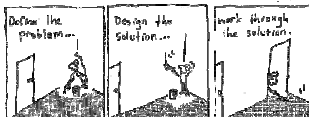


# PROGRAM DEVELOPMENT CYCLE

## Objectives

- Understand the importance of documentation
- Learn to document well
- Inline (comments) documentation
- Manual pages

1 •



## Program Development Cycle

The process for developing an application involves the same steps when

- Writing new high-level language programs (Java, VB, C/C++, C#, Javascript, ...)
- Fixing an existing problem or developing a new application
- Writing shell scripts

## Example

Write out all steps to complete the following task:

a user-friendly version of "Copy A File"

### Pseudocode

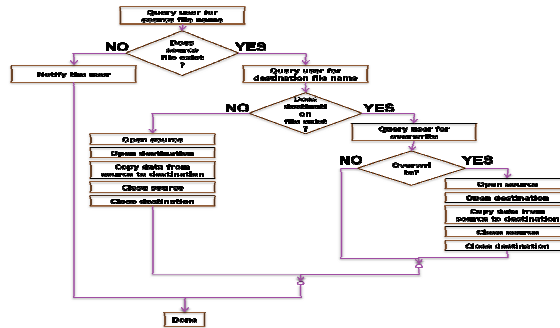
- 1 Query the user for the name of the source file
- 2 Check whether the source file exists
- 3 If the source file doesn't exist, notify the user
- 4 Query the user for the name of the destination file
- 5 Check whether the destination file exists
- 6 Open the source file
- 7 Open the destination file
- 8 Copy the data from the source file to the destination file
- 9 Close the source file
- 10 Close the destination file

- Note that each step should be described with a complete natural language, which includes at minimum a verb (action) and a noun. (Modifiers are optional)
- A well defined set of circumstances that can be described using a sufficiently complete natural language. A sufficiently complete natural language will include at least a noun, a verb, and some modifiers.
- A noun is the name of a type of person, animal, plant, place, thing, substance or idea. A proper noun is the name of a particular occurrence or instance of a noun. A pronoun is a word used as a substitute for a noun and that refers to a noun named or understood in the context in which it is used
- A verb is a word that describes a mode of being, an association, an action or an event. Verbs describe the state of nouns, and relate the nouns of a situation with one another. Verbs can be either active or passive
- A modifier is a word that qualifies a noun or a verb regarding its character, quantity, degree or extent. Modifiers of nouns are called adjectives, while modifiers of verbs are called adverbs.

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**Pseudocode**

- 1 Query the user for the name of the source file
- 2 Check whether the source file exists
- 3 If the source file doesn't exist, notify the user
- 4 Query the user for the name of the destination file
- 5 Check whether the destination file exists
- 6 Open the source file
- 7 Open the destination file
- 8 Copy the data from the source file to the destination file
- 9 Close the source file
- 10 Close the destination file

**Pseudocode**

- 1 Query the user for the name of the source file
- 2 Check whether the source file exists
- 3 If the source file doesn't exist, notify the user
- 4 Query the user for the name of the destination file
- 5 Check whether the destination file exists
- 6 If the destination file exists, ask the user if he want to replace it
- 7 Open the source file
- 8 Inform the user if the source file is empty. If so, exit.
- 9 Open the destination file
- 10 Copy the data from the source file to the destination file
- 11 Close the source file
- 12 Close the destination file

```

#!/bin/bash
# add standard header: who, what, where, why, when

# Query the user for the name of the source file
echo -n "Enter the name of the source file, ending with return: "
read source

# Check whether the source file exists
if [ -f $source ]; then

# Query the user for the name of the destination file
    echo -n "Enter the name of the destination file, ending with return: "
    read destination
else
    # If the source file doesn't exist, notify the user
    echo "The source file does not exist. No action taken."

# Check whether the destination file exists
# If the destination file exists, ask the user if he want to replace it

# Open both files, copy the data from the source file to the destination file, and close both files
    cp $source $destination
fi
  
```

**Summary of the English Language**

- **Situation**

A well defined set of circumstances that can be described using a sufficiently complete natural language. A sufficiently complete natural language will include at least the following *three grammatical constructs*.

- **Noun**

A **noun** is the name of a type of person, animal, plant, place, thing, substance or idea. A **proper noun** is the name of a particular occurrence or instance of a noun. A **pronoun** is a word used as a substitute for a noun that refers to a noun named or understood in the context in which it is used.

