

# Software Development Concepts

Fundamental Concepts and Paradigms  
in the Software Engineering Profession



```
    $SESSION['CAPTCHA']['config'] = serialize($captcha_config);
    return array(
        'code' => $captcha_config['code'],
        'image_src' => $image_src
    );
}

if(function_exists('hex2rgb')) {
    function hex2rgb($hexStr, $return_string = false, $separator = ',') {
        $hex_array = preg_replace('/^#([0-9A-F]{2})([0-9A-F]{2})([0-9A-F]{2})$/i', '$1,$2,$3', $hexStr); // gets a proper hex string
        $hex_array = str_split($hex_array, 2);
        $color_val = hexdec($hex_array[0]);
        $r_hex = $color_val & 0xFF;
        $g_hex = ($color_val >> 8) & 0xFF;
        $b_hex = ($color_val >> 16) & 0xFF;
        $r_hex = hexdec($r_hex);
        $g_hex = hexdec($g_hex);
        $b_hex = hexdec($b_hex);
        if($return_string) {
            return $r_hex . $separator . $g_hex . $separator . $b_hex;
        }
        return false;
    }
}

// Draw the image
if($image_src) {
    $image_src = realpath($SERVER['DOCUMENT_ROOT']) . '/?_CAPTCHA&t=' . urlencode($image_src);
}
```

SoftUni Team

Technical Trainers

 Software  
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<https://softuni.bg>



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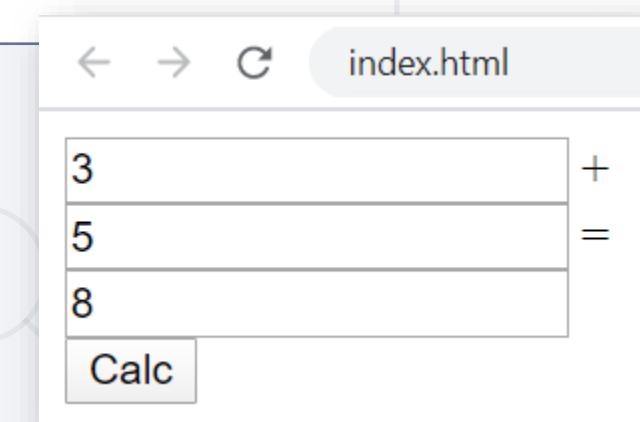
# Front-End

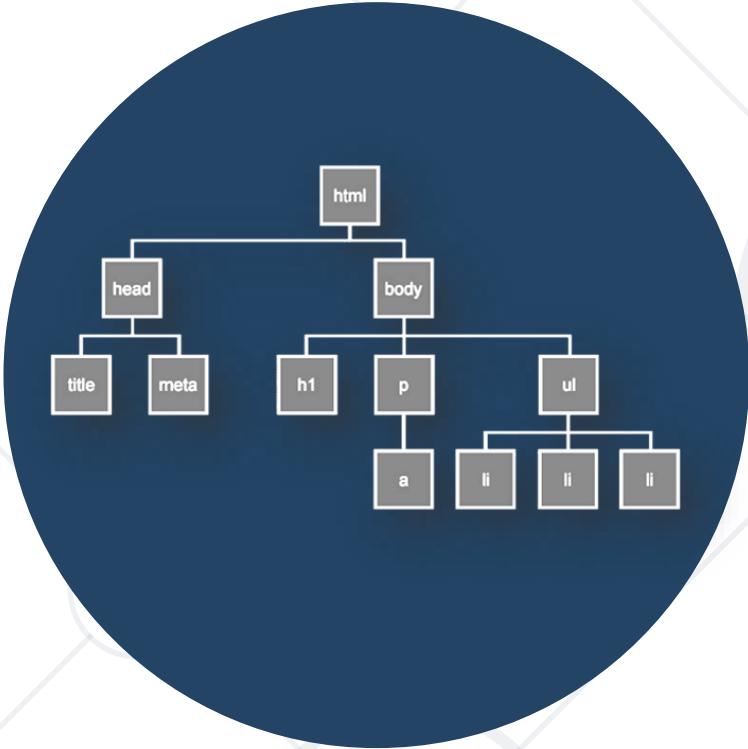
- **Web front-end technologies** (see <https://platform.html5.org>)
  - HTML, CSS, JavaScript, DOM, AJAX
  - JS front-end frameworks (e.g. React, Angular, Vue)
- **DOM** (the Document Object Model)
  - DOM == a tree of UI and other elements
  - Documents in the Web browser are represented by a **DOM tree**
  - The **DOM API** allows changing the DOM from JS



# Using the DOM API – Example

```
<input type="text" id="firstNum" /> +
<input type="text" id="secondNum" /> =
<input type="text" id="sum" />
<button id="calc">Calc</button>
<script>
    document.getElementById("calc").onclick = function() {
        document.getElementById("sum").value =
            Number(document.getElementById("firstNum").value) +
            Number(document.getElementById("secondNum").value);
    }
</script>
```





# DOM Interaction

Live Demo

<https://repl.it/@nakov/summator-js-dom>

# AJAX and RESTful APIs

- **AJAX** is a technology for asynchronous execution of HTTP requests from client-side JavaScript

```
let httpRequest = fetch('https://some-url...');

httpRequest.then(function(httpResponse) {
    // Process the HTTP response here and update the DOM tree ...
});
```

- **RESTful APIs** are HTTP-based Web services
  - The HTTP methods **GET**, **POST**, **PUT** and **DELETE** retrieve, create, modify and delete data





