Introduction to COS 214

Software Modelling

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Module details
Pre-and Post-knowledge
Quick C++ refresher

Module description
Evaluation
Software

The module will introduce the concepts of **model-driven analysis and design** as a

mechanism to develop and evaluate complex software systems. Systems will be

decomposed into known entities, such as **design patterns, classes, relationships,**

execution loops and process flow, in order to model the **semantic** aspects of the

system in terms of structure and behaviour. An appropriate **tool** will be used to

support the software modelling. The role of the software model in the enterprise will

be highlighted. Students who successfully complete this module will be able to

conceptualise and analyse problems and abstract a solution.

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Four examination opportunities:

- Three during the semester - 30%

  Best EO will count 15%, Worst will
  count 5% and the other will count 10%
  There will be NO Aegrotats

- One during the exam period in
  November - 40%

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Six (6) class tests at least counting 5% in total. These will be scheduled during the lecture times and will be completed on ClickUP.

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There will be five (5) practical assignments scheduled throughout the semester counting 10% in total.

The first practical assignment will be released on 26 July 2022 and needs to be submitted by 2 August.

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A project will be released towards the end of the semester. The project will be a group project.

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Visual Paradigm 16.3 will be used as the modelling tool in this module. An academic

license is in the process of being acquired. You can use the following link to download

the software: `https://ap.visual-paradigm.com/university-of-pretoria`. Use

the activation code on the page and your student email to register the software. Note,

when using the software you need an internet connection when you start it up.

Thereafter you may disconnect from the internet.

- **COS 131 and COS 110** C++ knowledge is essential for this module
- **COS 212** Design patterns are used to implement generalised application of data structures. Design patterns "build" data structures such as lists and graphs.

Software and system modelling will form a large part of the COS 301 Software Engineering project.
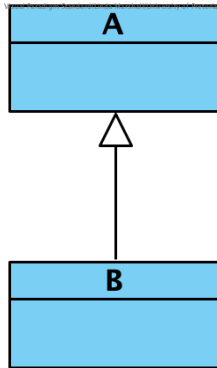
Scheduled for Thursday 28 July 2022

Basic C++ and data structure knowledge and the first to lecture (L01 and L02).

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Inheritance
Polymorphism
Pure virtual
Templates

```cpp
#include <iostream>

using namespace std;

int main() {
    cout << "Hello world!" << endl;
    return 0;
}
```

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```
class A {
    // No access specifier implies private
    // Attributes should be private
    //     Make use of public setters and getters
};

class B: public A {
};
```

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```cpp
class A {
public:
        A();
        A(string);
        void print();
private:
        string identifier;
};
class B: public A {
public:
        B();
};
A::A(string str) {
        identifier = str;
}
A::A() {
        identifier = "Class A";
}
void A::print() {
        cout << "This is an object of " << identifier << endl;
}
B::B() : A("Class B"){
}
```

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What is the output if we add destructors that print to stdout when called and the main program is given by:

```cpp
int main() {
        A a;
        B b;

        a.print();
        b.print();

        return 0;
}
```

Sample output:

```
This is an object of Class A
This is an object of Class B
Destructing B
Destructing A
Destructing A
```

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What is the output if the main program is given by:

```cpp
int main() {
        A* a = new A();
        A* b = new B();

        a->print();
        b->print();

        delete b;
        delete a;

        return 0;
}
```

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Sample output:

```
This is an object of Class A
This is an object of Class B
Destructing A
Destructing A
```

Why? How does one fix this?

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Inheritance
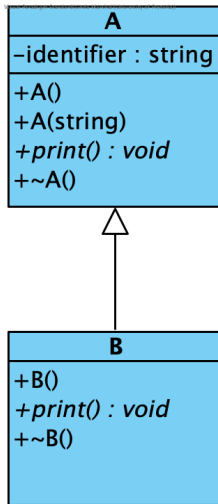**Polymorphism**
Pure virtual
Templates

What is the difference between overriding and overloading?

- **overriding** is when the signature (name and parameters) of a method are the *same in the base and derived classes*.

- **overloading** is when two or more methods in the *same class have the same name, but different parameters*. If the method has a different return type, we refer to the methods has having covariant return types.

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Override `print` in B. This `print` function will not be able to access the `identifier` attribute. Which `print` will be called for the above programme? How will this be solved?

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```cpp
class A {
public:
        A();
        A(string);
        void print();
        virtual ~A();
private:
        string identifier;
};

class B: public A {
public:
        B();
        void print();
        ~B();
};

void B::print() {
        cout << "B's print" << endl;
}
```

Make print in A virtual.

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By making a method in a class *pure virtual*, the class becomes abstract (an interface) that cannot be instantiated.

The class name is written in *italics* in UML.

To indicate a method is pure virtual in UML, a note needs to be added to the class.

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```
template<typename T>
T& max(T& a, T& b) {
        return a > b ? a : b;
}

cout << "Template_function" << endl;
cout << max(a,b) << endl;
cout << max<double>(24.8,13.5) << endl;
cout << max('a','b') << endl;
```

values or objects of type T must be
greater-than comparable.