

Inf2-SEPP

Lecture 9 Part 1: Detailed design. Software
design principles

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Previous lecture

- ▶ Design
 - ▶ Concept
 - ▶ Outputs of the design process
 - ▶ Criteria for good design
 - ▶ Levels of design
 - ▶ 1. Architectural design

This lecture

- ▶ Levels of design
 - ▶ 2. Detailed design
- ▶ Software design principles
 - ▶ Cohesion
 - ▶ Coupling
 - ▶ Abstraction
 - ▶ Encapsulation/information hiding
 - ▶ Separation of interface and implementation
 - ▶ Decomposition, modularisation

Detailed design

Happens inside a subsystem or component.

E.g.:

- ▶ System architecture has been settled by a small team written down, and reviewed.
- ▶ You are in charge of the detailed design of one subsystem.
- ▶ You know what external interfaces you have to work to and what you have to provide.
- ▶ Your job is to choose classes and their behaviour that will do that.

Idea: even if you're part of a huge project, your task is now no more difficult than if you were designing a small system.

But: your interfaces are artificial, and this may make them harder to understand/negotiate/adhere to.

Software Design Principles

Key notions that provide the basis for many different software design approaches and concepts.

Design Principles: initial example

Which of these two designs is better?

- A)

```
public class AddressBook {  
    private LinkedList<Address> theAddresses;  
    public void add (Address a) {theAddresses.add(a);}  
  
    // ... etc. ...  
}
```
- B)

```
public class AddressBook extends LinkedList<Address> {  
    // no need to write an add method, we inherit it  
}
```
- C) Both are fine
- D) I don't know

Design Principles: initial example (cont.)

A is preferred.

- ▶ an `AddressBook` is not conceptually a `LinkedList`, so it shouldn't extend it.
- ▶ If B chosen, it is much harder to change implementation, e.g. to a more efficient `HashMap` keyed on name.

Design principles 1

Cohesion is a measure of the strength of the relationship between pieces of functionality within a component.

High cohesion is desirable.

Benefits of high cohesion include increased understandability, maintainability and reliability.

Design principles 2

Coupling is a measure of the strength of the inter-connections between components.

Low or **loose** coupling is desirable.

Benefits of loose coupling include increased understandability and maintainability.

Design principles 3

- ▶ abstraction - procedural/functional, data

The creation of a view of some entity that focuses on the information relevant to a particular purpose and ignores the remainder of the information

e.g. the creation of a sorting procedure or a class for points

- ▶ encapsulation / information hiding

Grouping and packaging the elements and internal details of an abstraction and making those details inaccessible

- ▶ separation of interface and implementation

Specifying a public interface, known to the clients, separate from the details of how the component is realized.

Design principles 4

- ▶ decomposition, modularisation
dividing a large system into smaller components with distinct responsibilities and well-defined interfaces

Reading

Essential: Stevens Chapter 1 section 1.3

Recommended: return to any mentions of cohesion, coupling, abstraction, encapsulation, separation of interface and implementation, decomposition from your Inf1-OP course.

Recommended: SWEBOK v3 Ch2 for an overview of the field of software design