# AJAX and REST

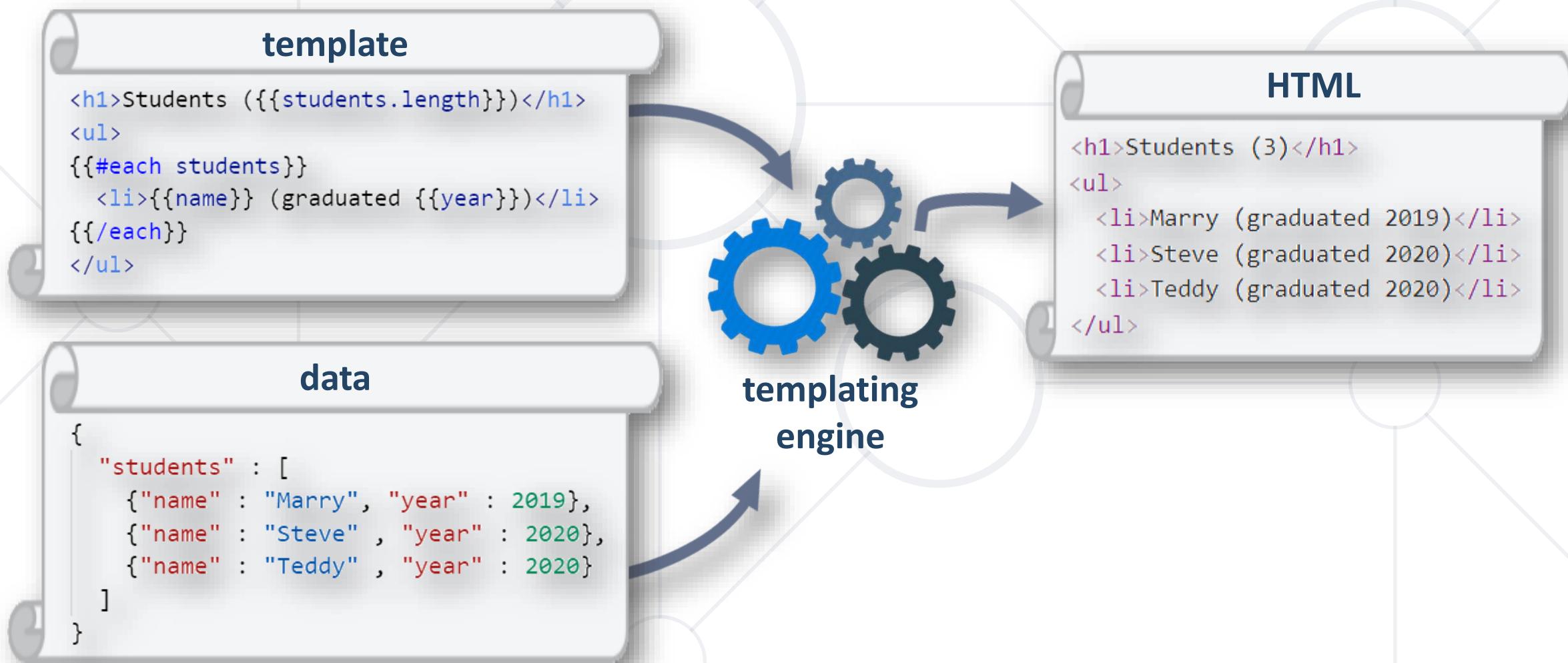
Live Demo

<https://repl.it/@nakov/RESTful-API-js>

<https://repl.it/@nakov/RESTful-API-client-example>

# Templating Engines

- **Templating engines** render data as HTML through a **template**



# Rendering UI with a Templating Engine

Live Demo

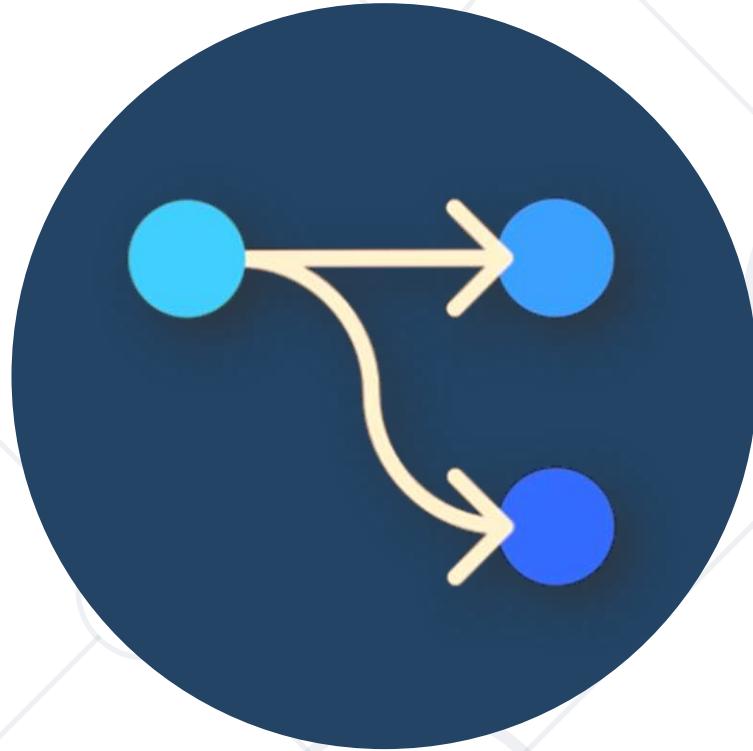
<https://repl.it/@nakov/Handlebars-example-JS>



# Routing and Routing Libraries

- **Routing** is about switching between different **UI views**, based on the changes of the current **URL** (holding the route)
- **Routing libraries** switch the view by URL like this:





# Navigation with Routing Library

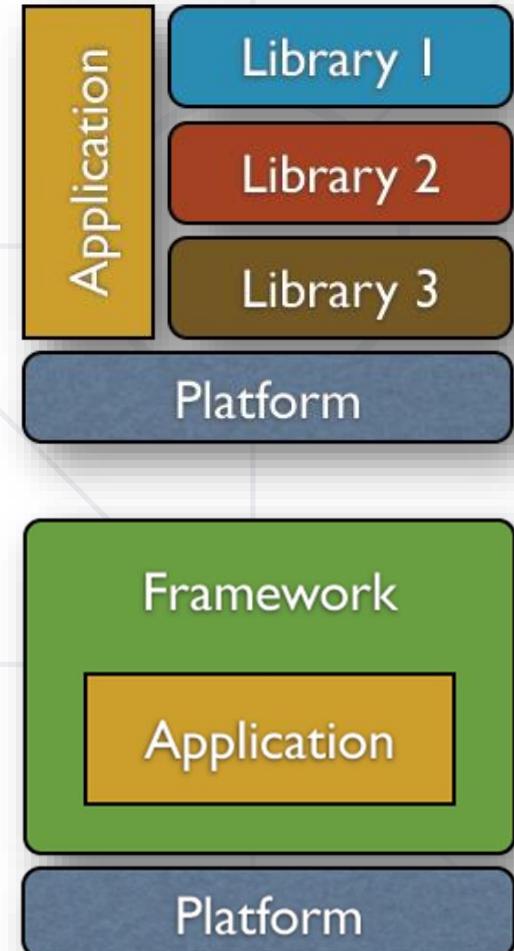
Live Demo

<https://repl.it/@nakov/routing-with-sammy-js>

- **Graphical User Interface (GUI)** systems provide forms, dialogs and UI controls for desktop and mobile apps
  - Examples: Windows Forms, XAML, WPF, Qt
- **Mobile UI** toolkits / frameworks provide UI controls and structure for mobile apps
  - Examples: Apple UIKit, Android UI, Flutter
- **Web front-end frameworks** and **UI libraries** provide user interface elements and structure for **Web apps**
  - Examples of **UI frameworks**: Angular, React, Vue.js, Meteor
  - Examples of **UI libraries**: Kendo UI, Sencha Ext JS, Onsen UI

# Libraries vs. Frameworks

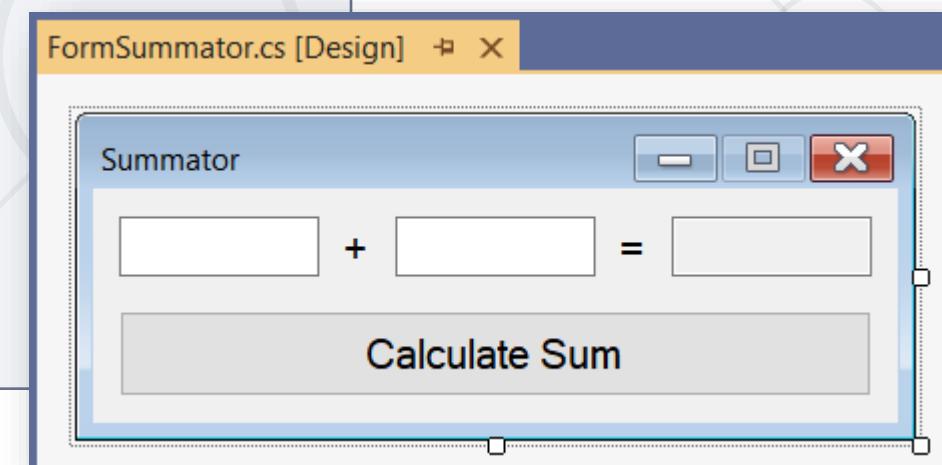
- Libraries provide **components / functionality / UI controls** for integration into existing apps
  - The **app controls the library** components
  - Examples: UI control library, Excel reader
- Development **frameworks** are foundations, which developers extend to build an app
  - The framework **controls the app lifecycle** and your code plugs in it (**inversion of control – IoC**)
  - Examples: MVC framework, ORM framework



