

Принципы проектирования и дизайна ПО

Агошков Илья 2016







#NEEDSPEED
FOR

Parameter	Spectrum (1982)	Modern (2014)	Diff
RAM	16 KB	16 GB	$\sim 10^6$
CPU	3.5 MHz	2.7 GHz (x4)	$\sim 10^3$
Resolution	256 x 192	1920 x 1080	
HDD	~0	1 TB	

DATA SEGMENT

A DB 5,2,5,6,4,3

B DB ?

DATA ENDS

CODE SEGMENT

ASSUME DS:DATA,CS:CODE

START:

MOV AX,DATA

MOV DS,AX

MOV CX,0000

MOV CL,06

LEA BX,A

MOV AL,00

MOV AH,BYTE PTR[BX]

L1: CMP AL,BYTE PTR[BX]

JNC L2

MOV AL,BYTE PTR[BX]

L2: CMP AH,BYTE PTR[BX]

JC L3

MOV AH,BYTE PTR[BX]

L3: INC BX

DEC CL

CMP CL,00

JNZ L1

MOV AH,4CH

INT 21H

CODE ENDS

END START

Programming paradigms

Machine code

Procedural languages

Object oriented programming

Declarative paradigms (functional, logic)

Modular/procedural languages

FORTRAN (1957)

BASIC (1964)

ALGOL (1968)

Pascal (1970)

C (1972)

Python (1991)

PHP (1995)

Modular/procedural languages

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int array[100], maximum, size, i;
```

```
    maximum = array[0];
```

```
    for (i = 1; i < size; i++)
```

```
    {
```

```
        if (array[i] > maximum)
```

```
        {
```

```
            maximum = array[i];
```

```
        }
```

```
    }
```

```
    return maximum;
```

```
}
```

Functional languages

ML (1973)

FP (1977)

Erlang (1986)

Haskell (1990)

Scala (2003)

Clojure (2007)

Functional languages

```
def max(xs: List[Int]) =  
{  
    if (xs.isEmpty) throw new NoSuchElementException  
    xs.reduceLeft((x, y) => if (x > y) x else y)  
}
```

Object oriented languages

Simula 67 (1960)

Smalltalk (1970s)

C++ (1990s)

Java (1995)

Ruby (1995)

C# (2000)

Groovy (2003)

Object oriented languages