- Nouns can represent animate or inanimate objects, and the objects may be either tangible or intangible. It is impossible to describe any situation without the use of at least one noun.

- **Verb**

A verb is a word that describes a mode of being, an association, an action or an event. Verbs describe the state of nouns, and relate the nouns of a situation with one another. Verbs can be either active or passive.

- **Modifiers**

A modifier is a word that qualifies a noun or a verb regarding its character, quantity, degree or extent. Modifiers of nouns are called *adjectives*, while modifiers of verbs are called *adverbs*.

- Situations that can be described without the use of modifiers are usually too trivial to be of interest, though they do exist.

# DOCUMENTATION AND TESTING

## Objectives

- Create and incorporate manual pages for your own commands and utilities
- How do you know that your program is functioning according to the specifications?
- How do you know that your logic is correct?
- How do you know that the results will be correct under all conditions?
- Does your program handle all errors?

1 •

Documentation

Inline (comments)

Manual Pages

## Why is documentation so important?

- DOCUMENTATION is a common language with others who may be working with us directly or are involved in the Customer's environment or on the same project.
- Documentation also enables better maintenance of the solution over time and implementation of any CHANGES when business conditions demand it.
- Sometimes, documentation must be created by us. Other times, it is created by others and we need to be able to understand it, so that we can act upon it appropriately and incorporate the information correctly in our steps of the development process.
- There are techniques and methods that have become standard over the last few decades in the industry to document both the PROBLEM and the SOLUTION.

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#### Formatting tags:

The **.TH tag** formats the page title  
 The **.SH tag** indicates a section.  
 The **.SS tag** indicates the beginning of a subsection.  
 The **.TP tag** indicates each item in the Options subsection.  
 The **\fb tag** changes the font to boldface.  
 The **\fi tag** changes the font to italic.  
 The **\fr tag** changes the font to roman.  
 The **\fp tag** changes the font to its former setting.

## WRITE AND FORMAT YOUR OWN MANUAL PAGE

- On a server, you would include manual pages in the same directory as the existing manual pages. In your own space, create your manual pages in a directory where you would keep your executables, such as ~/bin directory. Recall that the ~ indicates your home directory.
- The manual pages have the extension .1 (one) and basename would be the same as your script or utility. For example, in an earlier unit, you created a script called rmv. To create a manual page for this utility, use the vi editor to create the file "rmv.1".
- Type the text on the following page into the file.
- Once you've created the file, save and exit vi.
- At the command line, test the man page by typing  

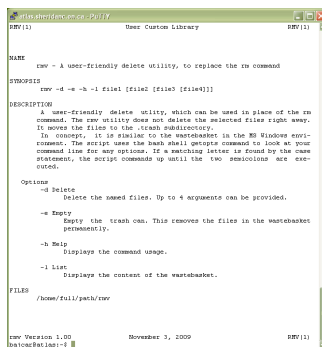
```
groff -Tascii -man rmv.1
```

Your screen should appear similar to the standard man pages for other commands. Alternately, you can pipe the command to more to page through the document (press q to quit):  

```
groff -Tascii -man rmv.1 | more
```
- After running the gruff command, you can test your new man page by typing  

```
man ./rmv.1
```
- Note that since you are not the administrator, you are running it locally to your account and we use the ./ to indicate that the page can be found in your current directory, rather than the system one.
- There are six common sections are:  
**NAME:** the name of the command or program  
**SYNOPSIS:** a brief description of the command or program  
**DESCRIPTION:** a detailed description of the command or program  
**FILES:** a list of files used by the command or program  
**SEE ALSO:** a list of other commands or programs that are related to this one  
**BUGS:** a list of known bugs
- Section names usually appear in all uppercase characters on a man page.

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- Contents of the rmv.1 file:

```
.TH RMV 1 "November 3, 2009" "rmv Version 1.00" "User Custom Library"
.SH NAME
rmv \- A user-friendly delete utility, to replace the rm command
.SH SYNOPSIS
\fb rmv -d -e -h -l file1 [file2 [file3 [file4]]]\fp
.SH DESCRIPTION
\fp A user-friendly delete utility, which can be used in place of the
rm command. The rmv utility does not delete the selected files right
away. It moves the files to the .trash subdirectory. \fp.
\fp In concept, it is similar to the wastebasket in the MS Windows
environment. The script uses the bash shell getopt command to look at
your command line for any options. If a matching letter is found by
the case statement, the script commands up until the two
semicolons are executed.
\fp.
.SS Options
.TP
\fb -d \fiDelete\fr
Delete the named files. Up to 4 arguments can be provided.
.TP
\fb -e \fiEmpty \fr
Empty the trash can. This removes the files in the wastebasket
permanently.
.TP
\fb -h \fiHelp\fr
Displays the command usage.
.TP
\fb -l \fiList \fr
Displays the content of the wastebasket.
.SH FILES
.TP
\fb /home/full/path/rmv\fr
```