# Windows Forms – Example

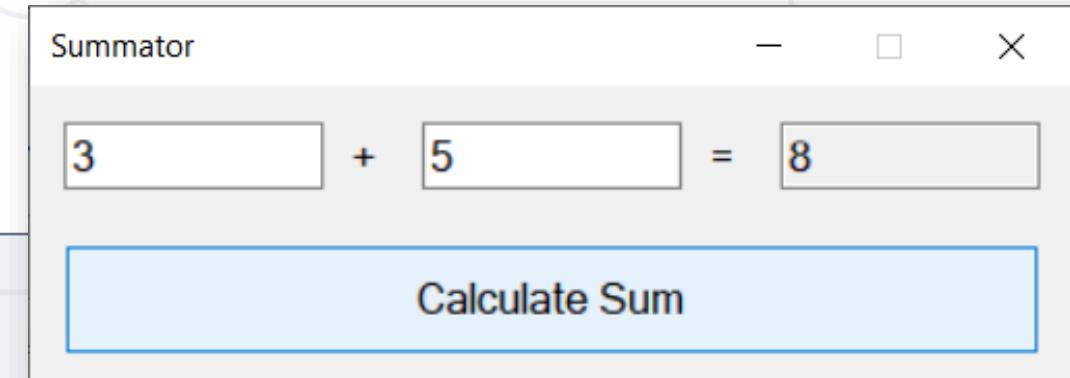
- **Windows Forms** is GUI framework for .NET developers
  - Provides programming model and rich UI control library

```
public partial class FormSummator : Form
{
    private TextBox textBox1;
    private Label labelPlus;
    private Label labelEqual;
    private TextBox textBox2;
    private TextBox textBoxSum;
    private Button buttonCalc;
}
```



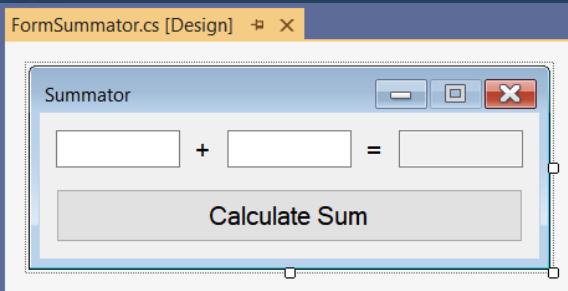
# Windows Forms – Example

```
public partial class FormSummator
{
    private void buttonCalc_Click(object sender, EventArgs e)
    {
        decimal firstNum = decimal.Parse(this.textBox1.Text);
        decimal secondNum = decimal.Parse(this.textBox2.Text);
        decimal sum = firstNum + secondNum;
        this.textBoxSum.Text = sum.ToString();
    }
}
```



# Windows Forms

Live Demo



- React is a powerful **JavaScript library** from Facebook for building Web UI using HTML, CSS and JS
  - The UI is built from **JSX components**, which combine HTML + JS

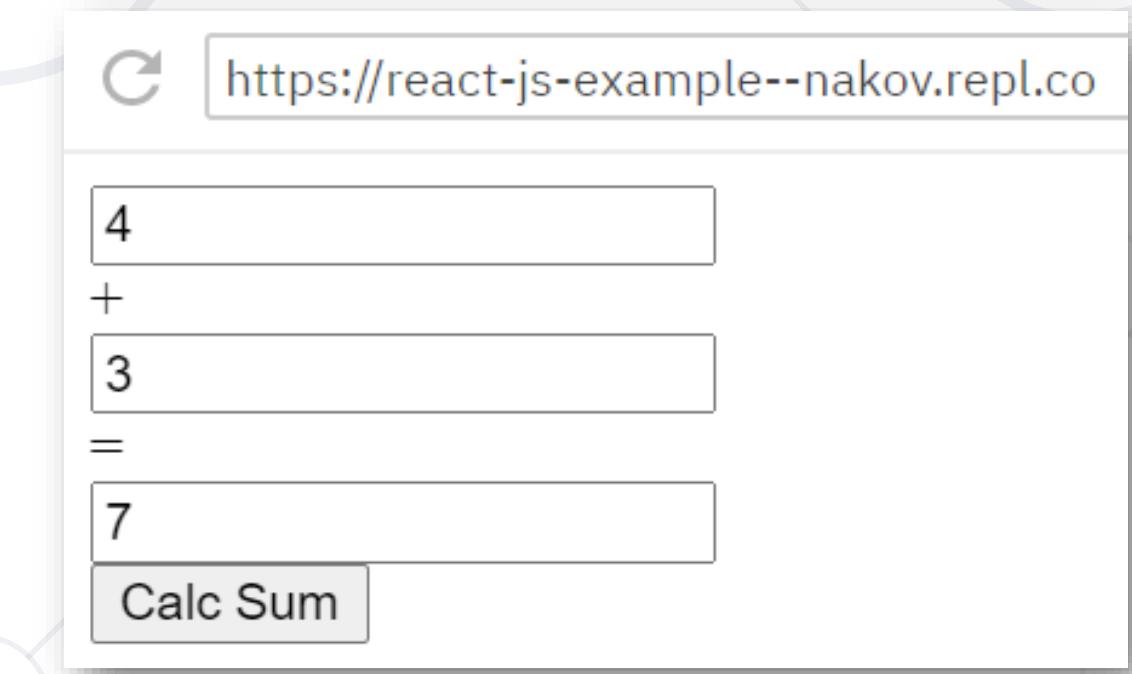
```
class HelloMessage extends React.Component {  
  render() {  
    return (<div>Hello, {this.props.name}!</div>);  
  }  
}  
  
ReactDOM.render(<HelloMessage name="SoftUni" />,  
  document.getElementById('root'));
```



# React

## Live Demo

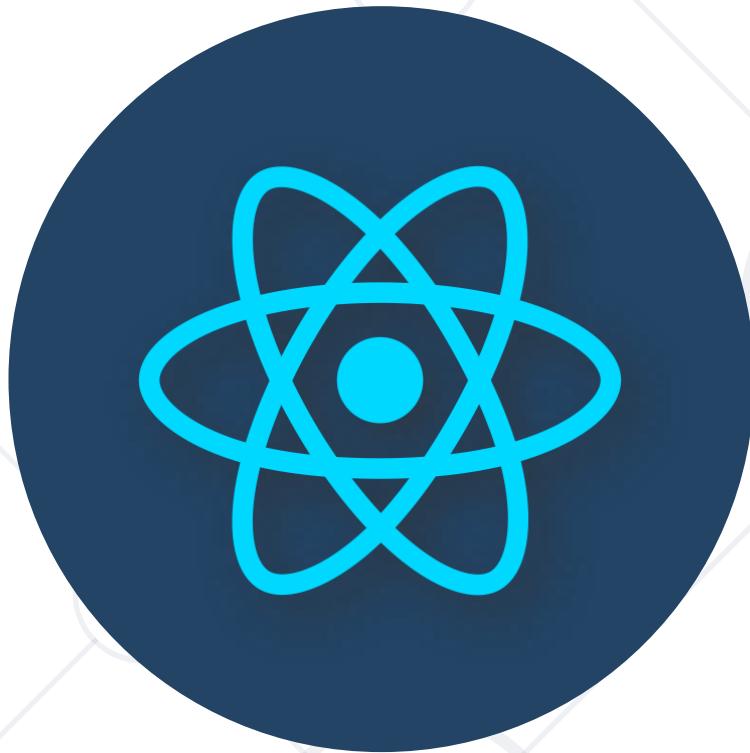
<https://repl.it/@nakov/react-js-example>



A screenshot of a web browser displaying a simple calculator application built with React. The URL in the address bar is `https://react-js-example--nakov.repl.co`. The calculator interface consists of three input fields for numbers and an equals sign, and one output field for the result. Below the input fields is a button labeled "Calc Sum". The current state of the application shows the first input field containing "4", the second input field containing "3", the equals sign field containing "=", and the output field containing "7".