```
public class List<T> {  
    private T[] values;  
    public T max() {  
        T max = values[0];  
        for (int i = 1; i++ < values.size()) {  
            if (values[i] > max) { max = values[i]; }  
        }  
        return max;  
    }  
}
```

Declarative

SQL

Prolog

CSS

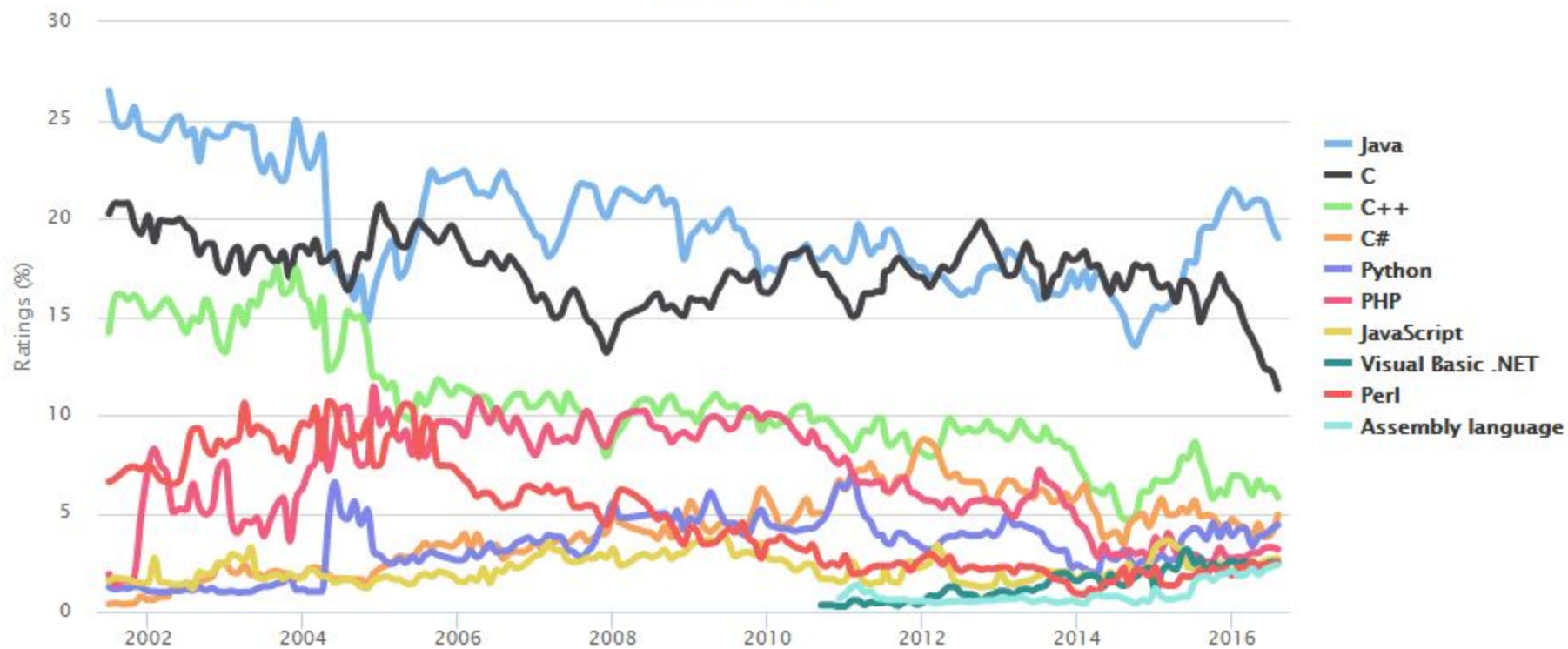
Regular expressions

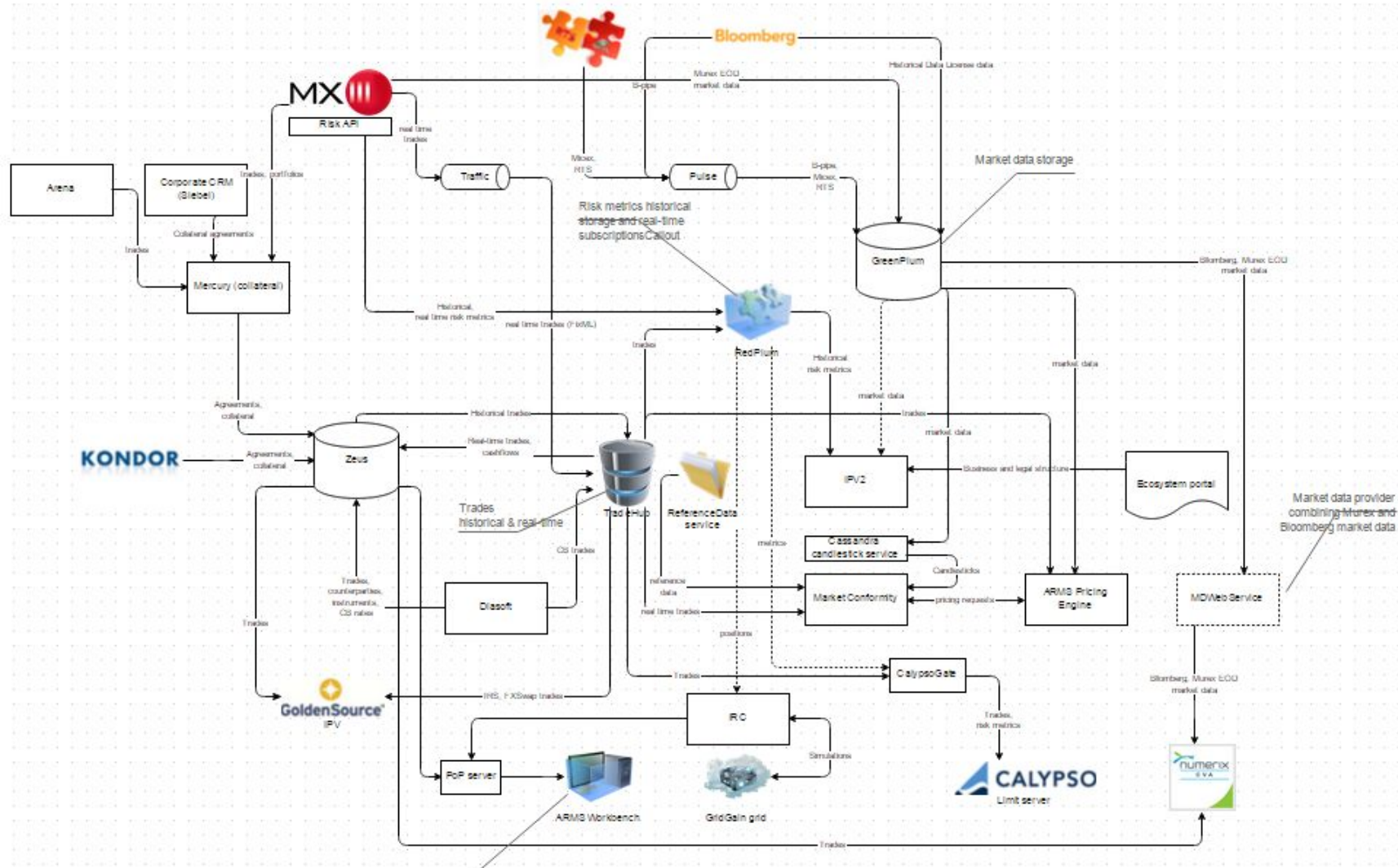
Declarative

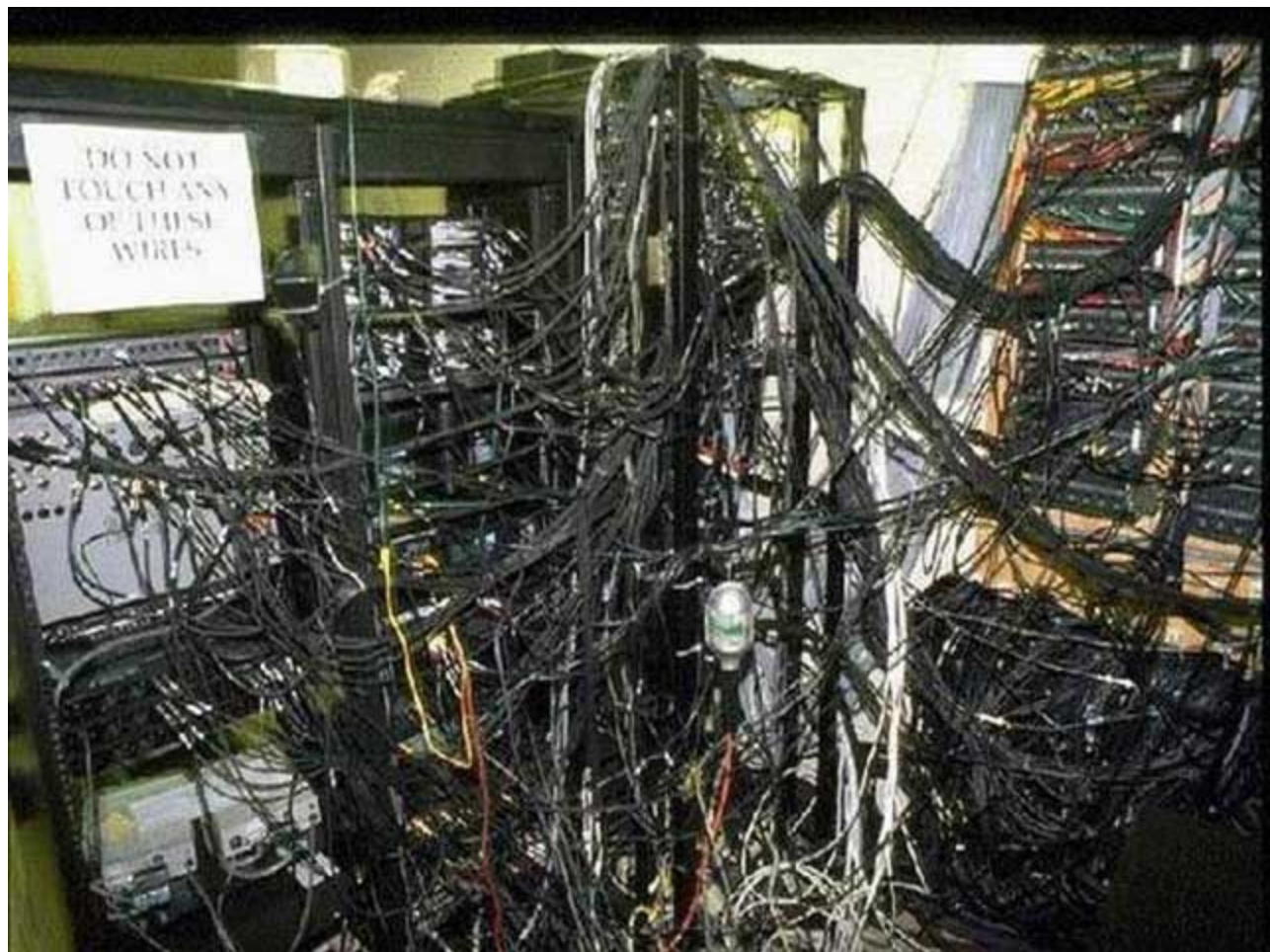
```
SELECT max(price) FROM Bond
```


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Сценарии использования (Use Cases + User stories).

Идентификация объектов и их обязанностей.

Обзор UML диаграмм.

Основы ООП.

Принципы SOLID. High cohesion, loose coupling.

Dependency Inversion Principle, Inversion of Control,

Dependency Injection

Шаблоны GoF (12-14 шаблонов).

Архитектурные стили:

- Client-server, SOA, Event sourcing, Layered Systems, Ports & Adapters (hexagonal architecture), CQRS

Монолитная архитектура и микросервисы.

Object oriented analysis and design process

