

# Contract-based Software Development

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# Overview

- 1 Code Contracts
- 2 Seperating Specification
  - Interface & Contract Class
  - Inheritance of Preconditions

# Separating specification and implementation in Code Contracts

How can we separate specification and implementation using Code Contract?

# Code Contracts (.NET tool)

Express preconditions, postconditions and object invariants for:

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Express preconditions, postconditions and object invariants for:

- Static analysis

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# Code Contracts (.NET tool)

Express preconditions, postconditions and object invariants for:

- Static analysis
- Documentation
- Runtime checking

# Interface

```
public interface ISimpleQueue {  
    void Enqueue(object item);  
    object Dequeue();  
    object ElementAt(int index);  
    int Count();  
}
```



# Contract

```
abstract class ISimpleQueueContract {  
    public void Enqueue(object item) {  
        Contract.Requires(item != null);  
        Contract.Ensures(Count ==  
            Contract.OldValue(Count()) + 1);  
        Contract.Ensures(ElementAt(Count()) == item);  
        // ...  
    }  
    // ...  
}
```

# Associating Interface with Contract

```
[ContractClass(typeof(ISimpleQueueContract))]  
public interface ISimpleQueue { /* ... */ }  
  
[ContractClassFor(typeof(ISimpleQueue))]  
abstract class ISimpleQueueContract { /* ... */ }
```

# Inheritance of Preconditions

Subtypes can not have stronger preconditions.

# Command Pattern

```
[ContractClass(typeof(ICommandContract))]  
public interface ICommand {  
    IStack<int> Execute(IStack<int> stack);  
}
```

```
[ContractClassFor(typeof(ICommand))]  
abstract class ICommandContract {  
    [Pure]  
    IStack<int> Execute(IStack<int> stack) {  
        Contract.Requires(stack != null);  
        Contract.Ensures(stack != null);  
    }  
}
```

# Stronger Precondition

```
public class PopCommand : ICommand {  
    public IStack<int> Execute(IStack<int> stack) {  
        Contract.Requires(stack.Count > 0); // Stronger!  
        // ...  
    }  
}
```

# Solution

```
public interface ICommand {  
    IStack<int> Execute(IStack<int> stack);  
    [Pure]  
    bool CanExecute(IStack<int> stack);  
}
```

# The End

*“Testing shows the presence, not the absence of bugs.”*  
— Edsger W. Dijkstra