4
+
3
=
7

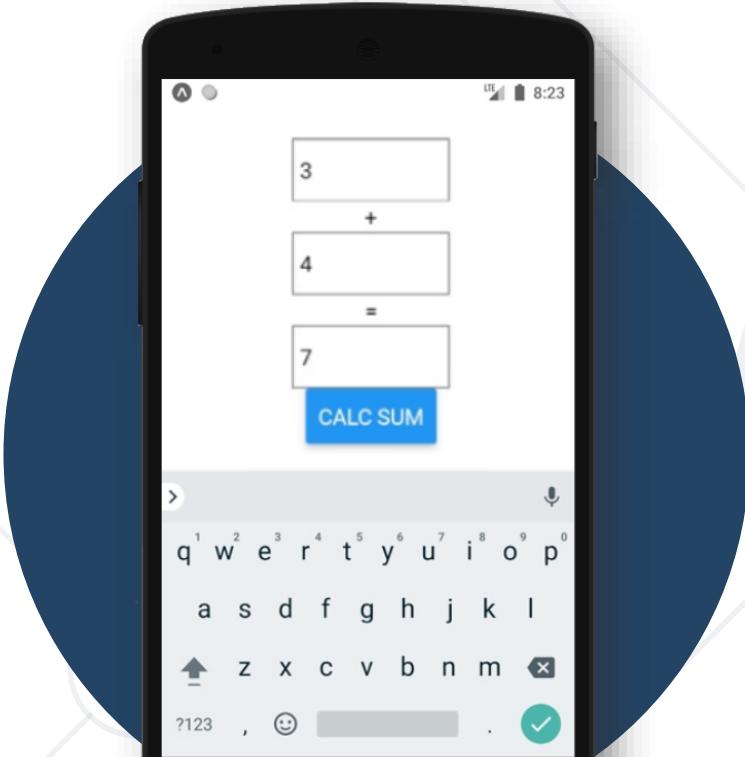
Calc Sum



# Mobile Apps – Technologies

- Two major mobile app platforms: **Android** and **iOS**
- **Mobile app** development technologies
  - **Android**: Java / Kotlin + Android SDK + Android Studio
  - **iOS**: Swift (or Objective-C) + iOS SDK + Xcode + Mac
  - **Hybrid mobile apps**: JS + HTML5 + WebView (e.g. Cordova)
  - **Native JS mobile apps**: JavaScript + native UI
    - Examples: React Native, NativeScript
  - **Others**: Xamarin (C#), Flutter (Dart)





# React Native App

## Live Demo

<https://snack.expo.io/@nakov/summator-react-native>



**Back-End**

# Back-End Technologies

- **Back-end technologies** are about server-side programming
  - Data management technologies and **ORM frameworks**
  - Backend **Web frameworks** and **MVC** frameworks
  - **REST API** frameworks, **reactive** APIs, other services and APIs
  - **Microservices, containers** and **cloud**
- **Back-end developers** work on the server-side
  - They deal with the business logic,  
data processing, data storage, APIs



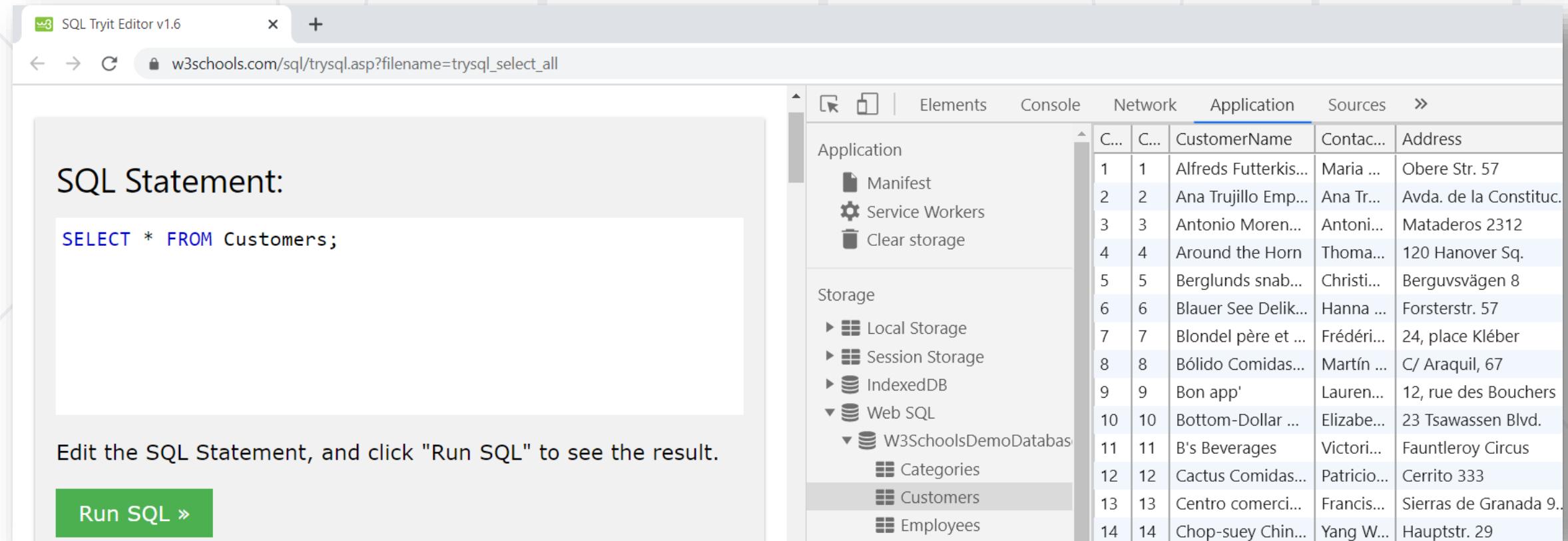
# Databases

- **Databases** hold and manage data in the back-end systems
- **Relational databases** (RDBMS)
  - Hold data in **tables + relationships**
  - Use the **SQL** language to query / modify data
  - Examples: MySQL, PostgreSQL, Web SQL in HTML5
- **NoSQL databases**
  - Hold collections of documents or key-value pairs
  - Examples: MongoDB, IndexedDB in HTML5



# Web SQL – Example

- **Web SQL** is a relational database, embedded the Web browsers
  - It is fully functional **RDBMS system**, runs at the **client-side**



The screenshot shows a browser window with the title "SQL Tryit Editor v1.6". The address bar displays "w3schools.com/sql/trysql.asp?filename=trysql\_select\_all". On the left, there's a code editor with the following SQL statement:

```
SELECT * FROM Customers;
```

Below the code editor, a message reads: "Edit the SQL Statement, and click "Run SQL" to see the result." At the bottom left is a green button labeled "Run SQL »".