1. Gather requirements
2. Describe the app
3. Identify the main objects
4. Describe the interactions
5. Create a class diagramm

Defining the requirements

Functional Requirements

Features/Capabilities

Cross-functional requirements (non-functional)

Legal

Performance

Support

Security

Use cases

Title **what** is the goal?

Actor **who** desires it?

Scenario **how** it is accomplished?

Use cases: Title

Short phrase, active verb

Register a new member

Transfer funds

Purchase item

Create new page

Collect late payments

Process accounts

Use cases: Actor

User

Customer

Member

Administrator

Use cases: Scenario as paragraph

Title: Purchase items

Actor: Customer

Scenario: Customer verifies items in shopping cart. Customer provides payment and address to process sale. System validates payment and responds by confirming order, and provides order number that Customer can use to check on order status. System will send Customer a copy of order details by email.

Use cases: Scenario as steps

Title: Purchase items

Actor: Customer

Scenario:

1. Customer chooses to enter checkout process
2. Customer is shown a confirmation page
3. Customer enters his/her shipping address
4. Customer selects a payment method
5. System creates order number
6. System displays a confirmation screen to the Customer
7. Email is sent to the Customer with order details

Use cases: Scenario alternative path

Title: Purchase items

Actor: Customer

Scenario: ...

Alternative: Describe steps for out-of-stock situations

Alternative: Describe steps for payment problems

Preconditions: Customer has added at least one item to shopping cart

Use cases: more formal

Title: Purchase items

Actor: Customer

Secondary actor: ...

Scenario: ...

Description: ...

Scope: ...

Level: ...

Alternative: Describe steps for out-of-stock situations

Alternative: Describe steps for payment problems

Preconditions: Customer has added at least one item to shopping cart

Postconditions: ...

Stakeholders: ...

Identifying actors

