

Tactical Design Patterns in .NET: Control Flow

UNDERSTANDING CONTROL FLOW



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About This Course



Previous course:

- Tactical Design Patterns in .NET: Managing Responsibilities

In this course:

- Dealing with control flow in code

When control flow is done right...

- Code is simpler and shorter
- Methods are shorter
- Coordination between classes is easier to follow
- Classes are simpler and shorter when flow decisions are made differently



Understanding Control Flow

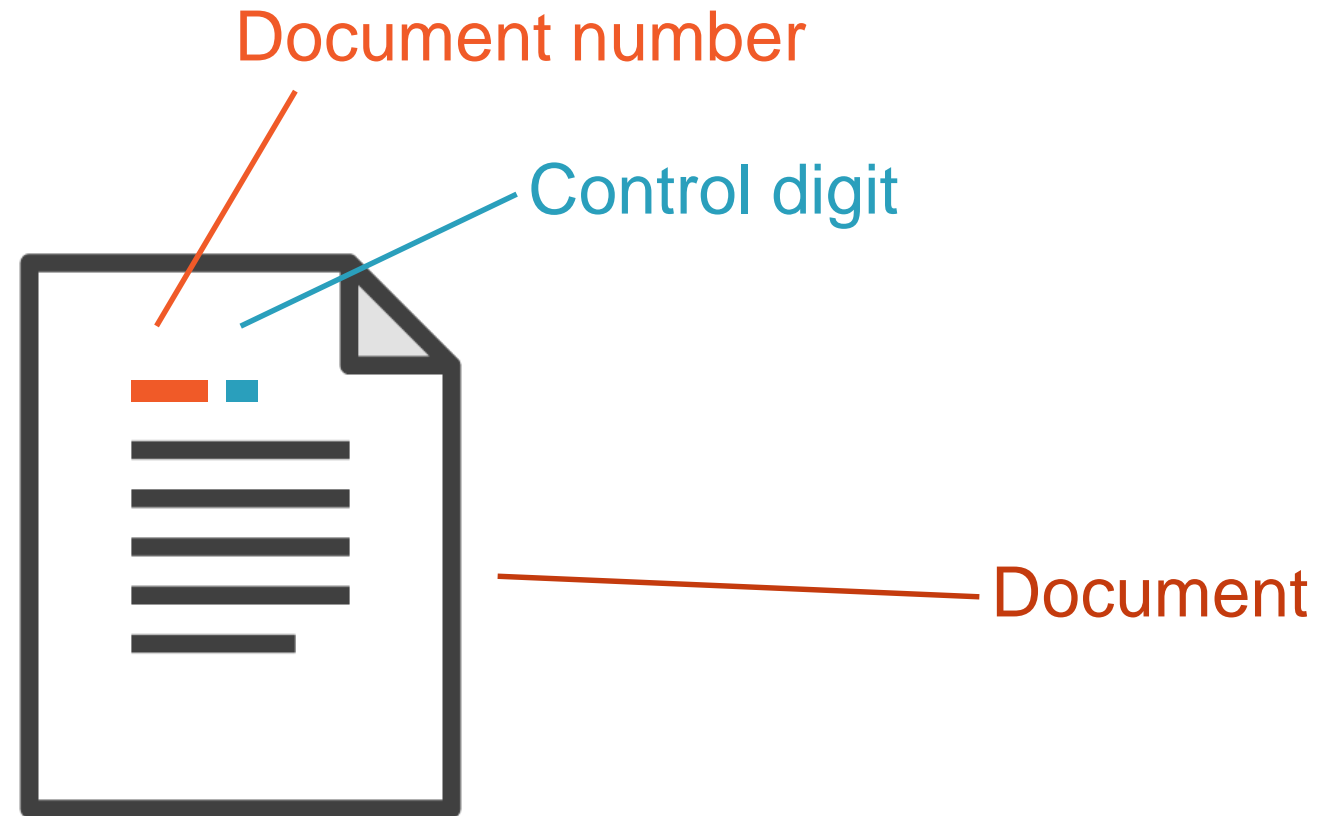


More complex the code, harder to manage control flow

A few examples before we start with design patterns

- Demonstrate basic techniques of simplifying the control flow
- Prepare the for advanced techniques that incorporate design patterns

