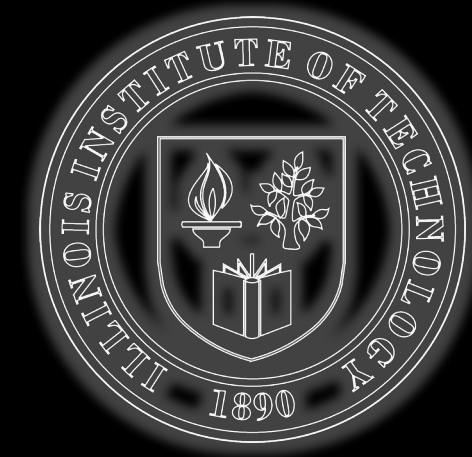


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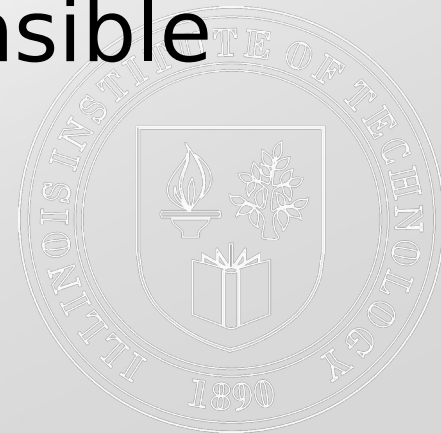
# ITMD-511 Chapter 4

Key Construction Decisions



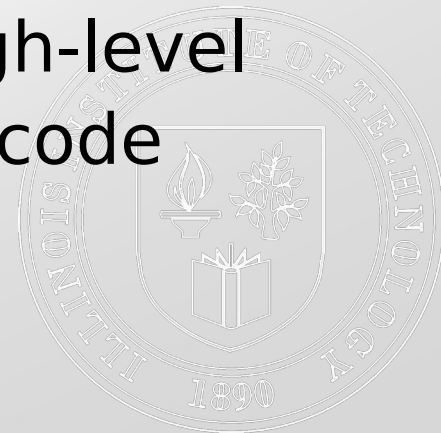
# What is this chapter about?

- ◆ Once we have a groundwork laid out, we can turn attention towards more construction-specific decisions
- ◆ This focuses on items that individual programmers or technical leads are responsible for



# Choice of Programming Languages

- ♦ Our book was written in the early 2000's, so even more languages are available for use now.
- ♦ C++, Java, Visual Basic, Smalltalk have been credited with improving productivity and comprehensibility.
  - Higher level languages are more expressive than lower-level ones
- ♦ The next slide has an image that just details how high-level statements in newer languages match up to C-level code

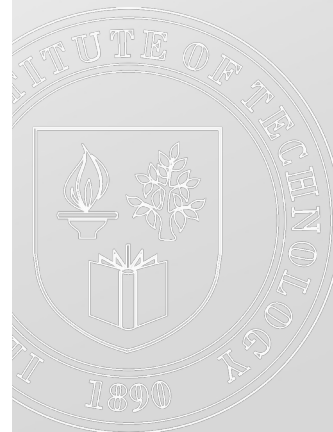


# Choice of Programming Languages

Table 4-1 Ratio of High-Level-Language Statements to Equivalent C Code

Language	Level Relative to C
C	1
C++	2.5
Fortran 95	2
Java	2.5
Perl	6
Python	6
Smalltalk	6
Microsoft Visual Basic	4.5

Source: Adapted from *Estimating Software Costs* (Jones 1998), *Software Cost Estimation with Cocomo II* (Boehm 2000), and "An Empirical Comparison of Seven Programming Languages" (Prechelt 2000).



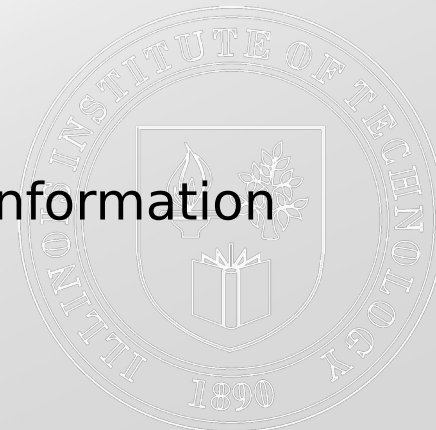
# Choice of Programming Languages

- ♦ Some languages are better at expressing programming concepts over others
  - Natural parallel to English and Java / C++
    - Words in programming languages can help determine what thoughts or code we can express
  - Programmers learning C++ from Fortran disguised their C++ code as Fortran.
    - Relied on go-tos and global data rather than C++'s OOP concepts



# Some Language Descriptions

- ♦ Many languages covered in the book
- ♦ C++
  - Provides classes, polymorphism, exception handling etc.
- ♦ Java
  - Object oriented language like C/C++
  - Converts Java source code to byte code, which is then run in the Java virtual machine
- ♦ PhP
  - Used in association with web pages to access and present database information
- ♦ Python
  - Object oriented language that runs in numerous environments



# Programming Conventions

- ♦ In high-quality software, we see a relationship between the conceptual integrity of architecture and the low-level implementation
  - Variable names, class names, routine names, formatting and commenting conventions
- ♦ Make sure your code has a consistent style
  - Don't try to paint a picture using 3 different styles, it will look more like a collage



# Technology Waves

- ♦ Technology is constantly changing, and we need to be able to adapt and account for this
- ♦ Make this distinction
  - Programming **in** a language vs. programming **into** a language.
    - Programming **in** a language limits their thoughts to constructs that only operate in that language
    - Programming **into** a language allows thoughts that aren't constrained to the environment and allows us to express them using the language





# Programming into a Language

- ♦ Important for our book, because we are learning **methodologies**, not a specific language!
- ♦ Coding principles are **not** specific to a language, they are able to be used across various areas.
- ♦ If a language lacks concepts or constructs you want to use, try to compensate for them.
  - Invent some conventions, libraries, and augment your code!



# Major Construction Practices

- ♦ Some construction practices use pair programming or test-first development
- ♦ Others use solo development and formal inspections
- ♦ Feel free to explore the checklist that will be attached in the Week 2 module.



# Key Points

- ♦ Every language has strengths and weaknesses. Be aware of these when using them
- ♦ Establish programming conventions before you begin programming, it is nearly impossible to change code to match them later
- ♦ There are a ton of construction practices, so feel free to choose which ones are best suited to your project



# Key Points

- ♦ Ask yourself whether the programming practices you are using are a response to the programming language or are controlled by it.
  - Program **into** a language, don't program **in** a language
- ♦ Technology is always changing, so be adaptable and change expectations accordingly!

