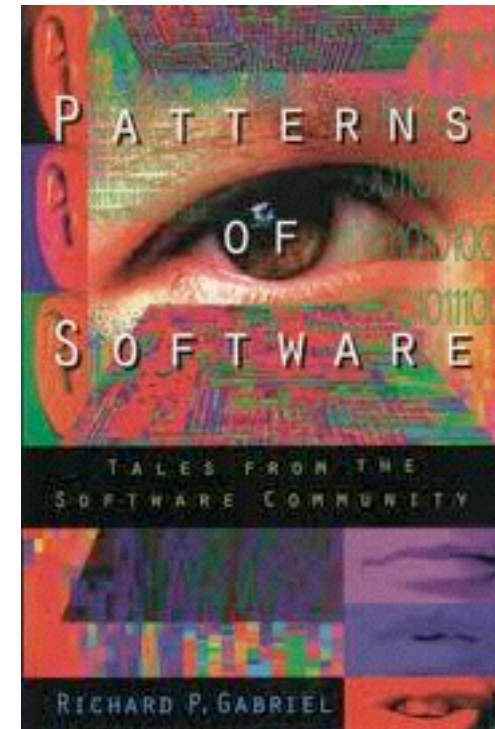
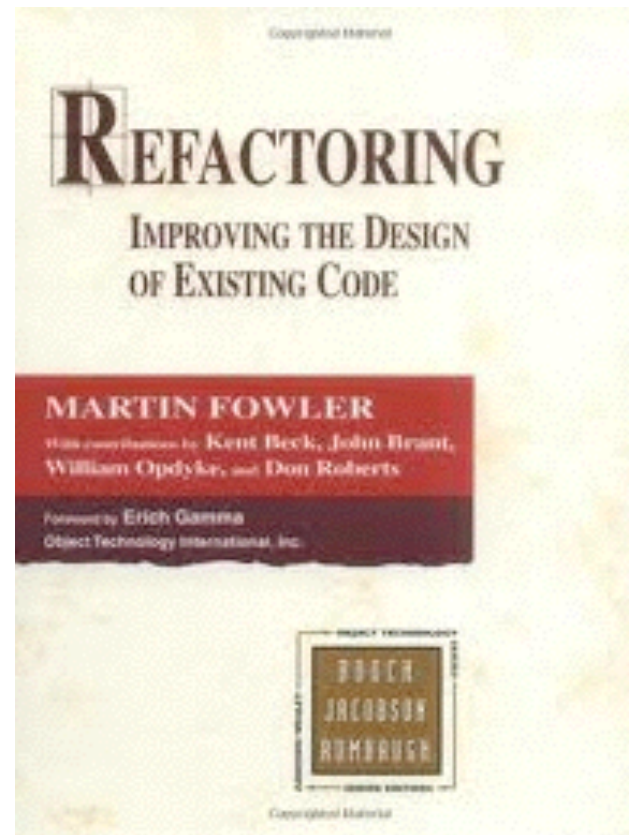
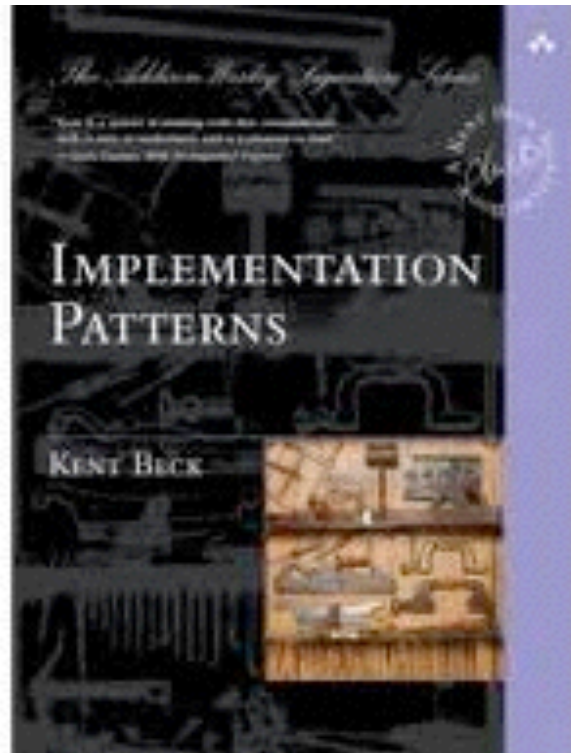
That's it. The fat lady sang. Good nite Gracy. Over and out.

This course is *not* about the software craftsmanship 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
something
hard

(new techniques,
concepts, tools)



(refactoring, smells, design,
separation of concerns, etc.)