Example



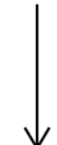
82712476 X



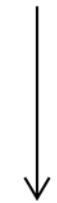
8 2 7 1 2 4 7 6



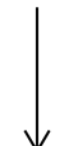
3·8 2 3·7 1 3·2 4 3·7 6



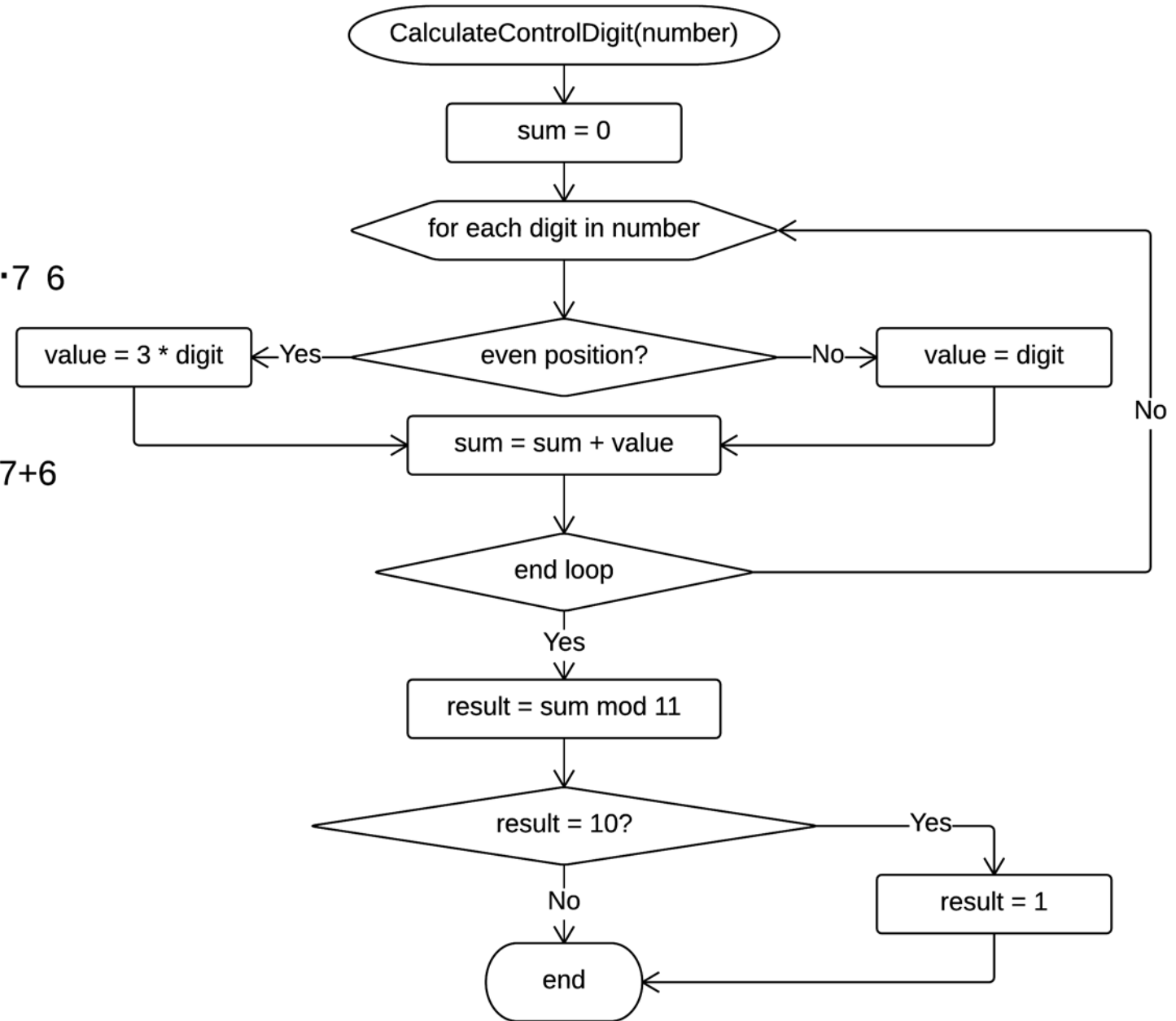
3·8+2+3·7+1+3·2+4+3·7+6

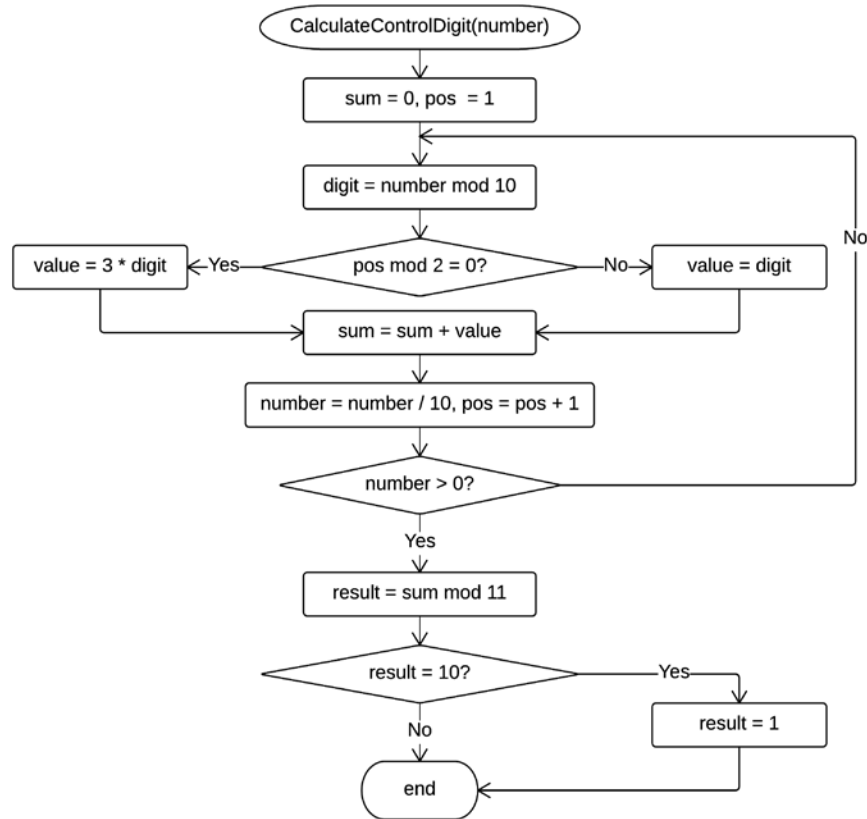


85 mod 11



8





Complexity...