On the right, the Chrome DevTools Application tab is open, showing a table of customer data. The table has columns: C..., C..., CustomerName, Contact..., and Address. The data includes:

C...	C...	CustomerName	Contact...	Address
1	1	Alfreds Futterkis...	Maria ...	Obere Str. 57
2	2	Ana Trujillo Emp...	Ana Tr...	Avda. de la Constituc.
3	3	Antonio Moren...	Antoni...	Mataderos 2312
4	4	Around the Horn	Thoma...	120 Hanover Sq.
5	5	Berglunds snab...	Christi...	Berguvsvägen 8
6	6	Blauer See Delik...	Hanna ...	Forsterstr. 57
7	7	Blondel père et ...	Frédéri...	24, place Kléber
8	8	Bólido Comidas...	Martín ...	C/ Araquil, 67
9	9	Bon app'	Lauren...	12, rue des Bouchers
10	10	Bottom-Dollar ...	Elizabe...	23 Tswassen Blvd.
11	11	B's Beverages	Victori...	Fauntleroy Circus
12	12	Cactus Comidas...	Patricio...	Cerrito 333
13	13	Centro comerci...	Francis...	Sierras de Granada 9...
14	14	Chop-suey Chin...	Yang W...	Hauptstr. 29

The DevTools sidebar on the left shows the "Application" tab is selected, with sections for "Manifest", "Service Workers", and "Clear storage". Under "Storage", "Web SQL" is expanded, showing databases like "W3SchoolsDemoDatabase" with tables "Categories", "Customers", and "Employees".



# Web SQL

## Live Demo

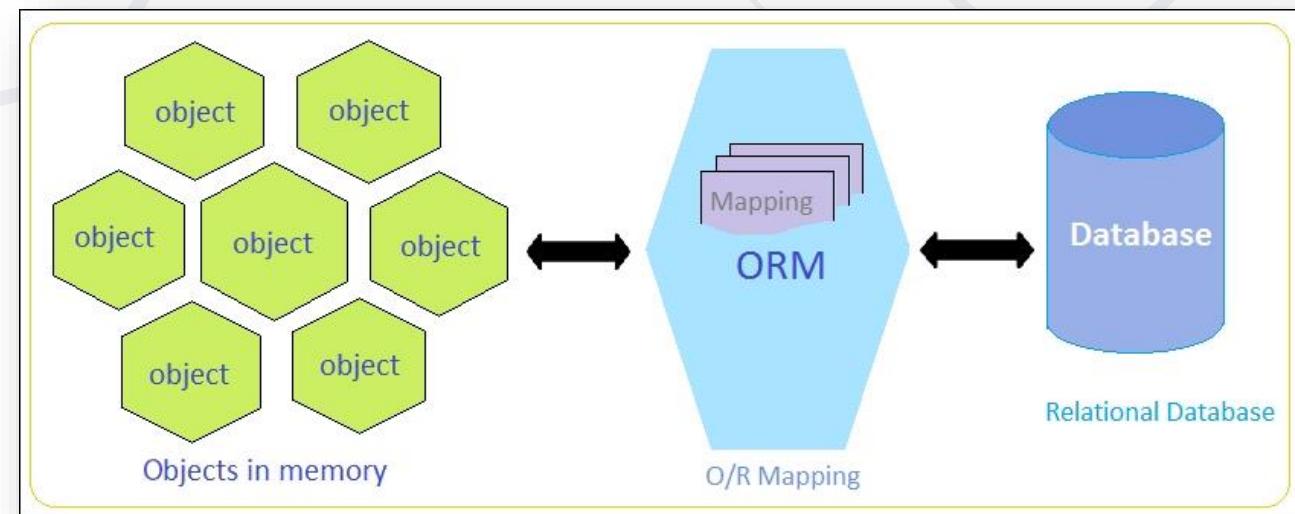
<https://w3schools.com/sql/>

The screenshot shows a browser window titled "SQL Tryit Editor v1.6" with the URL "w3schools.com/sql/trysql.asp?filename=trysql\_select\_all". The main area displays an "SQL Statement:" input field containing the query "SELECT \* FROM Customers;". Below the input field is a message: "Edit the SQL Statement, and click "Run SQL" to see the result." A green "Run SQL »" button is located at the bottom of this section. To the right of the input field is a developer tools sidebar with tabs for Elements, Console, Network, Application, and Sources. The Application tab is selected, showing sections for Application (Manifest, Service Workers, Clear storage) and Storage (Local Storage, Session Storage, IndexedDB, Web SQL). Under Web SQL, it lists databases: W3SchoolsDemoDatabases, Categories, Customers (which is highlighted), and Employees. On the far right, a table displays the results of the SQL query, listing 14 customers with columns for CustomerId, CustomerName, ContactName, and Address.

C...	C...	CustomerName	Contact...	Address
1	1	Alfreds Futterkis...	Maria ...	Obere Str. 57
2	2	Ana Trujillo Emp...	Ana Tr...	Avda. de la Constituc.
3	3	Antonio Moren...	Antoni...	Mataderos 2312
4	4	Around the Horn	Thoma...	120 Hanover Sq.
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7	7	Blondel père et ...	Frédéri...	24, place Kléber
8	8	Bólido Comidas...	Martin...	C/ Araquil, 67
9	9	Bon app'	Lauren...	12, rue des Bouchers
10	10	Bottom-Dollar ...	Elizabe...	23 Tsawassen Blvd.
11	11	B's Beverages	Victori...	Fauntleroy Circus
12	12	Cactus Comidas...	Patrício...	Cerrito 333
13	13	Centro comer...	Francis...	Sierras de Granada 9...
14	14	Chop-suey Chin...	Yang W...	Hauptstr. 29

# ORM Frameworks

- **ORM frameworks** (object-relational mapping) allow persisting objects in relational database (by mapping classes to tables)
  - e.g., store JS objects in MySQL database
- Popular ORM frameworks:
  - **Entity Framework** (C#)
  - **Hibernate** (Java)
  - **Sequelize** (JavaScript)
  - **SQLAlchemy** (Python)





