Software Engineering for Industry Coursework 2: AcmeTelecom Billing System

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1 Introduction

This report covers the analysis, testing, refactoring, and re-engineering of the AcmeTelecom billing system. We saw our responsibility as two-fold: to build a well-tested, easy to maintain, coherent piece of software, and to use that software to implement a billing algorithm which fairly bills clients according to the time they spent calling during peak and off-peak times. We relied heavily on Test Driven Development (TDD) practices in the way we devised tests, using unit tests to assert the state of our system, and mock tests to verify its behaviour. To put in place tests for the initial code base, we were forced to make decisions about design patterns present (such as the singleton pattern in HtmlPrinter) as well as make heavy use of interfaces to allow the JMock libraries to interact with out code. Once satisfied with the initial functionality, we wrote integration tests and opened the development process to the business expert by writing a DSL around the components most responsible for how the billing system determines rates for customers.

We used these specificaitons to guide us in the design phase, where we ultimately chose to preserve the structure of the BillingSystem object as the class which is the central component collecting call information and passing them on to the BillGenerator rather than deciding what those calls should cost. We externalized that business logic by putting it in a separate class, thus making the original class more cohesive and simplifying the process to incorporate future changes. We used a modern version control system (git) and a continuous integration server to manage the testing framework and automatically build after each commit. Dependency matrix analysis helped to gain a big-picture understanding of the codebase without reading every line.

We were also careful not to over-optimize and decided to keep the general design of the system in tact, since it also inter-operates with other external libraries throughout the AcmeTelecom organization. If we were to implement a brand new design, we would have loosened the coupling further by using Dependency Inversion model wherever possible and definining how interfaces should communicate rather than how concrete classes should change state.

2 Analysis of Original Code

The original code for the Billing System was well structured, though lacking any tests, so a look at the dependency structure was needed to begin to analyze where work would need to be done. We have included a diagram of this here: The 3-layer architecture is preferable in this case, since it is an in-house system with a small well-defined userbase and more a intricate architecture pattern would not be needed. The code also lacks interfaces to begin to easily write tests, especially with JMock, which requires an interface to mock behaviour.

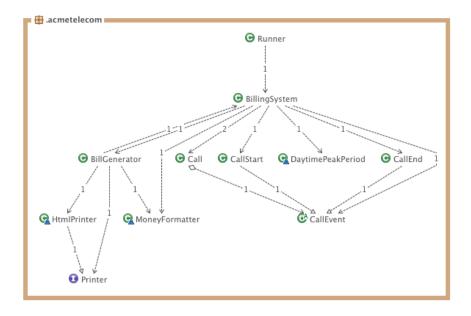


Figure 1: Original Dependency Structure of the Billing System

The CallEvent is the basic building block of a Call, which consists of a CallStart and a CallEnd, which both inherit from CallEvent. The BillingSystem receives method calls to callInitiated and callCompleted and logs them to a List<> object. A call to the createCustomerBills calculates the costs of each call as it occurs in teh list, and then dispatches this list of Calls to the BillGenerator by invoking send. The BillGenerator uses an HtmlPrinter to output the results into HTML (in this example, to System.out). Other classes, such as MoneyFormatter and DaytimePeakPeriod act as helper classes.

3 Refactoring and Testing

Creating interfaces for testing purposes Creating Mock tests Creating Unit tests for container classes Breaking HtmlPrinter singleton interface and changing constructor to take a different PrintStream other than System.out.

Extracted calculation part of original BillingSystem into a new class to allow flexibility in future design.

4 Creating a DSL

5 Implementing the New Billing System

As mentioned in the "Refactoring and Testing" section, we extracted the fee calculation part out of the BillingSystem class. A new package rate was created under com.acmetelecom, dealing with specific cost calculation. An interface RateEngine was provided to communicate with other parts of the system.

```
public interface RateEngine {
    public Cost calculateCost(Call call, Tariff tariff);
}
```

The interface only contains one public method which requires a Call and the Tariff for that call and returns the Cost. There are several advantages of extracting the cost calculation into a seperate package. Firstly, we decoupled the original system, making it more reusable. Additionally, the whole system is more flexible to be implemented with different rate calculation in the future because different implementations are possible for one interface. This feature immediately helped us when implementing the new billing system. The concrete implementation of the original cost calculation logic was built into the ProfitableRateEngine class, which will compute cost under the peak rate as long as the call duration is touching peak. In order to calculate the cost fair to customers, alternatively, we created a new implementation of RateEngine, called PeakSeperateOffPeakRateEngine to tackle the new cost calculation standard. The switching cost of the original billing system then is very low as we can easily achieve new features by changing RateEngine instance initialization from ProfitableRateEngine to PeakSeperateOffPeakRateEngine without breaking any other codes.