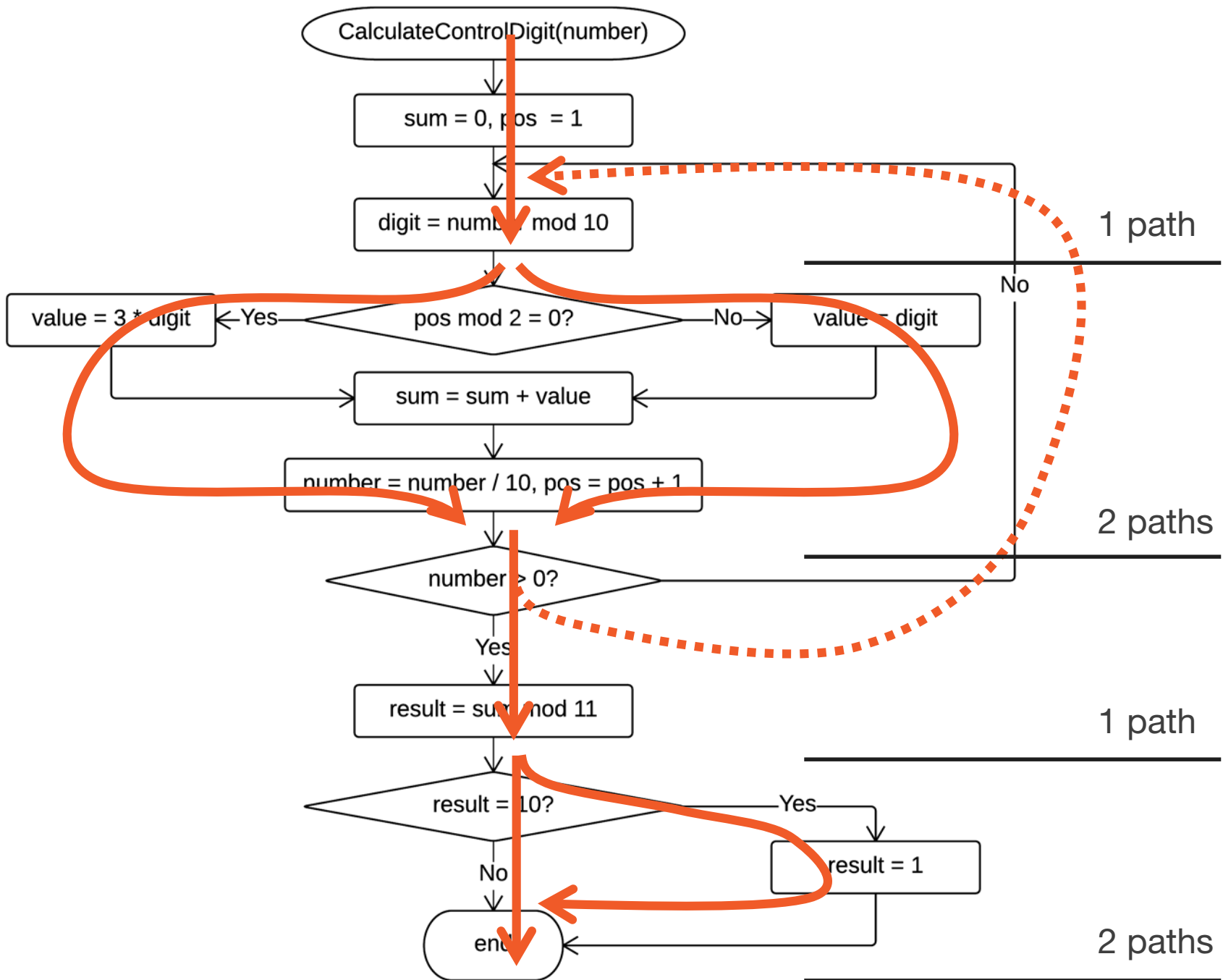
- Number of mutually independent execution paths