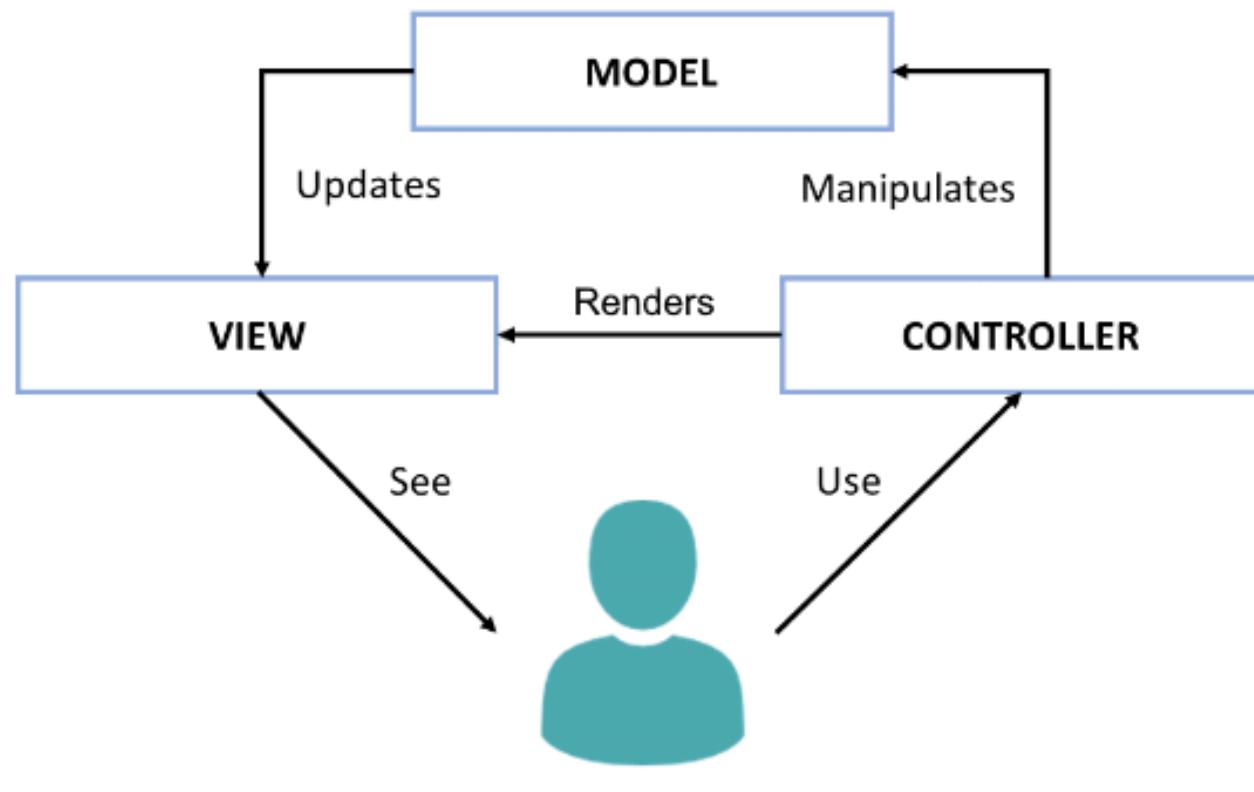
# JayData ORM for Web SQL

Live Demo

<https://repl.it/@nakov/jaydata-orm-example>

# The Model-View-Controller (MVC) Pattern

- The **Model-View-Controller** (MVC) pattern



- **Controller**
  - Handles user actions
  - Updates the model
  - Renders the view (UI)
- **Model**
  - Holds app data
- **View**
  - Displays the UI, based on the model data

- **Web MVC frameworks** are used build Web applications
  - **Controllers** handle HTTP GET / POST and render a view
  - **Views** display HTML + CSS, based on the models
  - **Models** hold app data for views, prepared by controllers
- Examples of Web MVC frameworks
  - ASP.NET MVC (C#), Spring MVC (Java), Express (JS), Django (Python), Laravel (PHP), Ruby on Rails (Ruby), Revel (Go), ...



# MVC Frameworks

## Live Demo

<https://repl.it/@nakov/MVC-express-pug-example>

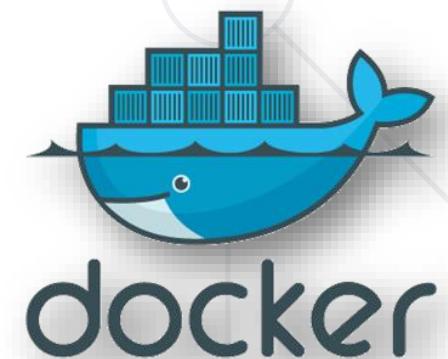
# Virtualization and Cloud

- **Virtualization** == running a **virtual machine** (VM) / virtual environment inside a physical hardware system
  - e.g., run Android VM or Linux inside a Windows host
  - Storage, memory, networking, desktops can also be virtual
- **Cloud** == computing resources, virtual machines, storage, platforms and software instances, available on demand
  - **IaaS** (infrastructure as a service) – virtual machines on demand
  - **PaaS** (platform as a service) – app deployment environments
  - **SaaS** (software as a service) – software instances, e.g. Office 365



# Containers and Docker

- **Container image** == software, packaged with its dependencies, designed to run in a virtual environment (like Docker)
  - e.g., WordPress instance (Linux + PHP + Apache + WordPress)
  - Simplified installation, configuration and deployment
- **Docker** is the most popular containerization platform
  - Runs **containers** from local **image** or downloaded from the **Docker Hub** online repository
  - Open-source, runs on Linux, Windows, Mac



# Docker – Example

- Install **Docker** on your local computer
  - Or use the Docker online playground: <https://labs.play-with-docker.com> (with a free Docker Hub registration)
- Download and **run a Docker image** in a new container:

```
docker run -d -p:8080:80 dockersamples/static-site
```
- Open the exposed URL: <http://localhost:8080>
- View currently running Docker containers

```
docker ps
```



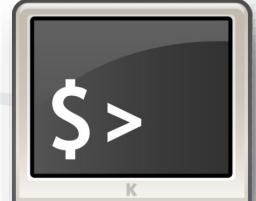
# Play with Docker

## Live Demo

<https://labs.play-with-docker.com>

- Working with **operating systems** (Linux, Windows, others) is an important skill for software engineers
  - Installation, configuration and basic system administration
  - Process management, file system, users and permissions
- Sample **Linux shell commands**
  - Create a file: `cat > hello.txt`
  - Rename a file: `mv hello.txt welcome.txt`
  - View file contents: `cat welcome.txt`

```
GNU bash, version 4.4.12(1)-release (x86_64-pc-linux-gnu)
ls -al
total 12
drwxr-xr-x 1 runner runner 36 May 5 21:39 .
drwxr-xr-x 1 runner runner 4096 May 5 21:39 ..
-rw-r--r-- 1 runner runner 16 May 5 21:38 main.sh
-rw-r--r-- 1 runner runner 12 May 5 21:39 welcome.txt
» ps
 PID TTY          TIME CMD
 13 pts/0    00:00:00 bash
 17 pts/0    00:00:00 ps
» cat > hello.txt
Hello Linux Shell!
^Z
[1]+  Stopped                  cat > hello.txt
» mv hello.txt welcome.txt
» cat welcome.txt
Hello Linux Shell!
» 
```

