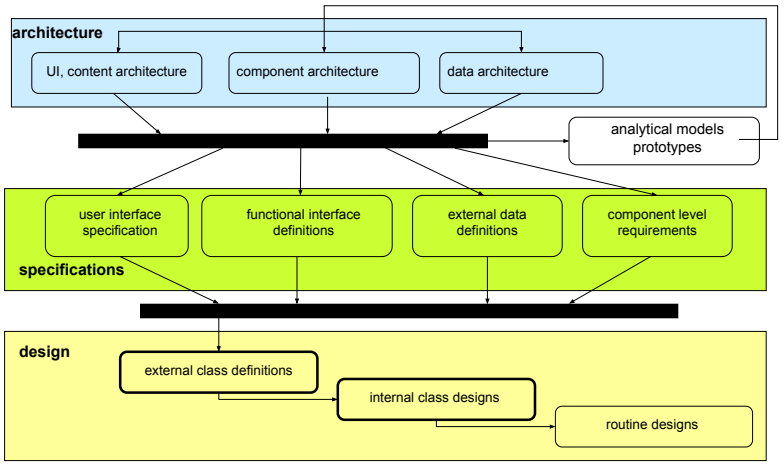
Component Level Class Design

- Specification, Design, Components
- Classes
  - reasons for class creation
  - elements of good class design
  - classes in non object oriented languages
- Packages
  - what are packages
  - elements of good packaging
- Diagramming Classes in UML

Model Hierarchy/Succession



Reqts/Specs/Design

- Requirements
  - characteristics a successful solution must exhibit
  - they tend to be user-facing
- Specifications
  - a complete description of the interfaces and behavior that a component must have in order to correctly perform its role in a system
  - they must be specific and measurable, and any component that meets these specifications will be acceptable
- Design
  - description of the internal structure and operations that will be used to implement a specified component

What is a “component”?

- A modular, deployable, and replaceable part of a system, that encapsulates implementation, and exposes a set of interfaces.
  - a defined piece of a larger system
  - can be added or removed from that system (not necessarily a **F**ield **R**eplaceable **U**nit)
  - contributes to the working of the system
  - inner mechanisms may be hidden
  - functionality is defined by an interface spec

Component Specifications

- a step between requirements & design
  - a component specific list of requirements
  - the basis for the component design
- functional specifications
  - written from the user’s point of view
  - enumerate component capabilities, interfaces
- technical specifications
  - written to guide the implementer
  - capture key design decisions or suggestions

When to create a new class

- provide needed objects
  - obvious objects from the problem domain
- provide better behaved objects
  - kinder, gentler versions of real objects
- compartmentalize complexity
  - bring all related code into a single place
  - simplify interface seen by rest of system
- make applications more stable & portable
  - isolating implementation specifics in a class
  - abstraction protects app from future evolution

Characteristics of a good class

- it is well abstracted for its users
- it is cohesive
- it exhibits good information hiding
- Other principles are tests of goodness
  - Open/Closed principle
    - open for extension, closed for modification
  - Liskov Substitution principle
    - derived sub-class can substitute for its parent
  - Dependency Inversion Principle
    - depend on abstraction – not implementation

Design vs Refactoring

- we need adequate design before coding
  - or we will not know what code to write
- how "good" must that design be?
  - generality? extensibility? optimization?
- after we've written and tested our code
  - we will better understand how it works
  - we will have observed its performance
  - we will see ways it could be simplified
- plan on time for periodic refactoring
  - more valuable than more up-front design

OO Languages and Design

- OO languages provide valuable features
  - mechanisms to support class inheritance
  - mechanisms to encourage information hiding
  - explicit support for interface polymorphism
  - automatic object instantiation
- these help us design better software
  - organizing our designs into modular classes
  - consciously decide what is public/private
  - encourage us to reuse common components

Classes in non-OO languages

- the basic principles of good design
  - apply to all software: C, FORTRAN, asm, perl
- any module, in any language, should
  - implement a general and intuitive "class"
  - export a well abstracted interface to that class
  - be cohesive with respect to that class
  - employ good information hiding
  - be usable, w/o change, for many purposes
  - be organized/grouped with related modules

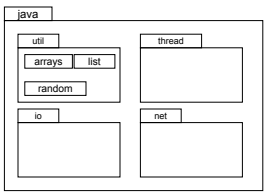
"Program into your language, not in it."