External systems/Organizations

External data sources, web services, other corporate apps, backup systems

Roles / Security groups

Visitor, member, administrator, owner

Job Titles / Departments

Manager, Accounting, Administrator, Support engineer

User stories

As a ...

I want ...

so that ...

User stories

As a (type of user)

I want (goal)

so that (reason)

User stories

As a Bank Customer

I want to change my PIN online

so that I don't have to go into a branch

User stories

As a User

I want to sort entries by date

so that I can find the most recent content

User stories

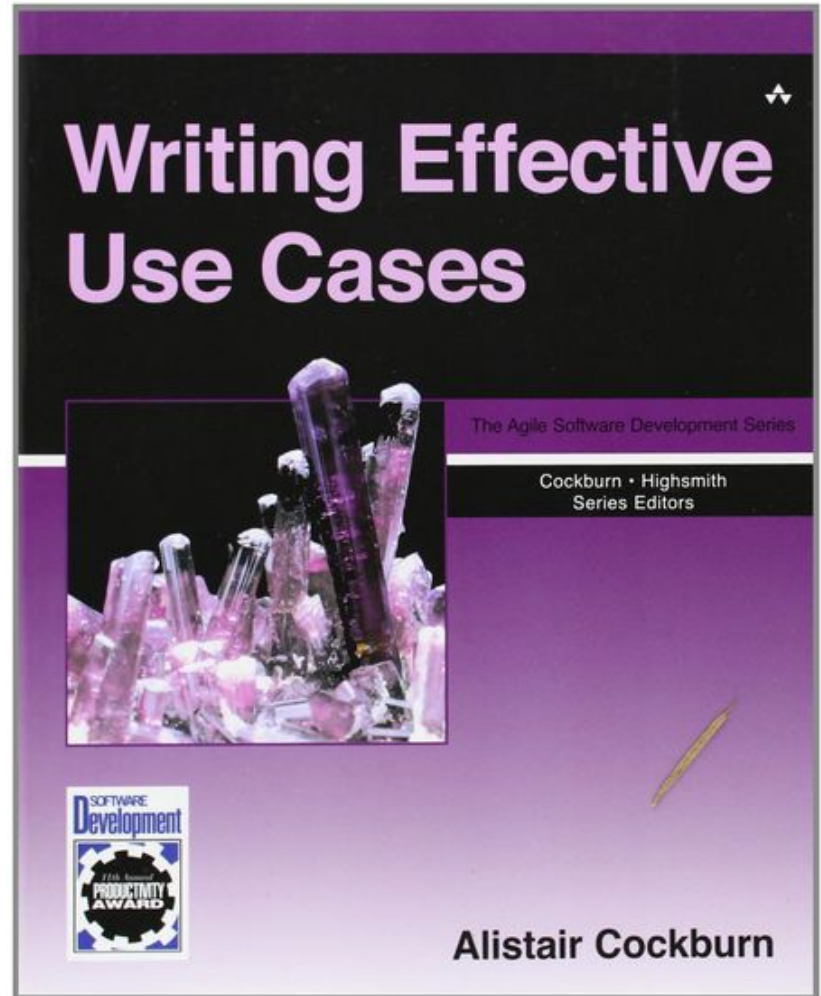
As a Reader

I want to change the font and color scheme
so that I can read in different lighting

User stories and use cases

User stories	Use cases
short - one index card	long - a document
one goal, no details	multiple goals and details
informal	casual to (very) formal
“placeholder for conversation”	“record of conversation”

Use cases



Практика (10 мин)

