

Universiteit van Amsterdam

Software Construction

2018

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raincode

People involved



Vadim Zaytsev



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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.



What this course is not about

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

- Software languages
- 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.

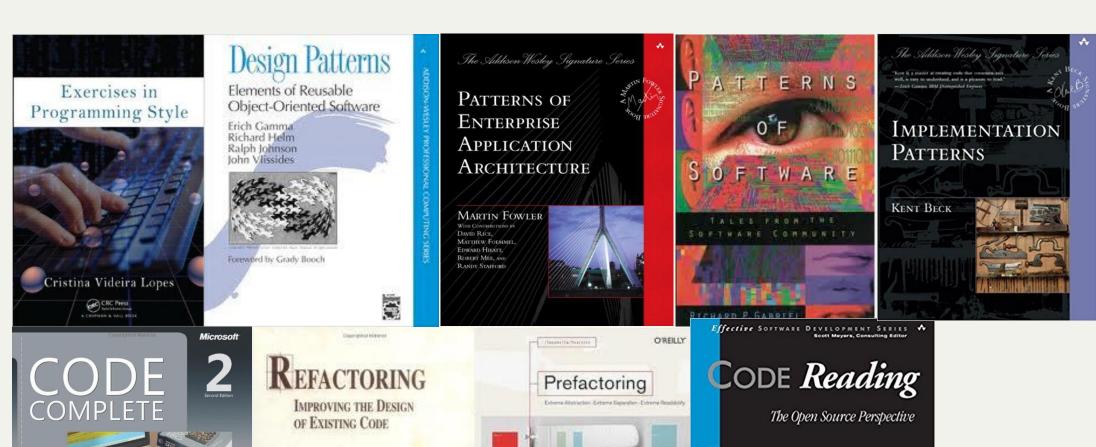
That's it.

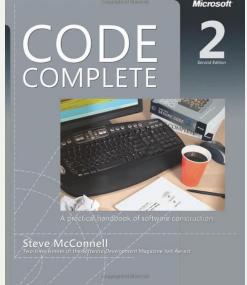
This course is *not* about the software craftsmanship movement...

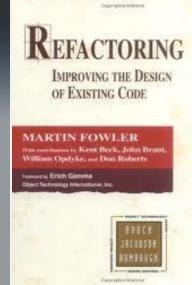
This course is about not writing crap.

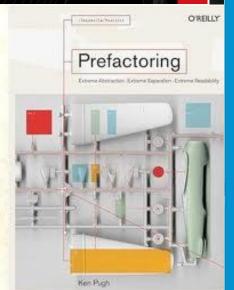


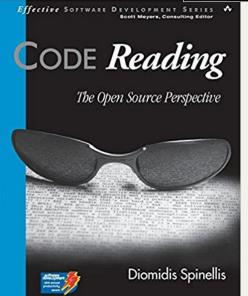
Representative books







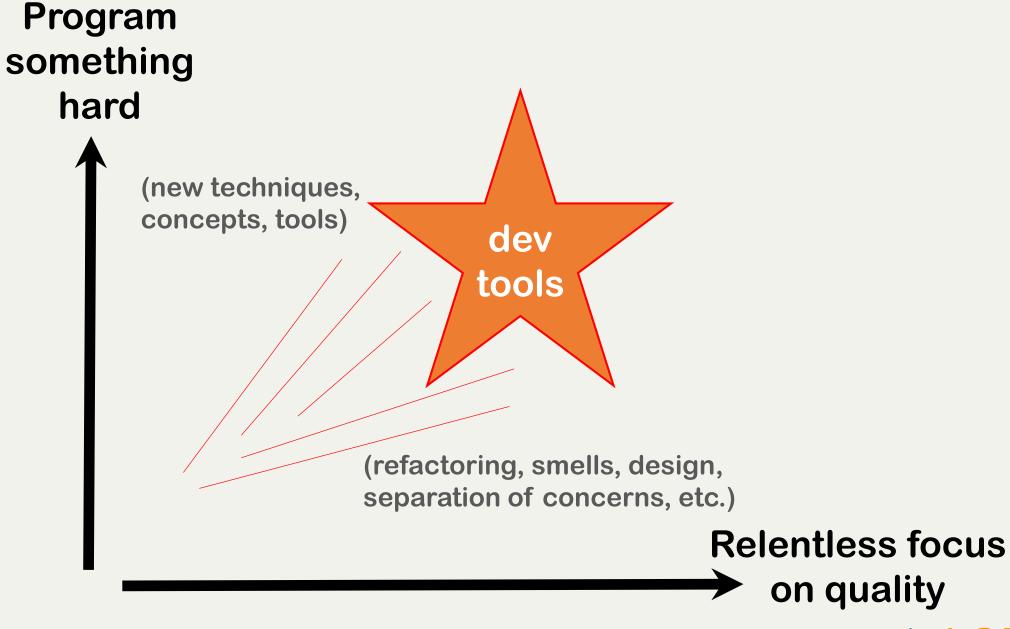






Learning goals

- 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





- 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



Suspend your disbelief





Why

Fact 41

Maintenance typically consumes 40 to 80 percent (average, 60 percent) of software costs. Therefore, it is probably the most important life cycle phase of software.

