

Understanding Top-Down Approach

Applying Top-Down Approach to Program
Assignments



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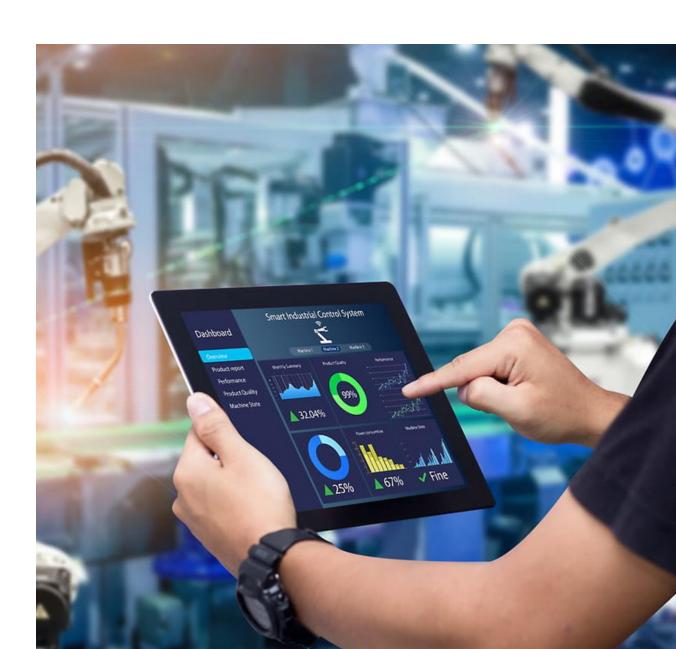
1 Introduction to Top-Down Approach

Brief explanation of top-down approach

2 Key Concepts of Top-Down Approach

<u>Decomposition</u> <u>Stepwise Refinement</u> <u>Modularity</u>

- 3 How to Apply it in program
- 4 An Example of Top-down Approach in Programming
- **5** Conclusion and Recommendations





What's Top Down approach

The Top-Down Approach is a strategic method that begins with identifying overarching goals and objectives, and then breaks these down into smaller, detailed components. It's widely used in project management and problemsolving to ensure that all actions align with the main objectives.

What's Bottom Up approach

The Bottom-Up Approach is a method where you start with the smallest or simplest elements of a problem and gradually integrate them to form the complete solution. It's iterative, detail-focused, and often used in software development, where small subproblems are solved first and their solutions are combined to address larger issues.



Importance

- Provides a structured and organized approach to software design.
- Facilitates better project management, making it easier to track progress and identify potential issues.
- Particularly useful in large-scale projects where managing complexity is crucial.

Connection to Program Assignments

- In program assignments, the top-down approach helps in organizing thoughts and systematically solving problems.
- It ensures a logical flow in the development process, making it easier for developers to understand and implement solutions.





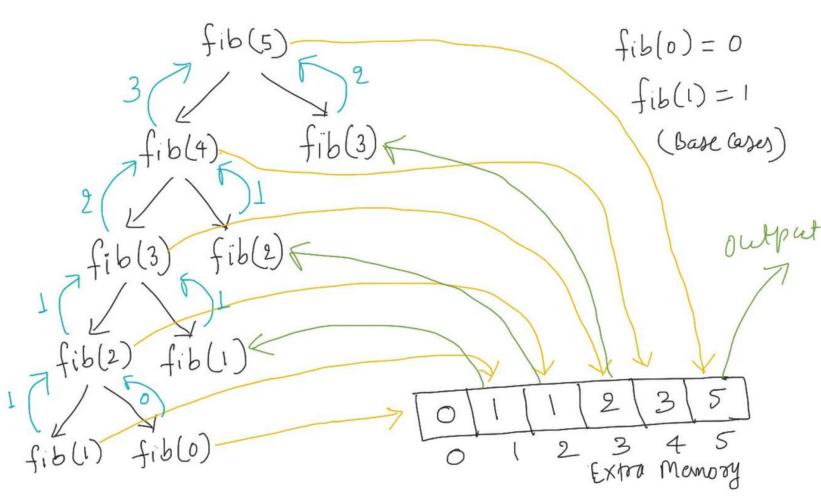
Examining how the top-down approach improves efficiency



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How top-down approach works?