В мини-группе придумать и описать сценарий использования (use case) реальной или вымышленной системы. Рассказать use case, обсудить со всей группой.

Identifying objects

Scenario: Customer verifies items in shopping cart.
Customer provides payment and address to process sale.
System validates payment and responds by confirming order, and provides order number that Customer can use to check on order status. System will send Customer a copy of order details by email.

Identifying objects

Customer

Item

Shopping cart

Payment

Address

System

Order

Order number

Order details

Email

Sale

Identifying objects

Customer

Item

Shopping cart

Payment

Address

~~System~~

Order

~~Order number~~

~~Order details~~

Email

~~Sale~~

Identifying objects

Customer

Shopping cart

Item

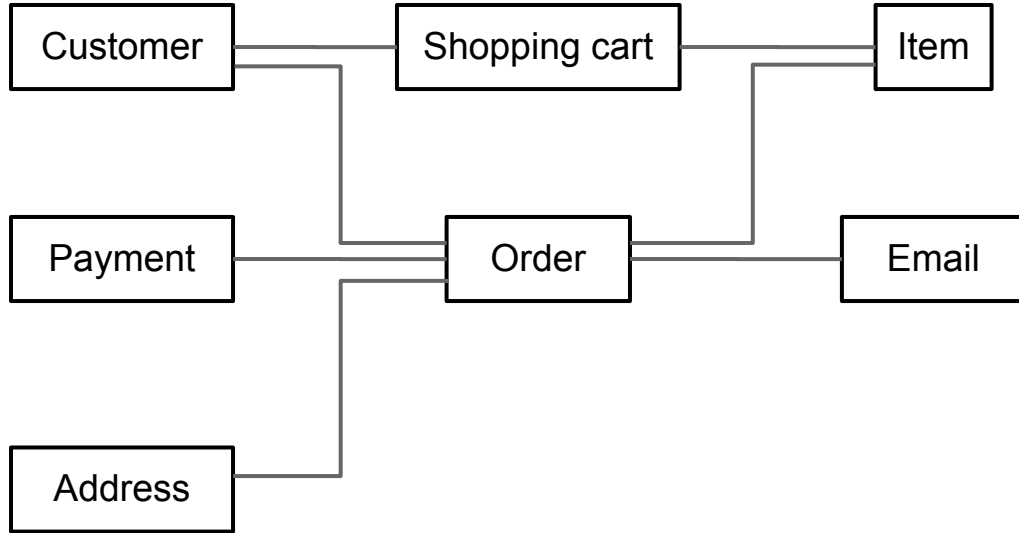
Payment

Order

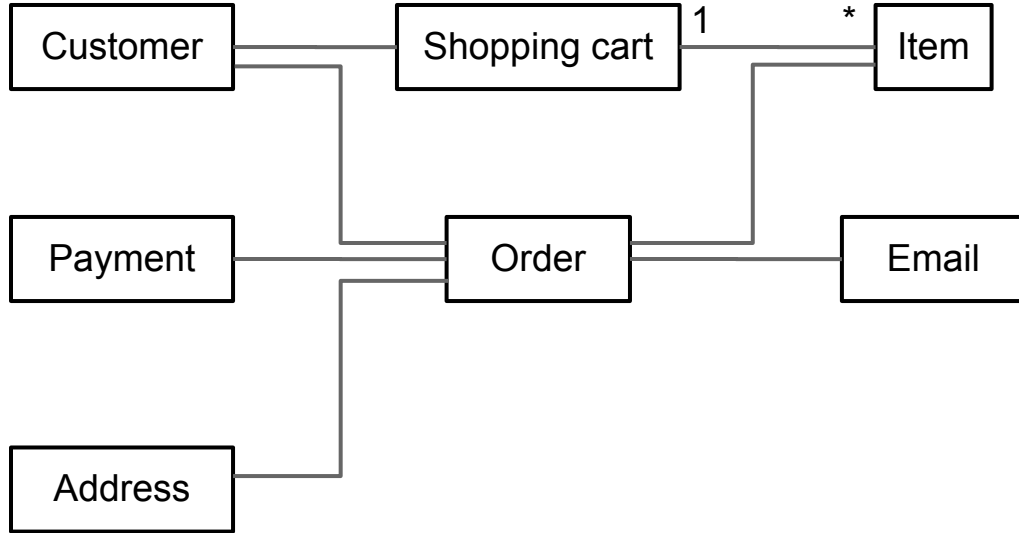
Email

Address

Identifying objects



Identifying objects



Identifying responsibilities

Scenario: Customer verifies items in shopping cart.