Code complexity not the same as asymptotic complexity

We will only analyze code complexity

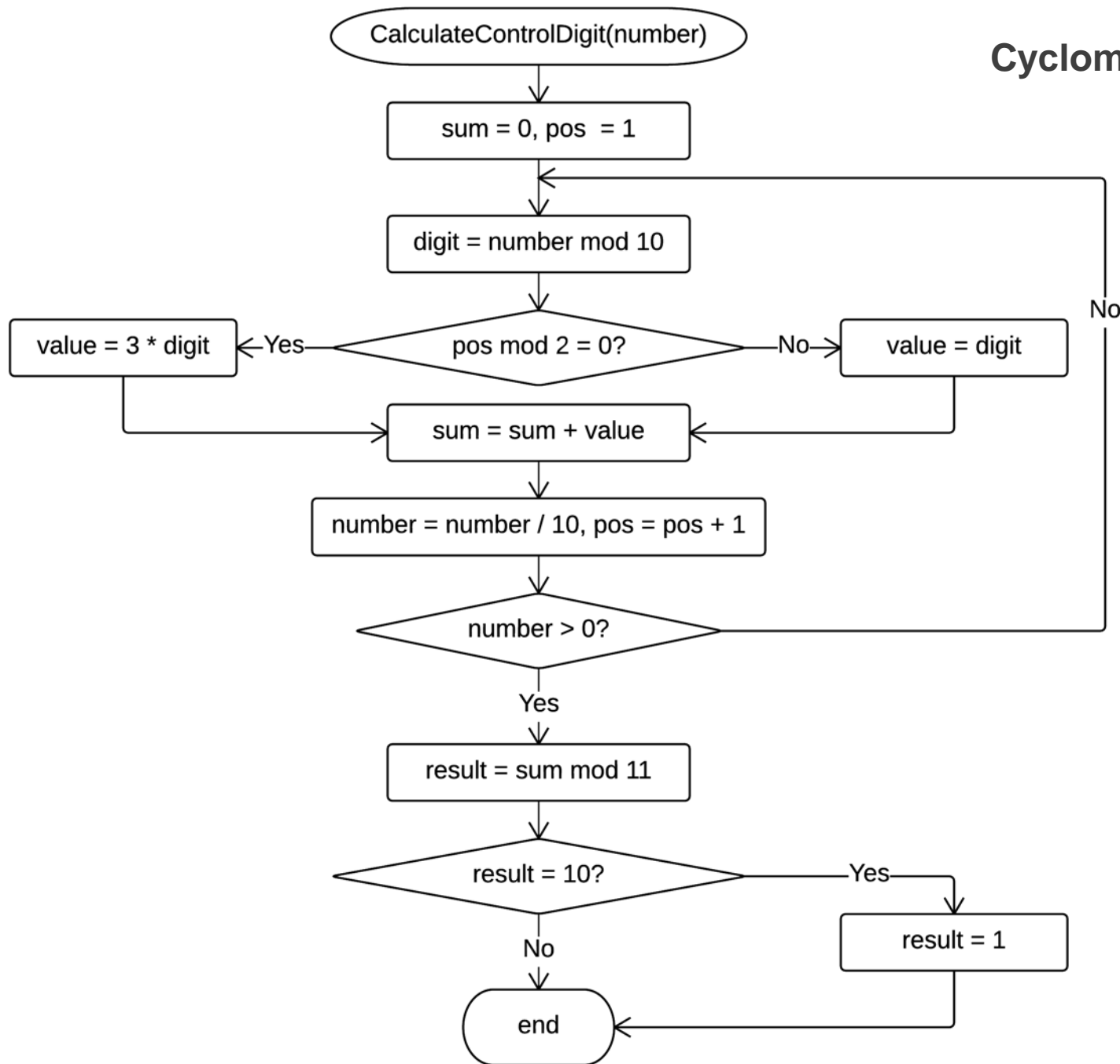
- First analysis – by hand
- Later on – code metrics
 - Cyclomatic complexity metric