Software Packages

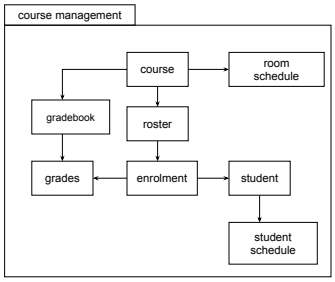
- provide well defined functionality
- come in a wide range of formats
  - perl.pm is little more than a source module
  - Linux deb/rpm, Windows installer
    - architecture, version, dependencies, properties
    - manifest, pre/post install/remove scripts
- may be supported by package mgt s/w
  - find/install/remove/upgrade/list operations
  - file registry, w/version and checksum info
  - remote repository management, auto update

UML Package Contents

Package Nesting



inter-class dependencies



(packages vs classes)

- some classes make sense in isolation
  - stacks, queues, strings, input files
- some classes naturally come in groups
  - courses, rosters, programs, grades
- a package is a collection of classes
  - that is aggregated together into a group
  - that are added and removed as a group
- some OO languages support packages
  - may not correspond to install-time packages

Package Interfaces

- clients depend on packages
  - the functionality they provide
  - the interfaces they provide
- packages are intended to be distributed
  - perhaps merely shared w/team members
  - perhaps to be used by world-wide consumers
- distribution raises stability requirements
  - owner can no longer fix all affected code
  - owner cannot control client upgrades
  - some clients may have trouble adapting

Class Packaging Principles

- Release/Reuse Equivalency Principle

  "the granule of reuse is the granule of release"

  (create cohesive packages)

  if someone only needs classes A and B, package and support a package containing only those.
- Common Closure Principle

  "classes that change together travel together"

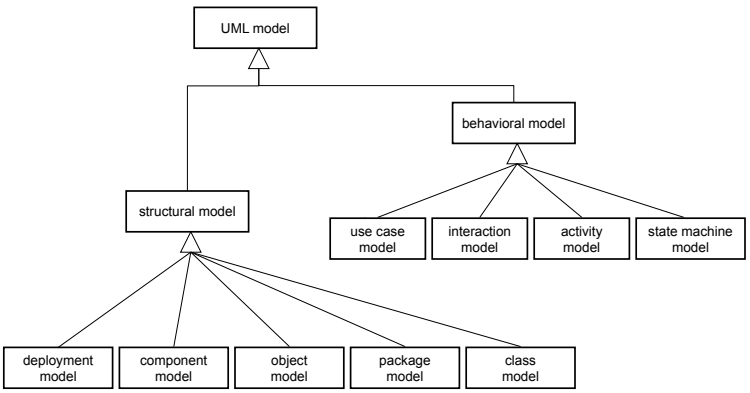
  (avoid strong inter-package coupling)

  if class B depends on the implementation of class A, deliver both of them in a single package.

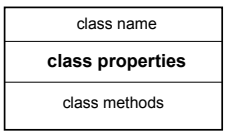
UML Class Models

- describe classes and static relationships
  - these are not models of run-time objects!
- boxes represent classes
  - may have 3 parts: **name**, attributes, methods
- lines represent class relationships
  - inheritance (source is derived from target)
  - aggregations (multiple instances of target)
  - compositions (source is sum of the targets)
  - dependency (source uses target)
  - associations (source refers to target)

UML Class Inheritance



UML Class Properties



visability **name:** type [#] = default { properties }

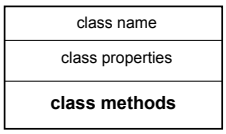
+ … public
- … private
~ … package
# … protected

EXAMPLES:

dueDate
assgtName: string
+ grade: int {readonly}
~ students: string[1..100]

- specification may be complete
  - all properties listed w/complete declarations
- specification may be partial
  - list only properties/information "of interest"
  - list only properties different from parent class
  - may list no types (or even properties) at all