Relentless focus
on quality



1. Distrust
Can I do it?



2. Excitement
I can do it!!!



3. Astonishment
How will I do it?



4. Enthusiasm
I got hold of the flow!!!



5. Love
I am an excellent programmer!



6. Disillusionment
Code is not functioning properly



7. Fright
Will this logic work?



8. Horror
Another A level bug!!!



9. Fury
Damn with computers
#@#&@^



10. Frustration
It is not working in expected manner



11. The End
Project Appraisal

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

If it works, it's not good enough

If it works, it's not good
enough

If it works, it's
not good enough

**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.

Fact 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

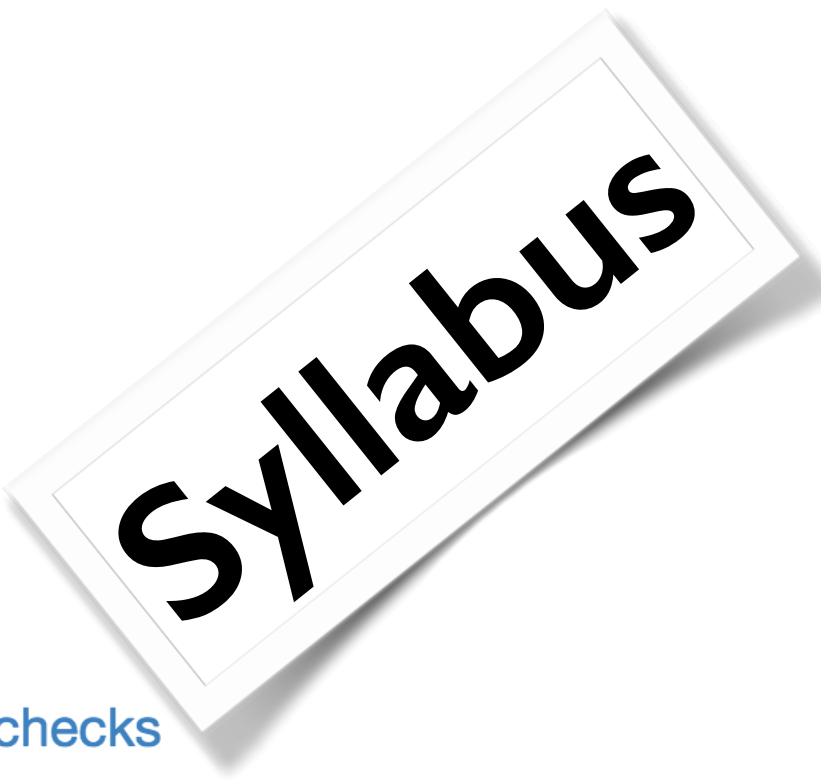
Lectures



Topics of the lectures

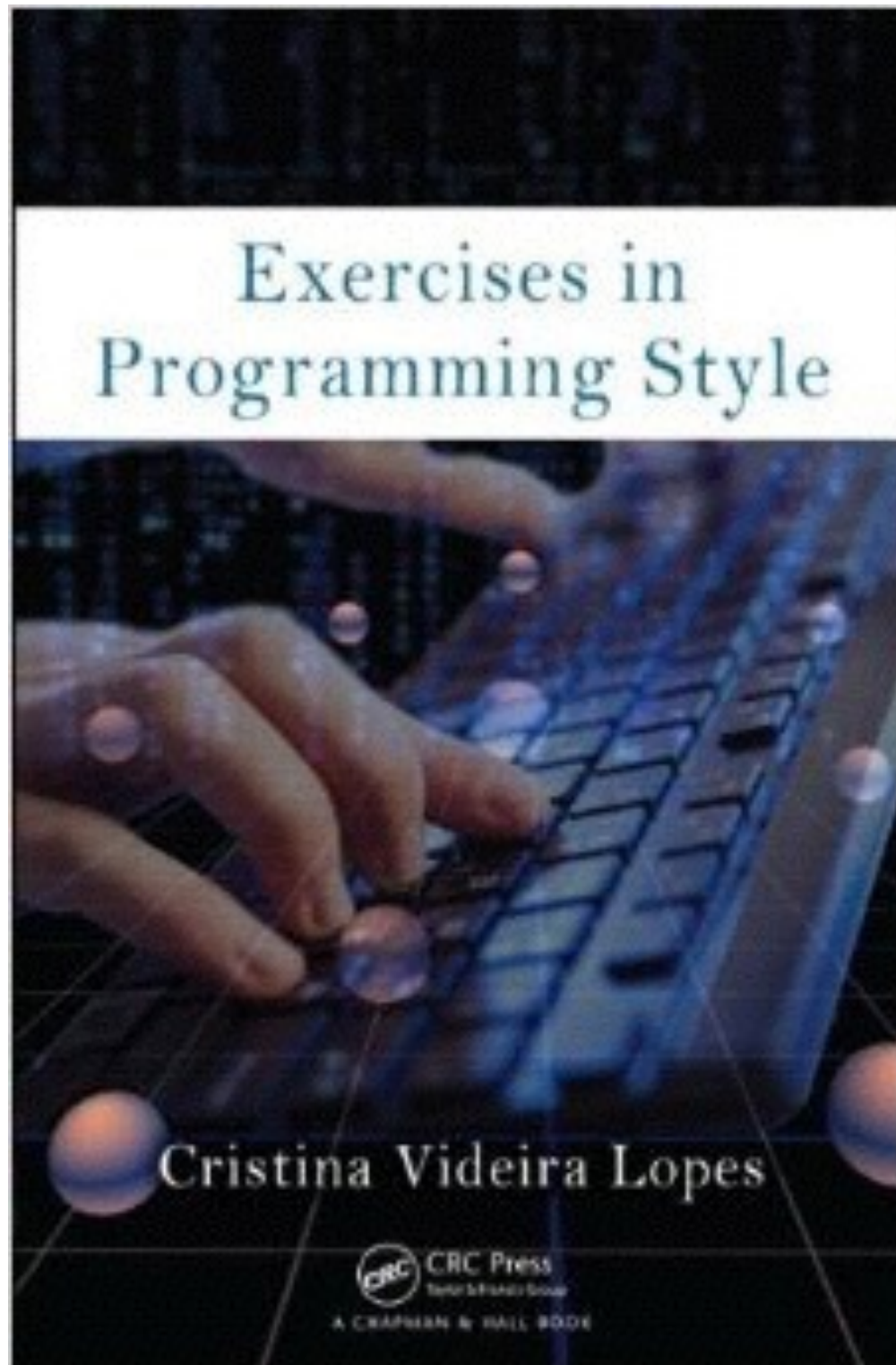
- Syntax analysis: grammars, parsers
- Programming styles, design principles etc.
- Code quality: tangling, scattering, duplication, smells, refactoring, layout
- Modularity: information hiding, separation of concerns, encapsulation, dependency
-