Facts and Fallacies of Software Engineering



Robert L. Glass Foreword by Alan M. Davis

Why

Fact 44

Understanding the existing product: this task consumes roughly 30 percent of the total maintenance time and is the dominant maintenance activity. Thus it is possible to claim that maintenance is a more difficult task than development.

Facts and Fallacies of Software Engineering



Robert L. Glass Foreword by Alan M. Davis

Why

Fact 21

For every 25 percent increase in problem complexity, there is a 100 percent increase in complexity of the software solution. That's not a condition to try to change (even though reducing complexity is always a desirable thing to do); that's just the way it is.

Facts and Fallacies of Software Engineering



Robert L. Glass Foreword by Alan M. Davis

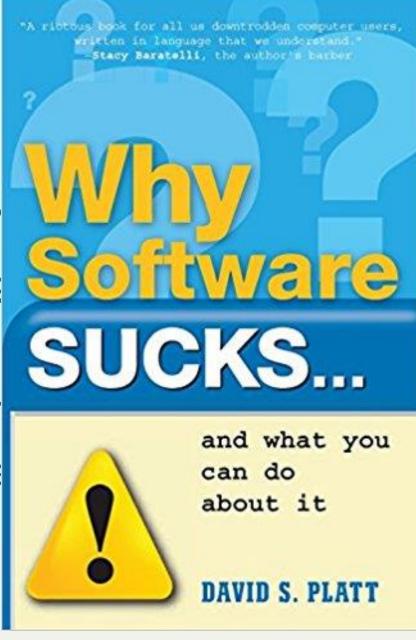
Related whys

- [SE] Why estimations are difficult and wrong?
 - because our solutions are more complex than problems
- [RE] Why is there a requirements explosion?
 - because explicit is the 25% and implicit is the 100%
- [ST] Why is 100% test coverage insufficient?
 - because complexity leads to errors coverage cannot trap
- [SC] Why are there different solutions to the same problem?
 - because the solution space more is complex than the problem space



Related whys

- Why reuse-in-the-large unsuccessful?
- Why is code review the best bug fixing
- Why are designs seldom optimised?
- Why does maintenance consume so m
- Why advocacy is more common than e
- Why software sucks?
 - because the devil is in the details



raincode LABS

Because

- Software Evolution
- Software Architecture
- Software Process
- Software Testing



 All of the above try to mitigate problems introduced at construction time



Time for a break





Course overview

- Lectures: every week on Wed morning
- Labs: exercise "not writing crap"
- Theory: papers + repo + book
- Exam: lectures + papers + repo + book





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

•

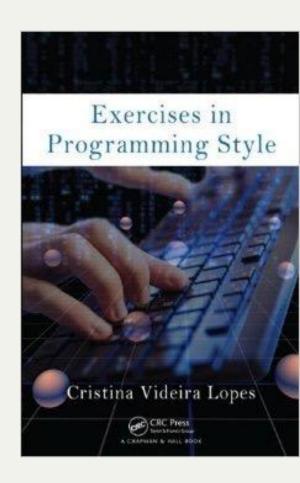


- Karl J. Lieberherr, Ian M. Holland, Assuring Good Style for Object-Oriented Programs, 1989, LieberherrHolland89.
- D. L. Parnas, On the criteria to be used in decomposing systems into modules, 1972, Parnas72
- W. Wulf and Mary Shaw, Global variable considered harmful, 1973, WulfShaw84.
- John Hughes, 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
- Rebecca Wirfs-Brock, Brian Wilkerson, Object-Oriented Design: A Responsibility-Driven Approach, WirfsBrock89



Exercises in Programming Style

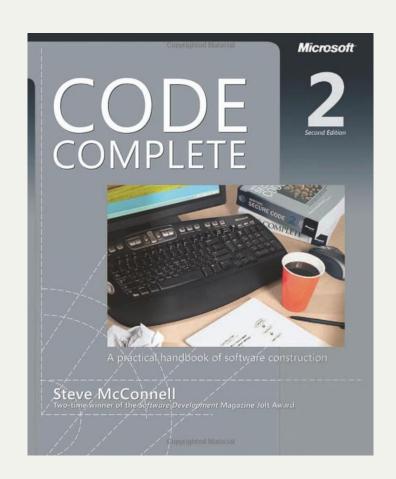
- https://github.com/crista/ exercises-in-programming-style
- Go through the repo
- (optionally) Read the book
- It will make you a better programmer
- Isolates design (how to formulate a solution)