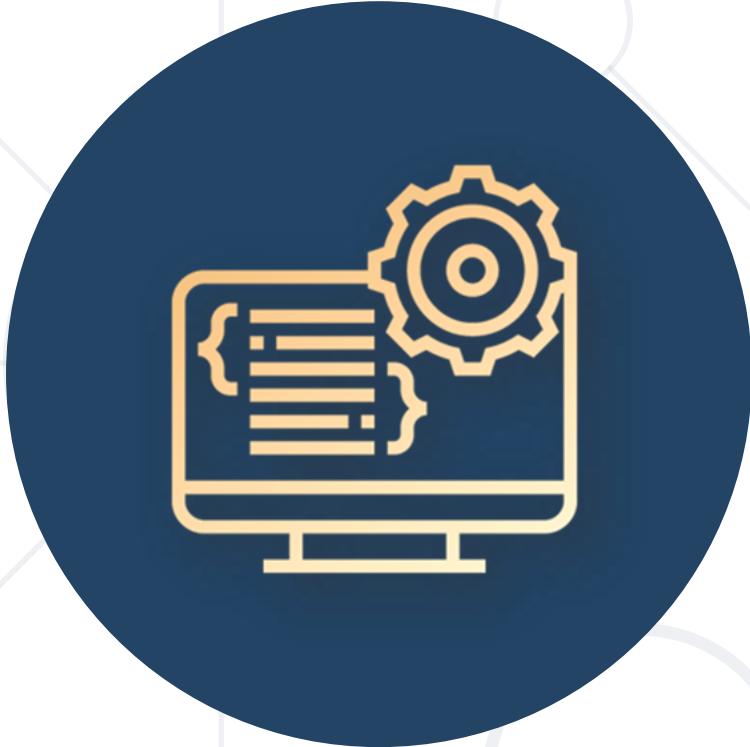




# Linux Shell Commands

## Live Demo

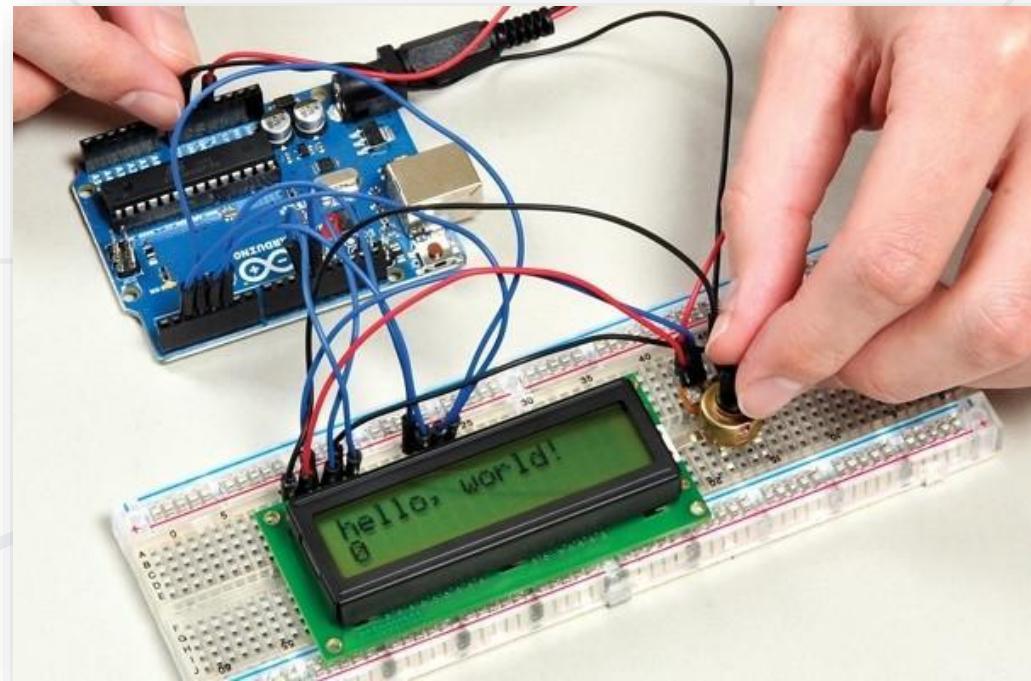
<https://repl.it/@nakov/bash-shell-example>



**Internet of Things (IoT)**

# Embedded Systems and IoT

- **Embedded systems**
  - **Hardware + software**, dedicated to certain task, e.g. control the lights or the heating at home
  - The hardware has **limited resources** (CPU, RAM, battery, ...)
  - **Internet-connected** embedded systems are known as "Internet of Things" devices (IoT devices)



- **Microcontrollers** == microchip (CPU + RAM + GPIO) on a board
  - Examples: Arduino, ESP8266, ESP32, Micro:bit, ATmega328
- **IoT systems** consist of **microcontroller** (or mini-computer) + peripheries + software + Internet connectivity + back-end
  - **Peripherals**: LED lights, buttons, sensors, buzzers, relays, displays
  - **Back-end**: cloud-based (e.g. Blynk, Thinger) or local (home computer)
  - **Connectivity**: WiFi, Bluetooth, LoRa, 4G LTE (with SIM card), 5G
- **Programming languages** for IoT devices:
  - C, C++, JS / Python / C# (some devices)

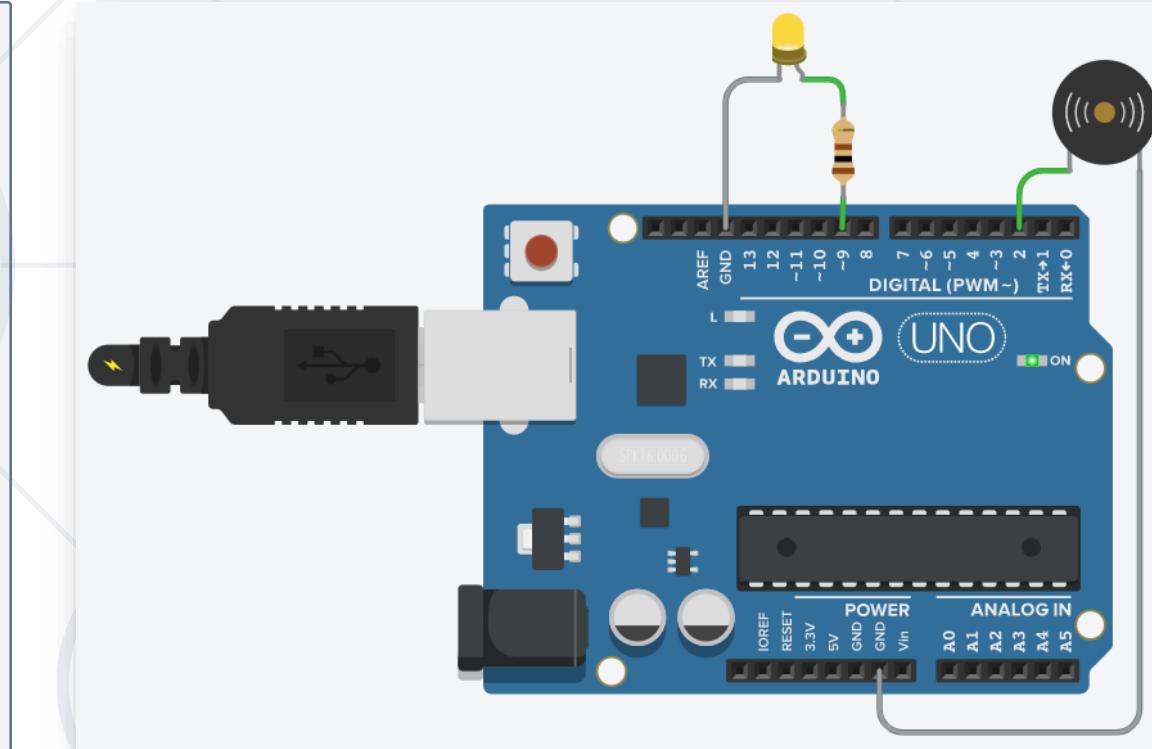


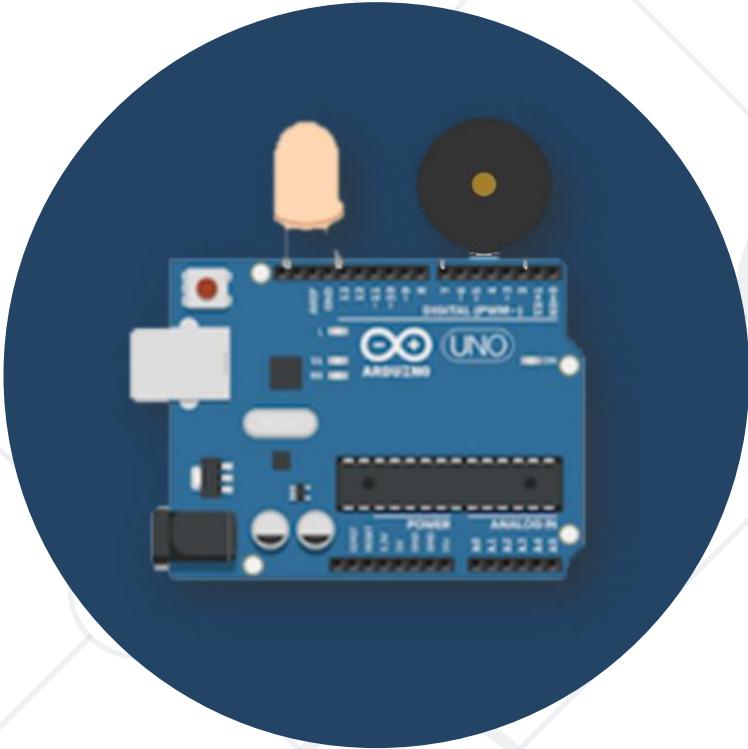
# Microcontroller Arduino – Example

```
#define LED_PIN 9
#define BUZZER_PIN 2

void setup() {
    pinMode(LED_PIN, OUTPUT);
}

void loop() {
    int brightness = 0;
    while (brightness <= 255) {
        analogWrite(LED_PIN, brightness);
        delay(15);
        brightness += 3;
    }
    tone(BUZZER_PIN, 300, 100);
}
```