- Karl J. Lieberherr, Ian M. Holland, *Assuring Good Style for Object-Oriented Programs*, 1989, [LieberherrHolland88](#)
- 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, Ralph 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](#)



Syllabus

Book: EiPS



Final exam

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

Lab assignment

Aangifte inkomstenbelasting 2010 – Persoonlijke gegevens

Persoonlijke gegevens

✓ Persoonlijke gegevens: Bla
✓ Persoonlijke gegevens: Blasa

✓ Box 1: werk en woning
Box 1: andere inkomsten
Box 1: uitgaven lijfrenten e.d.
Box 2: aanmerkelijk belang
Box 3: sparen en beleggen

Aftrekposten
Vrijstellingen en verminderingen
Bijzondere situaties
Te verrekenen bedragen

Heffingskortingen: Bla

Overzicht: Bla

Voorlopige aanslag 2011
Naar ondertekenen met DigiD

Naam: Bla
Telefoonnummer: 323
Burgerservicenummer/sofnummer: 1430.95.067
Geboortedatum: 11-02-1979
Nummer belastingconsulent:
Hebt u van ons bericht ontvangen om aangifte te doen? ☐ Ja ☒ Nee
Wilt u een rekeningnummer opgeven of wijzigen? ☐ Ja ☒ Nee
Uw persoonlijke situatie in 2010: Een deel van 2010 getrou...
Periode dat u getrouwd was in 2010: 01-02 03-05
Woonde u voor of na deze periode samen met uw echtgenoot? ☐ Ja ☒ Nee
Willen u en uw echtgenoot heel 2010 als fiscale partners worden beschouwd? ☐ Ja ☒ Nee
Woonde u buiten de periode dat u getrouwd was nog met iemand anders samen? Bijvoorbeeld met uw kind van 27 jaar of ouder? ☐ Ja ☒ Nee

Akkoord

IB 602E - 2Z01FOL2A

Stoppen Instellingen Rekenmachine Help Printer Open bestand

Part I: Questionnaire Language (QL)

```
form taxOfficeExample {  
  "Did you sell a house in 2010?"  
  hasSoldHouse: boolean  
  "Did you buy a house in 2010?"  
  hasBoughtHouse: boolean  
  "Did you enter a loan?"  
  hasMaintLoan: boolean
```

Describe the logic of
interactive questionnaires

```
  if (hasSoldHouse) {  
    "What was the selling price?"  
    sellingPrice: money  
    "Private debts for the sold house:"  
    privateDebt: money  
    "Value residue:"  
    valueResidue: money =  
      (sellingPrice - privateDebt)  
  }  
}
```

- Did you sell a house in 2010?
☐
- Did you buy a house in 2010?
☐
- Did you enter a loan?
☒

- Did you sell a house in 2010?
☒
- Did you buy a house in 2010?
☐
- Did you enter a loan?
☒
- What was the selling price?
- Private debts for the sold house:
- Value residue:

```

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

Buying

Did you buy a house in 2010?



Loaning

Did you enter a loan?



Previous

Next

Selling

Did you sell a house in 2010?



Yes



No

You sold a house

What was the selling price?

232323



Private debts for the sold house:

12323



Value residue:

220000



Previous

Next

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)

Part 2: 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, Elm, ...
- Java: you may want to use one of the provided parsing skeletons for expressions in QL
 - *Rats!*, Jacc, ANTLR

Github

- Assignment to be completed *in teams of 2*
- <https://github.com/software-engineering-amsterdam/myriad-ql>
- Use of this repository is **required!**
- Commit often!

“Hour of code”

- During lab sessions (Mon 14:00/Tue 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 lab assignments

- Functionality
- Testability
- Simplicity
- Modularity
- Layout and style
- Separation of concerns



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

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 = storm@cw.nl
- Please follow @SoftwCons

What's next

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