Code Complete

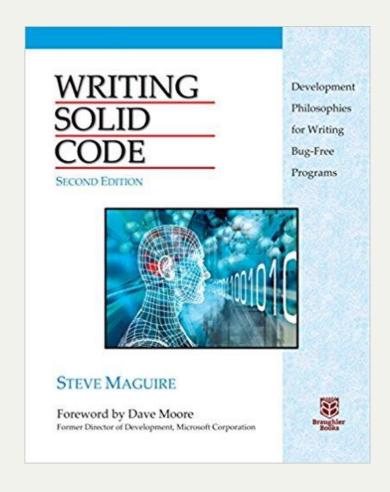
- (Was on the author's website, googleable)
- https://ondemand.construx.com/ online-course/code-completeessentials/
- Read the book





Backup: Writing Solid Code

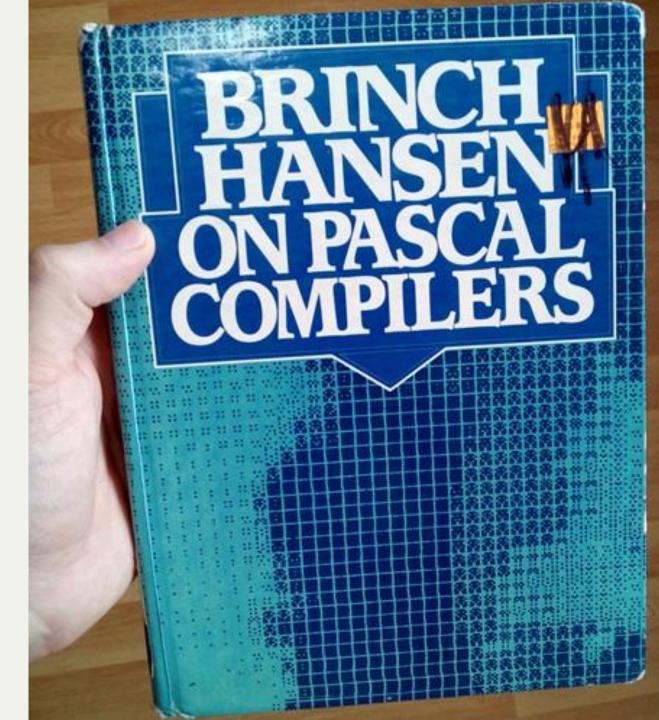
- (Also googleable)
- Read the book





Lab assignment

"The compiler course is probably the only chance you will get as a student to write a realistic program of 1000 lines (or more) and make it work"



Lab assignment



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Form 1040 (2012)

Part 1: 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
  if (hasSoldHouse) {
    "What was the selling price?"
      sellingPrice: money
    "Private debts for the sold house:"
      privateDebt: money
    "Value residue:"
      valueResidue: money =
        (sellingPrice - privateDebt)
```

Describe the logic of interactive questionnaires



•	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?
	24234
•	Private debts for the sold house:
	34343
•	Value residue:
	-10109

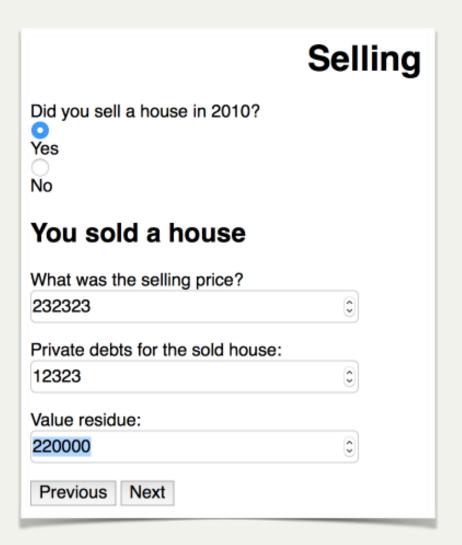