In the top-down approach, we implement the solution naturally using recursion but modify it to save the solution of each subproblem in an array or hash table. This approach will first check whether it has previously solved the subproblem. If yes, it returns the stored value and saves further calculations. Otherwise, top-down approach will calculate subproblem solutions in the usual manner. We say it is the memoized version of a recursive solution, i.e., it remembers what results have been computed previously.

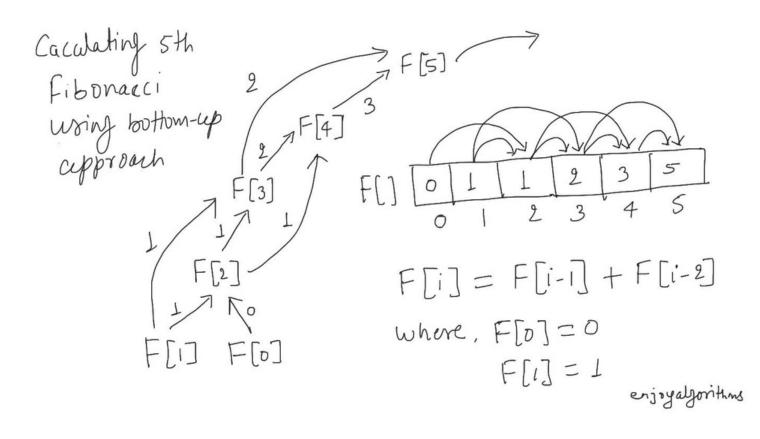


Visualization: Finding the 5th Fibonacci using top-down approach

How bottom-up approach works?



On another side, bottom-up approach is just the reverse but an iterative version of the top-down approach. It depends on a natural idea: solution of any subproblem depends only on the solution of smaller subproblems. So bottom-up approach sorts the subproblems by their input size and solves them iteratively in the order of smallest to largest. In other words, when solving a particular subproblem, bottom-up approach will first solve all of the smaller subproblems its solution depends upon and store their values in extra memory.



Visualization: Finding the 5th Fibonacci using bottom-up approach



Critical differences

Criteria	Top Bown Approach	Bottom op Approach
Problem-Solving Approach	Recursive, solving problems by breaking them down into smaller sub-problems.	Iterative, builds up the solution from smaller sub- problems.

Easier, often involves adding an array or lookup table for Implementation Complexity memoization.

Ton-Down Annroach

complexity.

Critoria

Performance

Space Overhead

Time Complexity Aspects

Problem Solving Order

Optimization Opportunities

More complex, requires defining an iterative order and handling boundary conditions.

Faster, as it avoids the overhead of recursive calls.

Lower, generally doesn't involve recursion and uses

Asymptotically the same as top-down.

Bottom-I In Approach

iterative constructs.

Slower due to the overhead of recursive calls.

Higher, due to the recursion call stack; risk of stack overflow

in deep recursion.

Same as bottom-up, except in cases with limited recursion.

Starts from the large input size, solving from the base case upwards.

Less scope for optimization, especially in reducing space

larger sub-problems. Greater potential for optimization in time and space complexity.

Begins with the base case, building solutions up to



Key Concepts of Top-Down Approach

Decomposition

- Breaks down a complex problem into smaller, more manageable subproblems.
- Example: In a banking software project, decomposition involves identifying modules for user authentication, transaction processing, and account management.

Stepwise Refinement

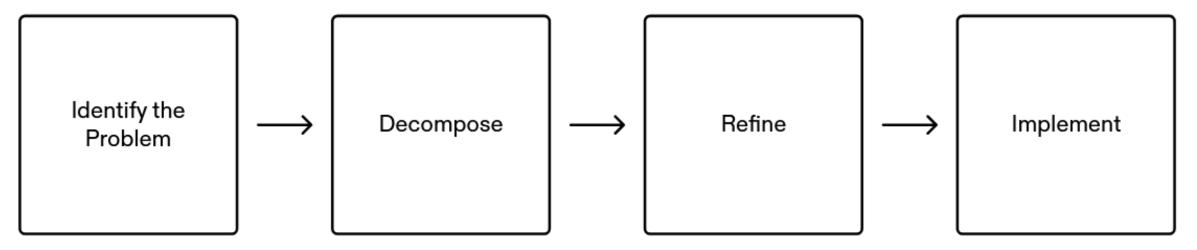
- Involves progressively detailing each subproblem.
- Example: Breaking down a transaction processing module into sub-modules for validation, execution, and logging.

Modularity

- Designing and implementing independent modules.
- Example: Creating separate modules for input processing, data manipulation, and output generation in a program assignment.







