

CS 102

Introduction to  
Programming Using C++

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Chapter 5-Part 3

Stepwise Refinement

# Stepwise Refinement

## A Tool for Program Development

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- Suppose you have to write a large or complicated program
- One way to do it is to create an outline
- Then you fill in the steps
  - This is called refining the outline
- This sounds easy enough



# Stepwise Refinement

## A Tool for Program Development

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- Yes, but what if those steps are complicated?
- You repeat the process
  - You refine those steps
- You keep doing this over and over until you have written the entire program
- Of course, this can be applied to a function too

# Top-Down Design

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- This is also called top-down design
- You start at the “top” of the project
  - This means you see the big picture view
- You then “look down” into the details
- This is a very common method of program design



# Example 1: Getting Coffee (The Textbook's Example)

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- You wake up in the morning
- You decide you want some coffee
- What should you do?

# First Solution

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- One solution is get coffee from someone else in your house
  - Perhaps someone else has already made coffee
- Another solution is to make instant coffee
- Yet another solution is to brew a cup of coffee
- Still another solution is to go to Starbucks



# The Steps So Far

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- if someone else made coffee
  - Get a cup from that person
- else if you have some money left over
  - Go to Starbucks
- else if you have instant coffee
  - Make instant coffee
- else
  - Brew a cup of coffee

# Modular Design

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- We could (should!) consider making each step a function
- The code is
- if someone else made coffee
  - `borrow_coffee()`
- else if you have some money left over
  - `go_to_Starbucks()`
- else if you have instant coffee
  - `make_instant_coffee()`
- else
  - `brew_coffee()`



# The Comments Preceding a Function

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- A good first step in the process is the comments we put at the top of a function
- I talked about JavaDoc earlier
- Comments about what code does (especially functions) should be written as you write the code
  - Why is that a good idea?
- This should guide the function's design

# Focusing on the Steps

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- The book's idea is that the first two functions are easy
- They don't refine them further



# Unexplained Steps 1

## Make Instant Coffee

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- The first function to focus on is making instant coffee
- We look at the steps of that function
  - `get_hot_water()`
    - This is a function too
  - Add instant coffee
  - Stir

# Unexplained Steps 2

## Get Hot Water

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- Now we refine the `get_hot_water()` function
- The steps are
  - If you have a microwave, you can heat up a cup of water
  - If not, you can boil a cup of water in a kettle



# Unexplained Steps 3

## Brewing Coffee

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- The `brew_coffee()` function
  - Find a filter
  - Put the filter into the coffee maker
  - Add coffee grounds to filter
    - `add_coffee_grounds()`
  - Add water to coffee maker
  - Turn on coffee maker

# Unexplained Steps 4

## Adding Coffee Grounds to Filter

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- What if you don't have coffee grounds?
- Then, if you have coffee beans, you grind them
- Otherwise you can go to the store and buy some
  - This might become another function



# That's It!

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- The text has another example of the stepwise refinement process
  - It talks about converting a number into its (string) name
    - For example, convert 13,472 to thirteen thousand, four hundred seventy-two
- You should check this example too

# Another Example

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- A problem: You have the choice of buying two cars
  - One is more fuel efficient than the other, but also more expensive
  - You know the price and fuel efficiency (in miles per gallon, mpg) of both cars
- Which car is the better deal?



# Assumptions

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- For this program, we will assume
  - The car will be used for ten years
  - The cost of a gallon of gas is \$4
  - The car will be driven 15,000 miles per year
  - The car will be paid for in cash so we don't have to worry about financing costs
- These assumptions should turn into constants when writing the program

# The Car Example:

## Understanding the task

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- How should the program work?
  - It should determine which car is the better buy based on assumptions and inputs
- What should we have for input?
  - Car 1: Purchase price and fuel efficiency
  - Car 2: Purchase price and fuel efficiency
- What should we have for output?
  - Which car is the better buy?



# Breaking the Problem into Smaller Tasks

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- What will we do for each car?
  - We will calculate the total cost
- The total cost for a car is

purchase price + operating cost
- Because of assumptions, the operating cost depends only on the cost of driving the car for ten years

# The Functions So Far

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- `intialize_constants()`
- `read_input(car number)`
- `calculate_cost(car number)`



# Calculating the Operating Cost

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- The total operating cost for ten years is  
 $10 \times \text{annual fuel cost}$
- The annual fuel cost is  
 $\text{price per gallon} \times \text{annual gallons of fuel used}$
- The annual fuel used is  
 $\text{annual miles driven} / \text{fuel efficiency in mpg}$

# Choices

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- At this point we have choices,
- Some people like to keep the cost broken up into pieces
- The pseudocode would look like

Total operating cost = 10 x annual fuel cost

Annual fuel cost = price per gallon x annual fuel consumed

The annual fuel consumed = annual miles driven / fuel efficiency in mpg



# Other Options

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- Another option would be to do this in one big calculation
  - Operating cost for one year =  
$$10 \times \text{price per gallon} \times \text{annual miles driven} / \text{fuel efficiency in mpg}$$
- Which method you choose is up to you

# Paying Attention to Details

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- If you use the first method, you need to rearrange the steps
  - Intermediate values must be computed before they are used



# Filling in the Details

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- Rearrange the calculations if necessary

if  $\text{total cost1} < \text{total cost2}$

    choose\_car(car\_1)

otherwise

    choose\_car(car\_2)

# Test Your Code by Working a Problem

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- Choose sample values
  - Car 1: \$25,000, 50 miles/gallon
  - Car 2: \$20,000, 30 miles/gallon
- Go through the pseudocode to verify it
- Testing should always be done like this:
  - You know the expected answer or behavior that the program should produce
  - You verify that the program does what it should do



# Questions?

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- Are there any questions?