```
stylesheet taxOfficeExample
  page Housing {
    section "Buying"
                                          QLS
      question hasBoughtHouse
        widget checkbox
    section "Loaning"
      question hasMaintLoan
  page Selling {
    section "Selling" {
      question hasSoldHouse
        widget 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")
```

Language for styling questionnaires







Part 1: QL

- Parser: text to abstract syntax tree (AST)
- AST hierarchy
- Static checker (types, well-formedness, ...)
- Expression evaluator
- Renderer as a GUI (interpreter! Not a compiler)

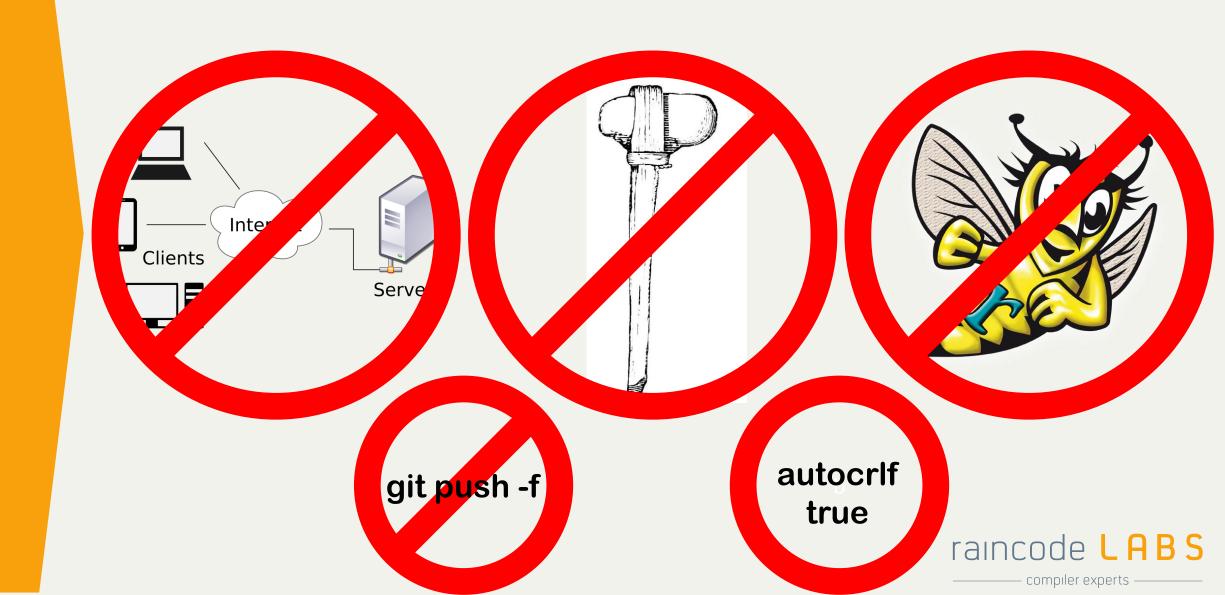


Part 2: QLS

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



Restrictions



Programming language

- Java, C#, Javascript, Typescript, Haskell, Scala, Clojure, Erlang, Smalltalk/Pharo, Ruby, Python, Go, Dart, Swift, Objective-C, F#, Rust, Elm, ...
- Use or at least look at 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/endless-ql
- Use of this repository is required and graded
- Commit often! Push regularly!
- Branches are ok, but I will look at master



"Hour of code"

- During lab sessions (Wed 13:00–14:00)
- Convene in a single room
- 2-3 persons per session present their code
- No slides. Code.
- Not graded
- Constructive feedback and criticism
- Let's help each other!



Schedule (cf. https://datanose.nl/#course[61106])

- Week 6: introduction lecture; start coding!
- Week 7: lecture on grammars and parsing; hour of code
- Week 8: lecture on SLs/DSLs; hour of code
- Week 9: lecture on styles/conventions; hour of code
- Week 10: lecture on code quality/smells; hour of code
- Week 11: lecture on design; hour of code
- Week 12: concluding lecture; demos
- Week 13: exam in OMHP
- Week 20: reexamination



Grading

- Dev grade
 - reduced weekly by signs of trouble
- Ship grade
 - depends on features & quality of the result
- Doc grade
 - written open-book no-internet exam
- Result is the average of the three, unless one is 5.5 or less



Dev grade: start with 10.0

	W6	W7	W8	W9	W10	W11	W12
git	-0.2	-0.2	-0.2	-0.2	-0.2	-0.2	-0.2
questions @ lecture		-0.2	-0.2	-0.2	-0.2	-0.2	-0.2
layout / naming		-0.2	-0.2	-0.2	-0.2	-0.2	-0.2
executability		-0.2	-0.2	-0.2	-0.2	-0.2	-0.2
testability			-0.2	-0.2	-0.2	-0.2	-0.2
encapsulation / abstraction			-0.2	-0.2	-0.2	-0.2	-0.2
DRY / YAGNI				-0.2	-0.2	-0.2	-0.2
QLS					-0.2	-0.2	-0.2



Ship grade components

- Functionality
- Tests
- Simplicity
- · Modurarity
- ation of concerns





Conclusion

- All info on GitHub:
 - https://github.com/software-engineering-amsterdam/software-engineering-amsterdam/software-construction/tree/master/2017-2018/
- Send account info to <u>vadim@grammarware.net</u>
- Decide on the language
- Start coding
- Start reading