Customer provides payment and address to process sale.
System validates payment and responds by confirming order, and provides order number that Customer can use to check on order status. System will send Customer a copy of order details by email.

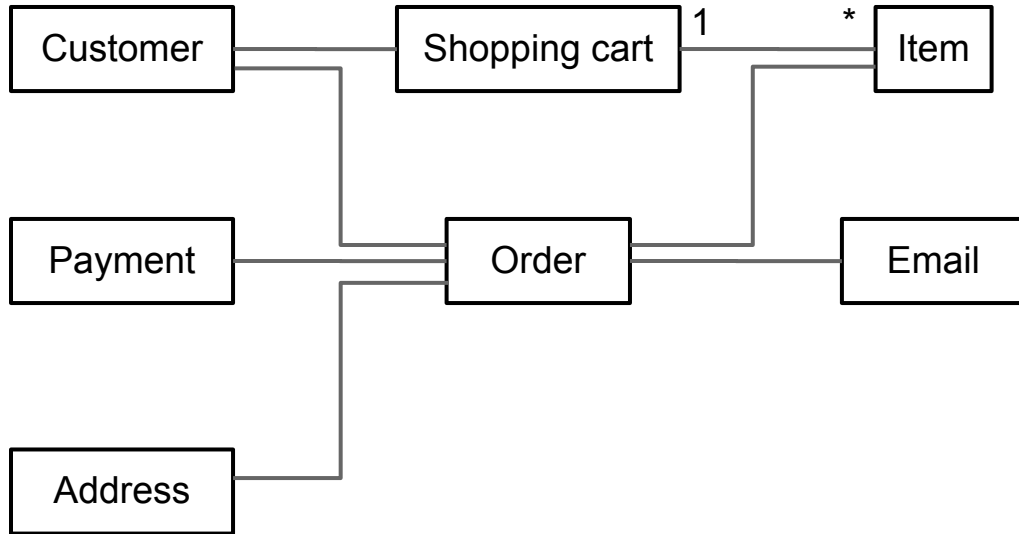
Identifying responsibilities

Scenario: Customer verifies items in shopping cart.
Customer provides payment and address to process sale.
System validates payment and responds by confirming order, and provides order number that Customer can use to check on order status. System will send Customer a copy of order details by email.

verify items
provide payment and address
process sale
validate payment

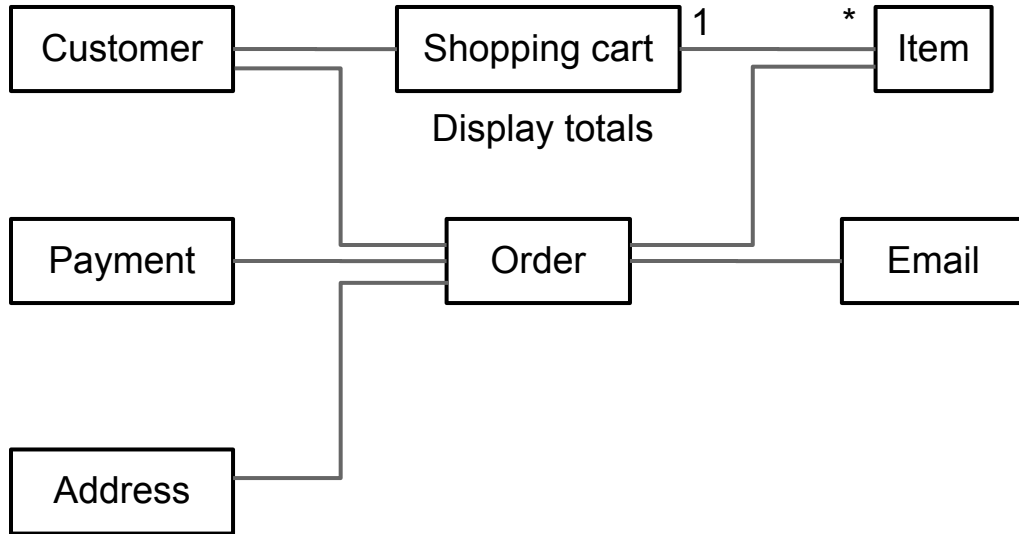
confirm order
provide order number
check order status
send order details email

Identifying responsibilities



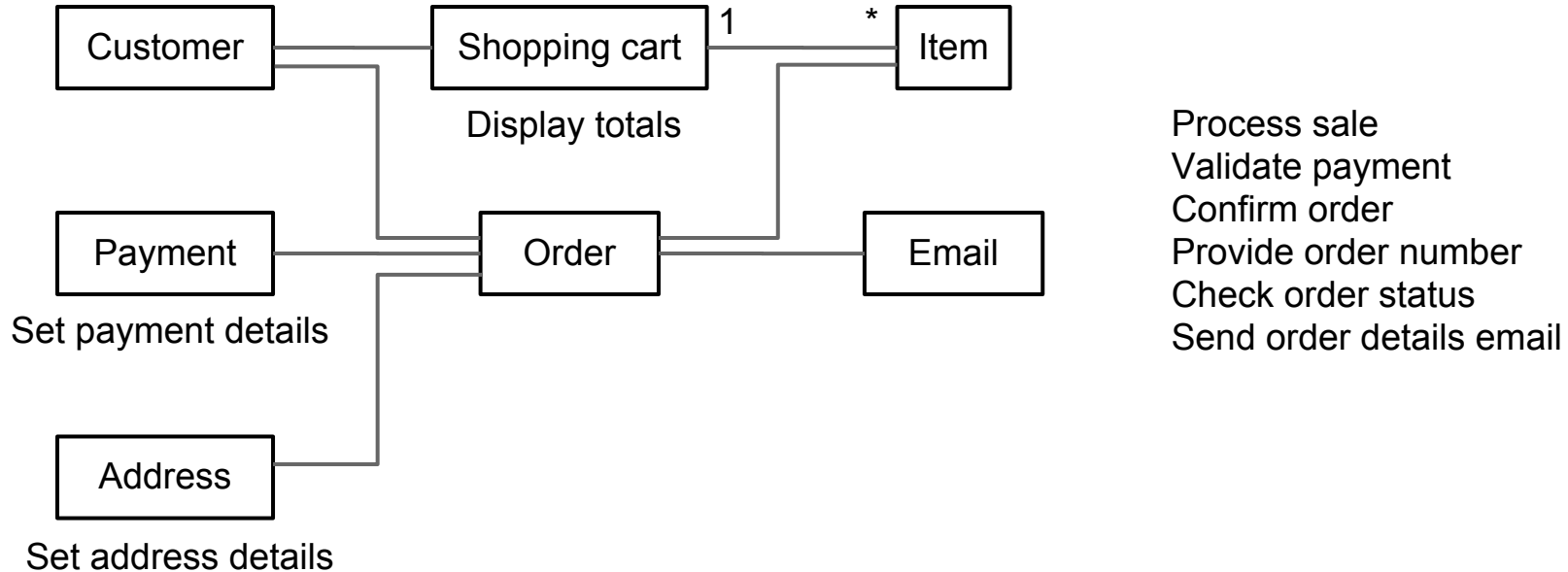
- Verify items
- Provide payment and address
- Process sale
- Validate payment
- Confirm order
- Provide order number
- Check order status