All new cost calculation logics were handled within the new rate engine implementation. The general idea is that we introduced two variables peakTime and offPeakTime. For different call lasting situations, in order to get cost, we multiply the peakTime and offPeakTime to different rates. The difficult point for this idea is that, we had to analyze the call duration such that we can accurately seperate the peak time and off peak time. For making the class tidy and readable, a helper function calculateDuration(Call call) was added to analyze the call duration. Since we relied on the TDD development process, we've prepared all possible call senarios (mentioned later). It is convinient to program the duration logic based on the senarios. There are basically two situations; a call finished in one day and a call lasted overnight. For each situation, different conditions could be applied around the peak start point and peak end point. In the algorithm, we make use of the Calender API, helping us retrieve the Hour, Miniute, and Second from a Date type. By comparing the call start point and call end point to those critical peak points, we differentiate various situations and figure out the peak time and off peak time.

6 Acceptance Tests

We adopted the Framework for Integrated Tesing (FIT) to exam our end-to-end test. In FIT html requirement documents, we wrote 9 different cases according to different factors, i.e. starting point, ending point, and duration (As shown below). This covered all possible situations a customer may come across.

In the requirement documents, by default, the system is initialized as peak time starts at 7:00:00 and ends at 19:00:00. A customer information table will be given to

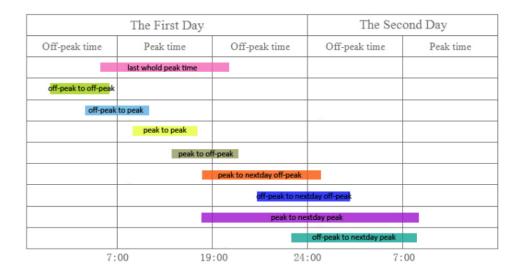


Figure 2: Acceptance-Test Scenario (assuming 7:00-19:00 peak period)

represent all customers that are eligible to have a bill. Different calls are speicified in the Call table, which simulates the call process. The last table is showing the bills and this is the table that will be examed by the test. In order to execute FIT test, we wrote some classes to parse these tables.

Class Name:	Description:
SystemUnderTest	Create instances for testing
GivenTheSystemIsInitialized	Reset the test system
GivenPeakPeriod	Set the peak time period
GivenTheFollowingCustomer:	Store customer information into FakeCus-
	tomerDatabase
GivenTheseCallsAreMade:	Record calls into billing system
TheBillShows:	Generate customer bills for comparision

It is worth noting that we added three fake classes FakeCustomerDatabase, FakeGenerator, FakePrinter, to facilitate our FIT test. This is because CentralCustomerDatabase is a singleton from other system and we do not have access to that database. While there is a CustomerDatabase interface, we can have our own fake database implementation based on ArrayList to save customers information from FIT requirements. FakeGenerator and FakePrinter are created to fullfil the table output format in the requirement.

When running the FIT scenarios running with the original rate calculation engine, we failed in most FIT test because the actual costs were not produced as expections. After refactoring with the usage of the new RateEngine implementation, we made all tests pass, which means we met the need of specification.

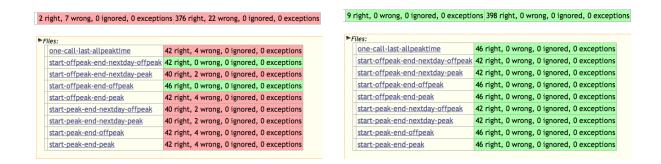


Figure 3: FIT Results Comparision

7 Conclusions and Recommendations

Tools used (Git, Jenkins, IntelliJ Coverage Report, IntelliJ Dependency Matrix). Problems enountered like refactoring for Tiny Types, Mocking with concreted classes rather than interfaces.