Total: $1 \times 2 \times 1 \times 2 = 4$ paths





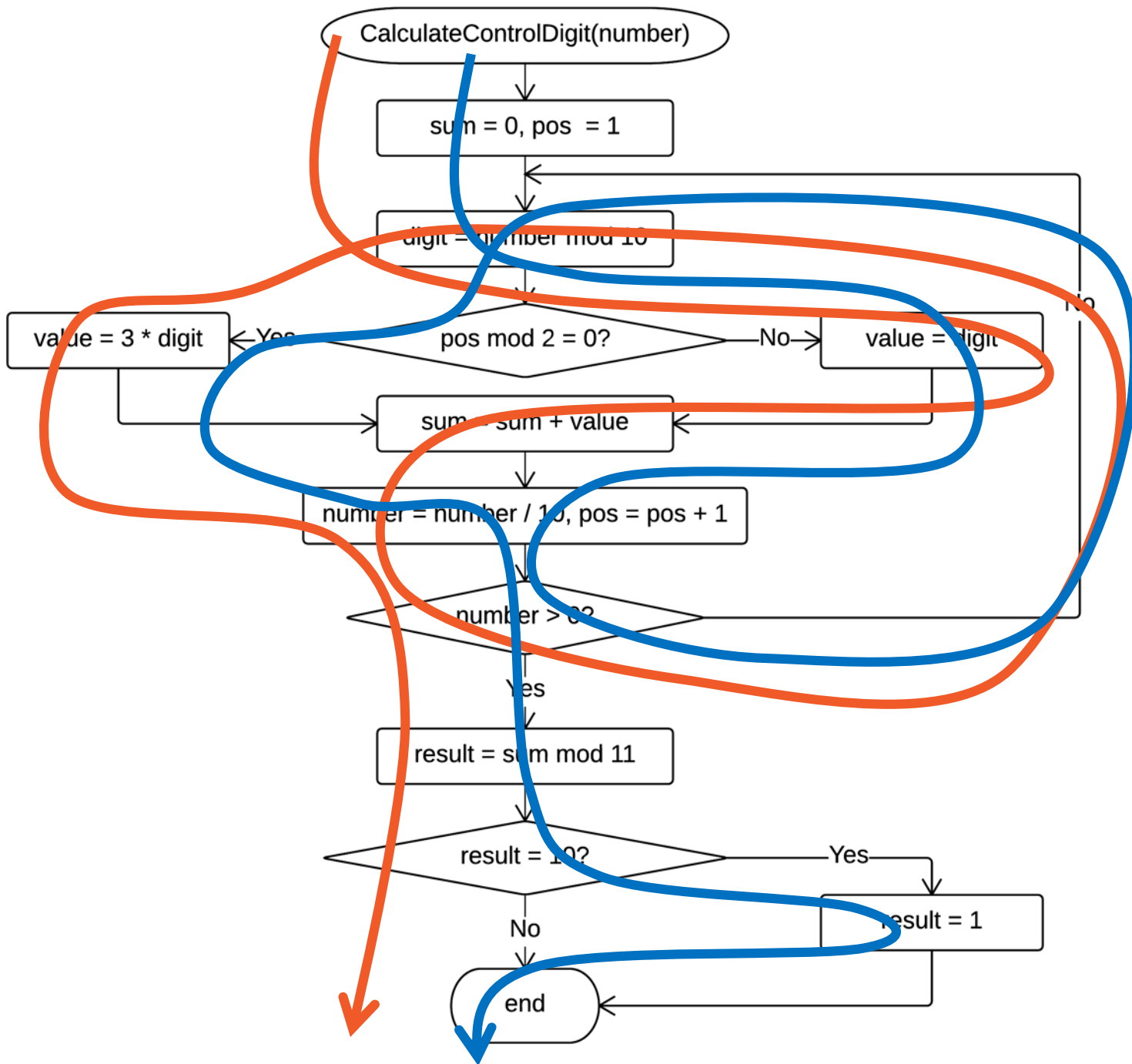
Cyclomatic complexity =
Number of edges – Number of nodes + 2