- Send order details email

Identifying responsibilities

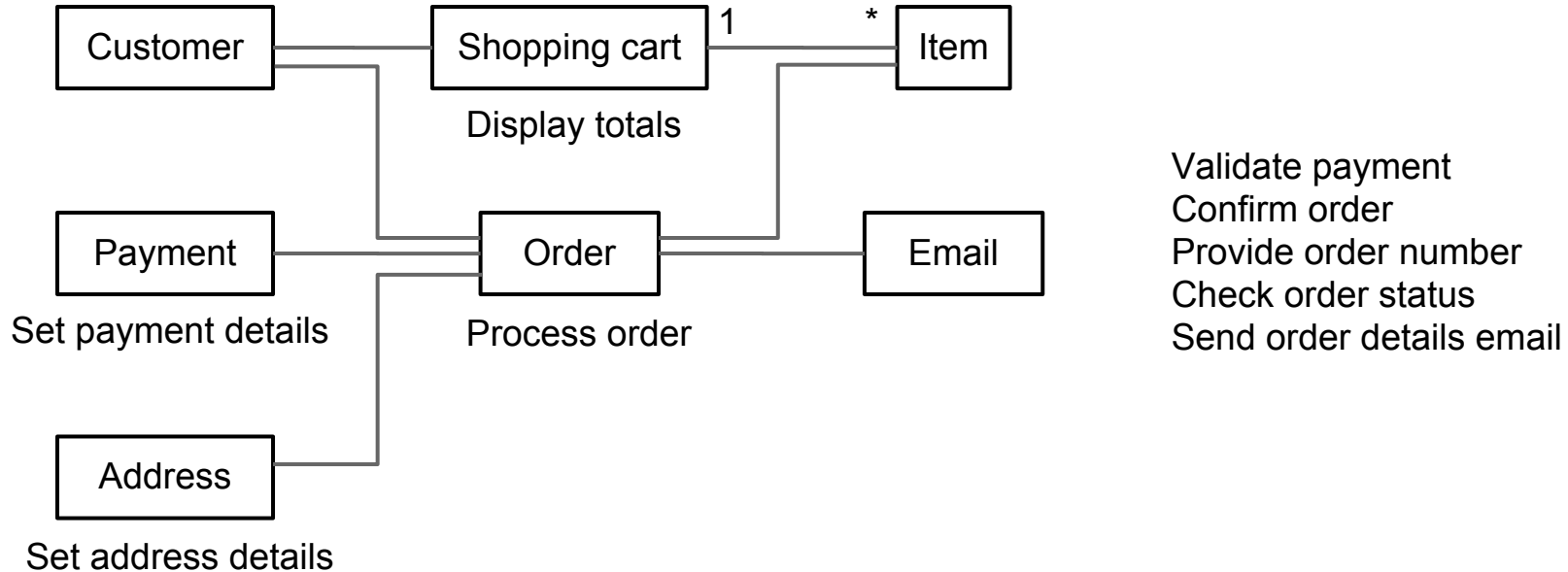


Provide payment and address
Process sale
Validate payment
Confirm order
Provide order number
Check order status
Send order details email

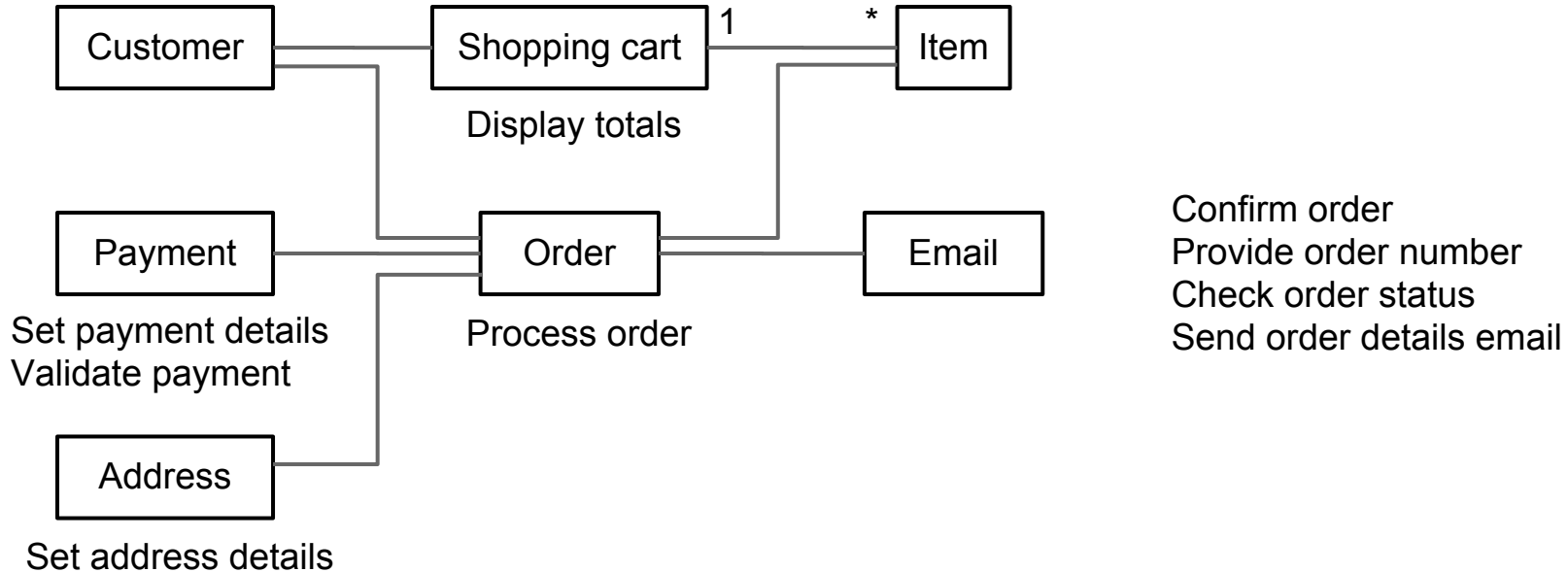
Identifying responsibilities



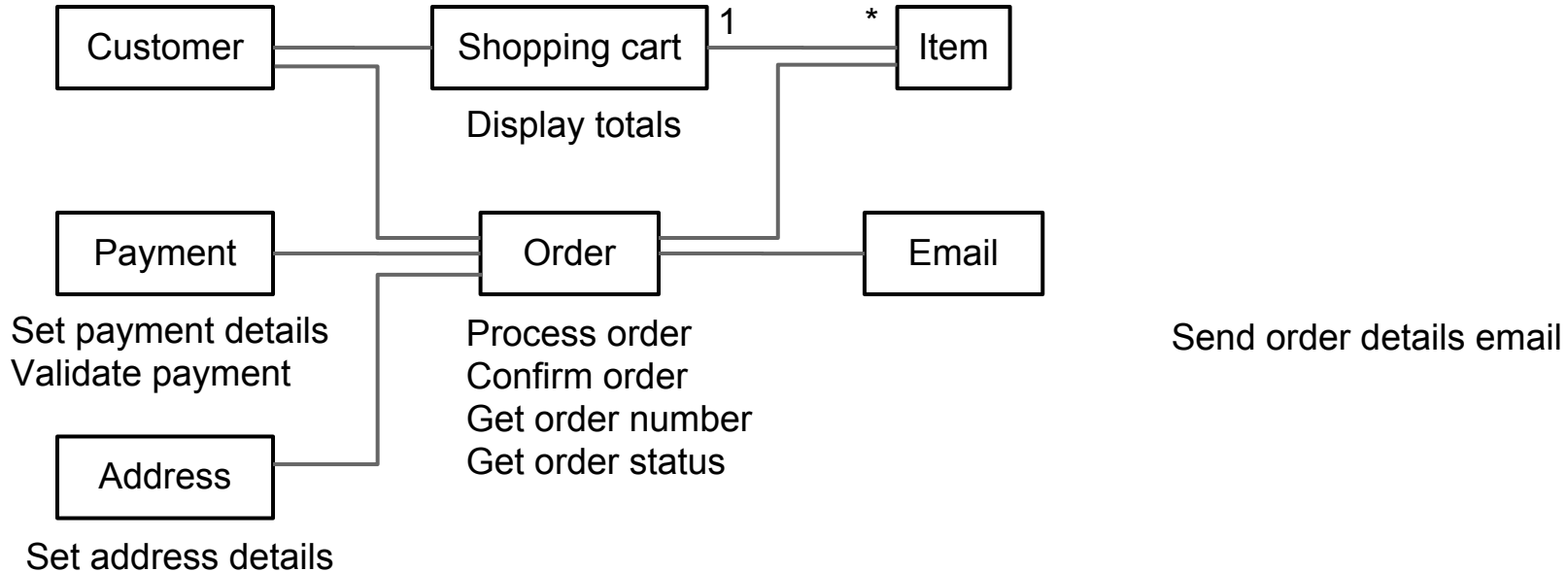
Identifying responsibilities



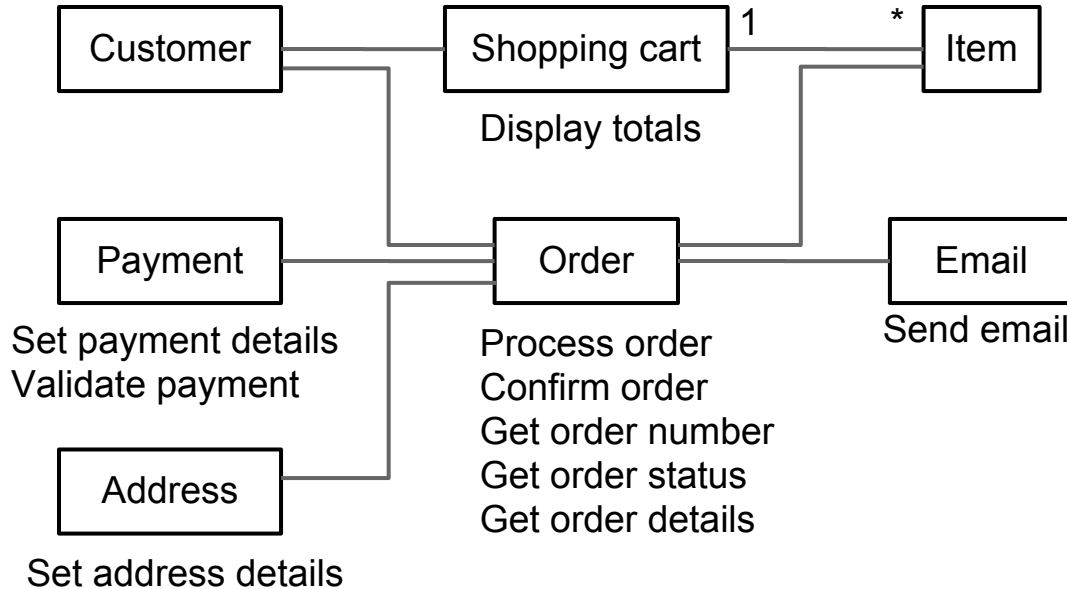
Identifying responsibilities



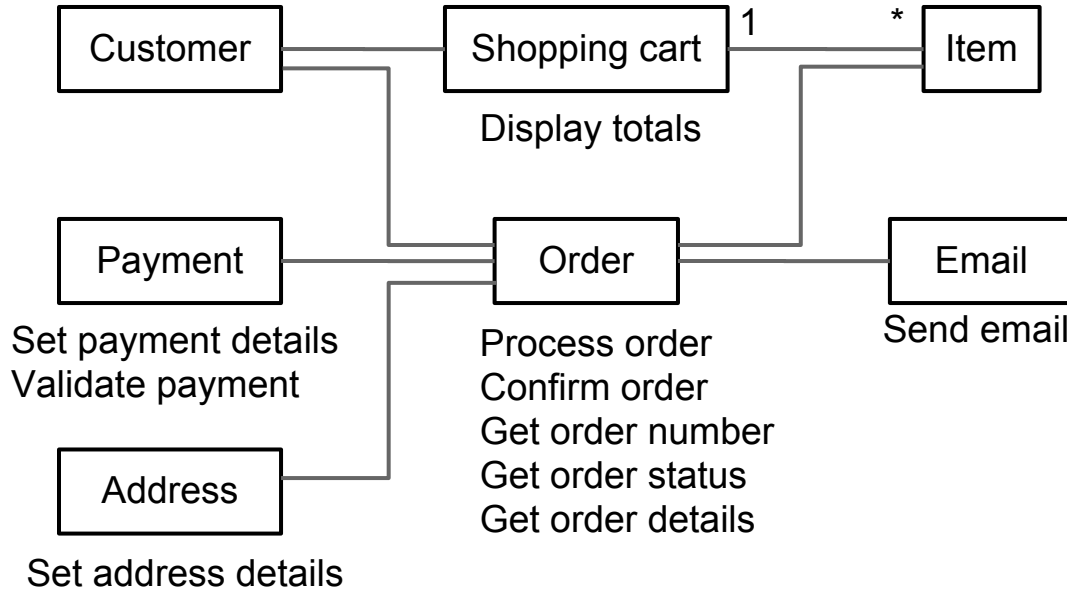
Identifying responsibilities



Identifying responsibilities



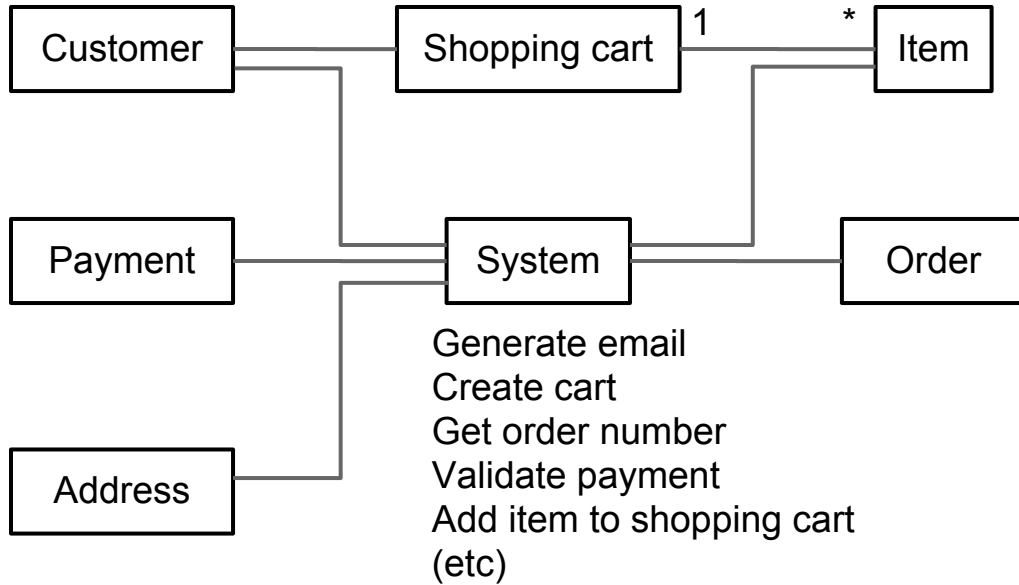
Identifying responsibilities



Identifying responsibilities

Scenario: Customer verifies items in shopping cart.
Customer provides payment and address to process sale.
System validates payment and responds by confirming order, and provides order number that Customer can use to check on order status. System will send Customer a copy of order details by email.

Avoid global master object



Avoid global master object