# Arduino @ Tinkercad

## Live Demo

<https://www.tinkercad.com/things/hjgbxEoS5TX>



# Software Engineering

# Software Development Lifecycle (SLDC)

- **Software engineering** is not just coding!
- The **SDLC** includes the following activities:
  - Requirements analysis
  - Software **design**
  - Construction
  - Testing
  - Development processes (Waterfall / Scrum / Kanban) define workflow and key practices
- Release
- Maintenance

Software  
project  
**management**



# Software Quality Assurance (QA)

- What is **software quality assurance (QA)**?
  - Ensures the **software quality**
  - Performed by the **QA engineers**
- Two approaches
  - **Testing** (manual and automated)
  - **Code reviews** and quality inspections
- Goal: to **find** and report the **defects** (bugs)
  - Defect are tracked in an **issue tracker**





# Issue Tracker

## Live Demo

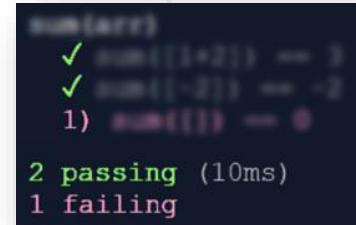
<https://github.com/twbs/bootstrap/issues>

# Unit Testing

- **Unit test** == a piece of code that tests specific functionality in certain software component (unit)

```
function testSum() {  
    if (sum([1, 2]) != 3)  
        throw "1+2 != 3";  
    if (sum([-2]) != -2)  
        throw "-2 != -2";  
    if (sum([]) != 0)  
        throw "empty sum != 0";  
}
```

```
function sum(arr) {  
    let sum = 0;  
    for (let item of arr)  
        sum += item;  
    return sum;  
}
```



```
sum([1, 2]) -> 3  
sum([-2]) -> -2  
1)  
sum([]) -> 0  
2 passing (10ms)  
1 failing
```

# Unit Testing Framework

- Unit testing frameworks simplify unit testing and reporting
  - Example: Mocha JS testing framework

```
const assert = require('assert');

suite('sum(arr)', function() {
  test('sum([1+2]) == 3', function() {
    assert.equal(sum([1, 2]), 3); });
  test('sum([-2]) == -2', function() {
    assert.equal(sum([-2]), -2); });
  test('sum([]) == 0', function() {
    assert.equal(sum([]), 0); });
});
```

```
> mocha --ui tdd index.test.js

  sum(arr)
    ✓ sum([1+2]) == 3
    ✓ sum([-2]) == -2
    1) sum([]) == 0
      2 passing (10ms)
      1 failing
```





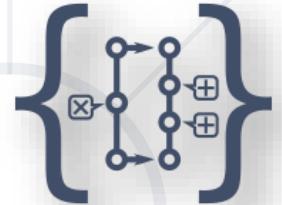
# Unit Testing with Mocha

## Live Demo

<https://repl.it/@nakov/mocha-unit-test-example-js>

# Source Control Systems

- **Source control systems** keep the source code (+ other project assets) in a shared **repository**
  - Developers can **clone** a repository, **pull** the latest version, **commit** & **push** local changes, view the change logs, etc.
- **Git** is the most popular source control system
  - Other version control systems: SVN, TFS, Perforce
- **GitHub** is the #1 site for Git project hosting
  - Git hosting + issue tracker + project tracker + build system



# GitHub – Example

- Clone a repository from GitHub

```
git clone https://github.com/SoftUni/playground
```

- Modify local files

```
notepad README.md
```

- Commit changes (local)

```
git add . & git commit -m "Added something"
```

- Push the changes to GitHub

```
git push
```



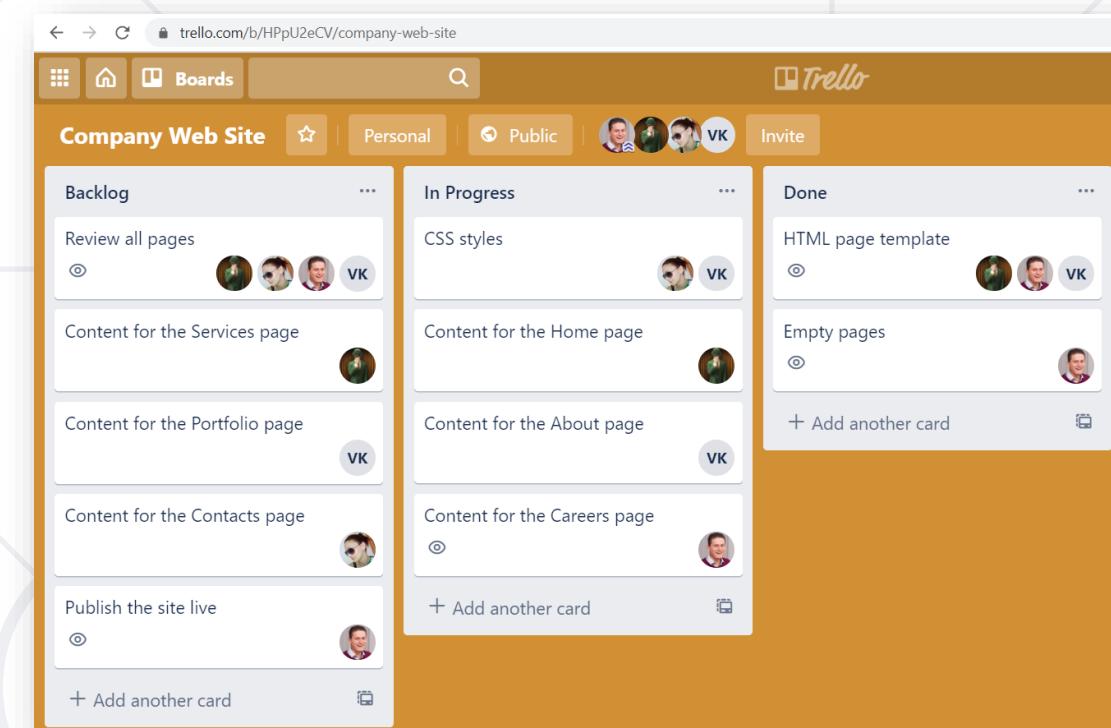
# Git and GitHub

## Live Demo

<https://github.com/SoftUni/playground>

# Project Trackers and Kanban Boards

- **Project trackers** organize and track project tasks
  - **Tasks** may have description, sub-tasks, assigned people, deadline
- **Kanban boards** visualize the work on a project
  - Typical columns: Backlog, In Progress, Done
  - Examples: Trello, GitHub Projects





# Trello Project Board

## Live Demo

<https://trello.com/b/HPpU2eCV/company-web-site>

- **Front-end development concepts:** front-end, UI concepts, DOM, AJAX, routing, templating, UI frameworks
- **Back-end development concepts,** RESTful services, databases, ORM frameworks, MVC architecture, cloud, containers, Docker, ...
- **Embedded systems and IoT,** Arduino, ESP32
- **Software engineering,** source control systems, QA, unit testing, Kanban, ...