Number of edges = 15

Number of nodes = 13

Cyclomatic complexity = 15 – 13 + 2 = 4





Testing strategy

- Path coverage
- Branch coverage

Unit Tests – Path Coverage

Input	Output
X	X
3	3
31	1
42	3

Unit Tests – Branch Coverage

Input	Output
31	1
42	3

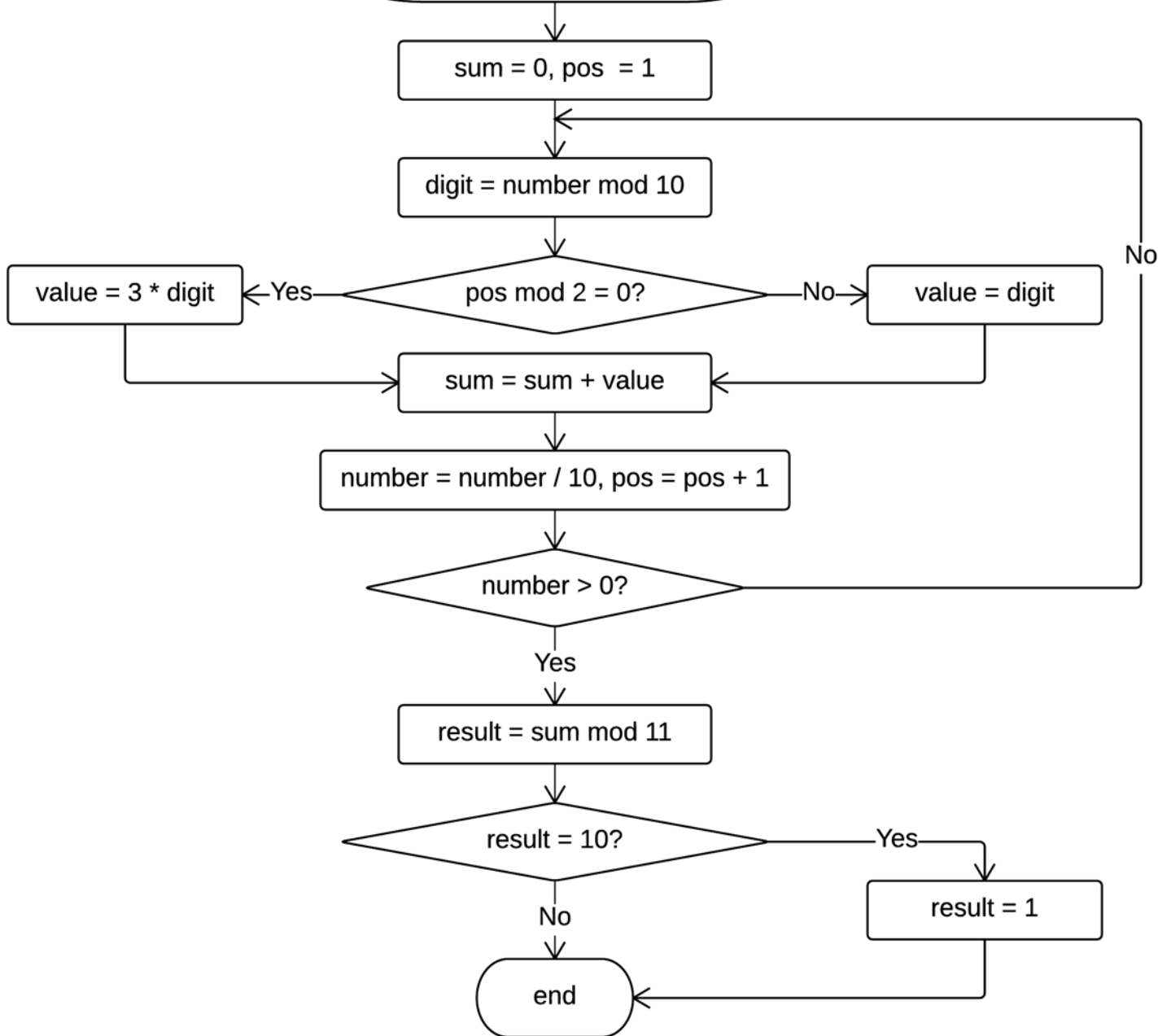
Cyclomatic complexity =

Number of edges – Number of nodes + 2

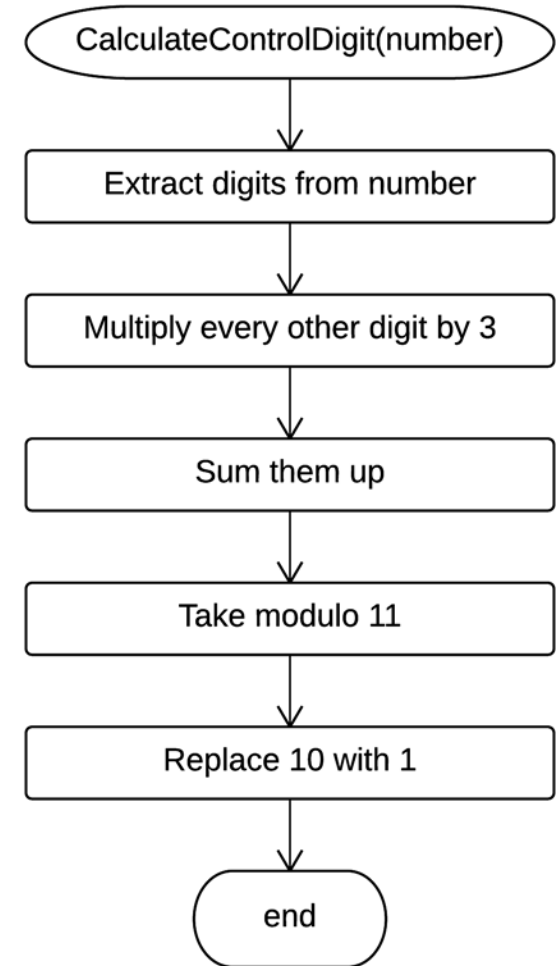


CalculateControlDigit(number)

Cyclomatic complexity = 4



Cyclomatic complexity = 1



Module 4:
Map-Reduce Design Pattern



The Following Modules



Module 2 – Coping With Null References

- Receiving null arguments
- Returning null from methods
- Testing if variable is null before using it

Module 3 – Null Object and Special Case Patterns

- Remove null references from a demo application

Module 4 – Map-Reduce pattern

- Rewrite the control digit calculation example
- Rely on collection operations and functional logic



The Following Modules



Module 5 – Iterator pattern and sequences

- Sequences offer great opportunities in design