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**Sheridan**

SYST13416  
Introduction to Linux  
Operating

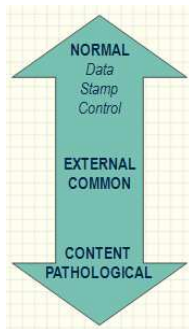
**Advanced  
Commands**

SYST13416 Introduction to Linux Operating

# FUNCTIONS: COHESION & COUPLING

## Objectives

- Create and incorporate manual pages for your own commands and utilities.



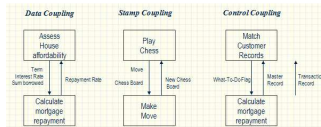
How do you know when to use a procedure?  
 How do you know what parts of your code to place in which procedures?  
 Do you group by number of statements?  
 Do you group by what the statements do?  
 Do you group by the data that is being used?  
 These questions are answered when we study coupling and cohesion

#### Coupling

The strength of the connection between two modules  
 How much a module depends on the data from other module  
 Tight and loose coupling  
 Many levels of coupling

#### Loose Coupling

Occurs when procedures do not depend on each other.  
 Values are passed from one module to another  
 Easier to re-use in different programs because they are not dependent upon modules in one specific program



#### Data Coupling

the loosest type of coupling  
 occurs when modules share data by passing arguments (or parameters)  
 Data-Structured Coupling or Stamp Coupling (fig. 14-8 pg. 401)

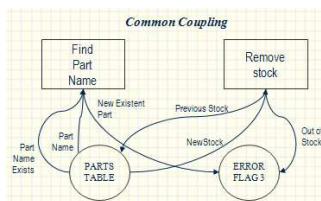
occurs when an entire record is passed to a module  
 easier than passing multiple fields if you need a lot of them from one record  
 Control Coupling (fig. 14-4 pg. 402)

occurs when a main module passes an argument to another module, controlling the module's actions  
 Control Coupling (fig. 14-4 pg. 402)

occurs when a main module passes an argument to another module, controlling the module's actions  
 this is a pretty tight type of coupling

the sub procedure depends on getting certain values  
 the calling program must know how to get a valid choice from the user

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if you change the sub procedure, you have to change the calling procedure, too

#### Tight Coupling

Occurs when there is a lot of dependency between modules  
 modules all have access to the same globally defined variables  
 when one module changes a value, other modules are affected  
 More prone to errors and allows bad data to pass from one module to another  
 Data from one module could be altered unnecessarily by another  
 External Coupling: when two or more modules access the same global variable  
 Common Coupling: when two or more modules access the same global record  
 Changes to values and field definitions in one module affect other modules and they would have to be changed too

this is a pretty tight type of coupling  
 the sub procedure depends on getting certain values  
 the calling program must know how to get a valid choice from the user  
 if you change the sub procedure, you have to change the calling procedure, too



#### Content Coupling

Pathological Coupling  
 occurs when two or more procedures change one another's data  
 makes a program confusing and difficult to follow

#### What type of coupling is indicated by each of the following interfaces?

Perform printLabelA(name, street, city, province, postal)  
 Perform printLabelB(custMailingAddress)  
 Perform printLabelC(custPurchOrderRecord)  
 Perform printLabelD()

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### Sequential

```
doModuleB()
    Clean car body
    Fill in holes in car
    Sand car body
    Apply primer
return
```

### Communicational

```
doModuleC()
    Find title of book
    Find price of book
    Find Publisher of book
    Find author of book
return
```

## Cohesion

How the statements inside a module accomplish the objective or purpose of the module

Modules should be highly cohesive

all statements are related to each other

the statements all help to perform one task

makes programs easier to write, read and maintain

### Functional Cohesion

Occurs when all the statements in a module contribute to the performance of a single task