Clearly define the overall problem to be solved.

Example: For a task scheduler program, the main problem is efficient task management.

Break down the main problem into smaller, more manageable parts.

Example: Identify subproblems like task prioritization, scheduling algorithms, and resource allocation. Elaborate and refine each sub-problem in a stepwise manner.
Example: If focusing on task prioritization, refine by considering factors such as deadline proximity and resource requirements.

Develop and implement the modules, starting from the top-level. Example: Code the main task scheduler and then implement the refined submodules.

Applying Top-Down Approach in Programming Assignments



Step 1: Identify the main goal or task of the program

Example: Efficient management of task.

Step 2: Decompose the problem into subtasks or modules

Example: Modules for Task Model, Task Manager

Step 3: Refine each module with more detailed design and functionality.

Example: Break down Task Manager into Add, view, Delete and handling returns Step 4: Implement the modules, starting with the top-level.

Example: Code the main library management system, then move on to coding the detailed sub-modules.

Conclusion and Recommendations



Recap: The Systematic Nature of the Top-Down Approach

- The top-down approach in software development involves breaking down a problem into smaller, more manageable sub-problems.
- This systematic approach allows for a clear understanding of the problem and helps in designing a solution that is easier to implement and maintain.
- By starting with a high-level view and gradually refining the details, developers can ensure that the program is wellstructured and modular.

Recommendations

- Encourage the audience to apply the topdown approach in their programming assignments.
- Emphasize the relevance of the top-down approach in managing complexity and fostering a structured development process.
- Highlight the benefits of using this approach, such as improved code organization, reusability, and easier debugging.



AN EXAMPLE OF TOP-DOWN APPROACH IN PROGRAMMING

1. Task Model

```
public class Task
   public int Id { get; set; }
   public string Title { get; set; }
   public string Description { get; set; }
   public Task(int id, string title, string description)
       Id = id;
       Title = title;
       Description = description;
   public override string ToString()
       return $"Task ID: {Id}, Title: {Title}, Description: {Description}";
```

AN EXAMPLE OF TOP-DOWN APPROACH IN PROGRAMMING



2. Task Manager

```
private List<Task> tasks = new List<Task>();
private int nextId = 1;
public void AddTask(string title, string description)
   tasks.Add(new Task(nextId++, title, description));
public void ViewTasks()
   foreach (var task in tasks)
       Console.WriteLine(task);
public bool DeleteTask(int id)
   var task = tasks.Find(t => t.Id == id);
    if (task != null)
        tasks.Remove(task);
        return true;
   return false:
```



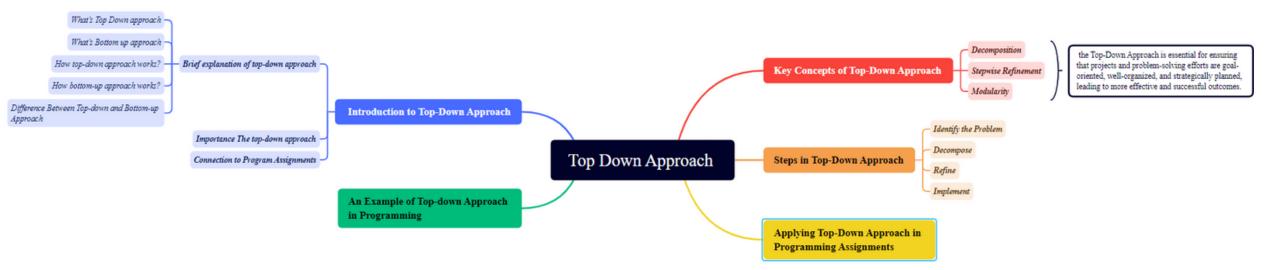
AN EXAMPLE OF TOP-DOWN APPROACH IN PROGRAMMING

3. Main Programing

```
static void Main()
   bool running = true;
   while (running)
       Console.WriteLine("1. Add Task\n2. View Tasks\n3. Delete Task\n4. Exit
       Console.Write("Choose an option: ");
       var option = Console.ReadLine();
       switch (option)
            case "1":
               AddTask();
               break;
           case "2":
               ViewTasks();
               break;
            case "3":
               DeleteTask();
               break;
            case "4":
               running = false;
               break;
           default:
               Console.WriteLine("Invalid option.");
               break;
```



SUMMARY





Thanks for listenning