- Help remove loops and iterations
- Replace them with generic operations on sequences

Module 6 – Option<T> functional type

- Collection of zero or one elements
- Can be used in places where there is no valid object to produce

The Following Modules



Module 7 – Service Locator pattern

- Often referred to as anti-pattern
- But that is not necessarily true
- Service locator can be used without causing negative effects

Module 8 – Guard clause and If-Then-Throw pattern

- Guard clauses do not belong to the class where they are implemented

Summary



Analyzing code complexity

- Counting independent paths
- Counting branches

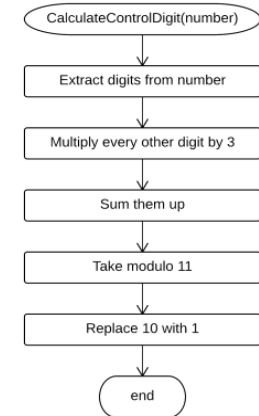
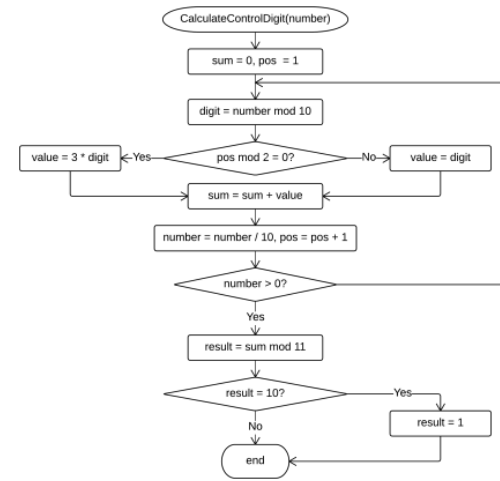
An example of complex implementation

An example of optional method arguments

Design patterns in this course simplify control flow

Suggestion for reading examples

- Observe how design patterns are causing branching and loops to be removed



Coming next:
Coping with null references
Null Object and Special Case design patterns