The highest level of cohesion

NOT functionally cohesive

Calculate gross pay, figures out the tax deductions and prints a paycheck

### Functionally cohesive

Calculate the Celsius conversion of a Fahrenheit temperature

Compute cosine of an angle

Verify alphabetic syntax

Read transaction record

Determine mortgage repayment schedule

Compute point of impact of a missile

Calculate net employee salary

Assign seat to an airline customer

### Procedural

```
doModuleD()
    Clean utensils from previous meal
    Prepare turkey for roasting
    Make phone call
    Take shower
    Chop vegetables
    Set table
return
```

### Temporal

```
doModuleE()
    Put out milk bottles
    Put out cat
    Turn off TV
    Brush teeth
return
```

### Logical

```
doModuleF()
    Go by car
    Go by train
    Go by boat
    Go by plane
return
```

### Coincidental

```
doModuleG()
    Fix car
    Bake cake
    Walk dog
    Fill out astronaut application form
    Have a beer
    Get out of text
    Go to the movies
return
```

### Sequential Cohesion

occurs when a procedure has a specific order of statements using the same data

A weaker form of cohesion

the module might perform several different tasks

statements are related because they work on the same data and seem like a series of steps

the order of the steps is important

### Communicational Cohesion

Occurs in procedures that contain statements that perform tasks that share data

Similar to sequential cohesion, but the tasks do not need to be in any particular order

A weaker form of sequential cohesion

Examples

Checking for specific values in a variable and performing tests for validation

### Procedural Cohesion

when statements are done in sequence but with different data

main-line logic is an example

### Temporal Cohesion

when statements in a procedure are related by time

they are placed together because of when they must occur, such as at the beginning of a pgm

### Logical Cohesion

when a procedure contains tasks that are related and dependent on the results of selection structures

a record maintenance menu might be an example



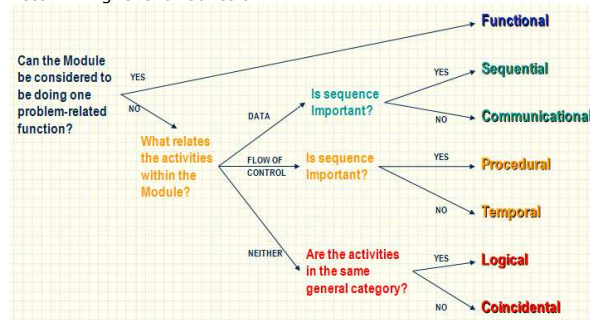
## Summary

- ✖ Reduce Coupling!
- ✖ Increase Cohesion!

## Coincidental Cohesion

when a procedure contains statements that just happen to be together  
weakest - this really isn't cohesive at all!

## Determining level of Cohesion



## Effects of Cohesion

Cohesion level	Coupling	Cleanliness of Implementation	Modifiability	Understandability	Effect on overall system maintainability
Functional	Good	Good	Good	Good	Good
Sequential	Good	Good	Good	Good	Fairly good
Communicational	Medium	Medium	Medium	Medium	Medium
Procedural	Variable	Poor	Variable	Variable	Bad
Temporal	Poor	Medium	Medium	Medium	Bad
Logical	Bad	Bad	Bad	Poor	Bad
Coincidental	Bad	Poor	Bad	Bad	Bad

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## Exercise

What Level of Cohesion are they?

```

checkCorrectness()
    check syntactic correctness of
    space-vehicle guidance parameters
    return

generateReport()
    if condition is 'sales' then
        produce sales report
    else
        if condition is 'project' then
            produce project status report
        else
            produce customer transaction report
        end if
    end if
    return

updateNewTransaction()
    update record on file
    get next transaction
    return

doHousekeep()
    open files
    obtain first transaction
    obtain master record
    print page headings
    return

updateCredit()
    update current credit record
    write it to CD
    return
  
```

FUNCTIONAL – CheckCorrectness()  
 LOGICAL – generateReport()  
 PROCEDURAL –  
 updateNewTransaction()  
 TEMPORAL – doHousekeep() -- these  
 activities are done at one time  
 SEQUENTIAL – updateCredit()

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## Functions (complex alias)

---

### Syntax

```
name() { commands }  
function name { commands }  
function name() { commands }
```

- Follow Unix name conventions
- Avoid renaming a current command or alias
- Surround both braces with white space
- Separate each command with appropriate separator
- Terminate the last command with ;
- Arguments that you pass to the function become positional parameters

### Example

```
function cdp() { cd $1; echo $PWD; }  
cdp someDir
```

### Question

Create a function called cdl that changes a directory and lists its content.