UML Class Methods

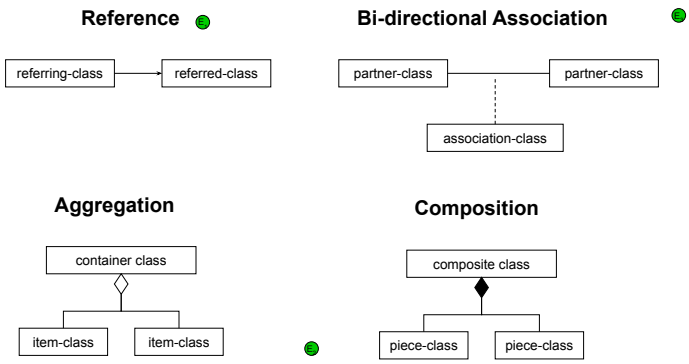


visibility **name (***parameters***) :** return type { properties }

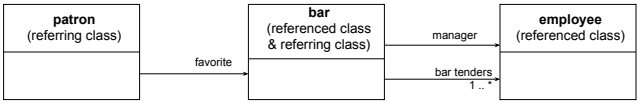
EXAMPLES: addStudent
deposit(amount : dollars)
cancelJob(reason) : boolean

- specification may be complete
  - all methods listed w/complete declarations
  - parameters can be defined as **in**, **out**, **inout**
- specification may be partial
  - list only methods "of interest"
    - simple get/set methods are routinely ignored
  - specify only non-obvious return types
  - specify only key parameters, non-obvious types

UML Class Associations

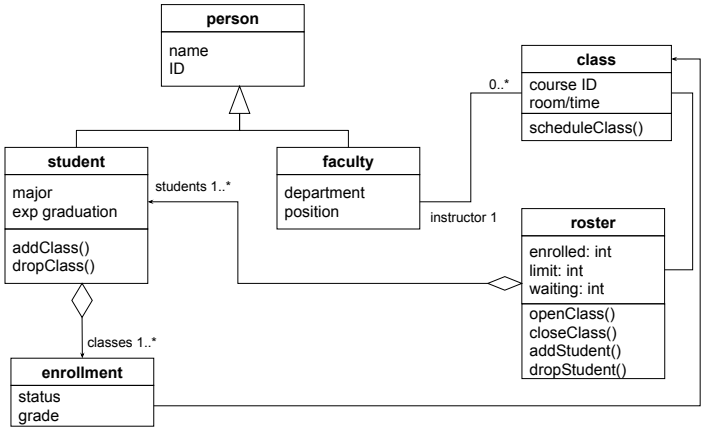


Labeling UML Associations



- names & counts are association-specific
  - these are class diagrams, not objects
  - classes may share multiple associations
- labels go on target end of association
  - name by which this object is known (in this association)
  - number of this object that can be referred to
  - this becomes an issue for bidirectional associations
- you can also label the association line itself
  - to explain, or to distinguish among multiple associations

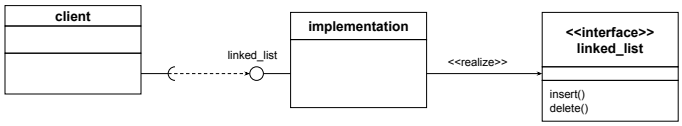
UML Class Diagrams



UML Class Dependencies

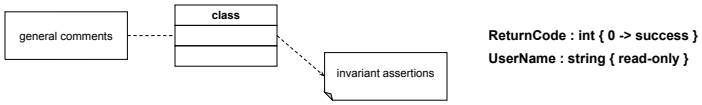
- Partnerships:
  - <<call>>
  - <<create>>
  - <<instantiate>>
  - <<permit>>
  - <<use>>
- Sub-classes, etc
  - <<derive>>
  - <<realize>>
  - <<refine>>
  - <<substitute>>
  - <<trace>>

Consumers, Providers & Interfaces



- Classes that define an interface are labeled as <<interface>> classes in their title blocks.
- Classes that implement interfaces export them in named interface circles
- Classes that require an interface provider can indicate this need with an external socket.

Constraints & Comments



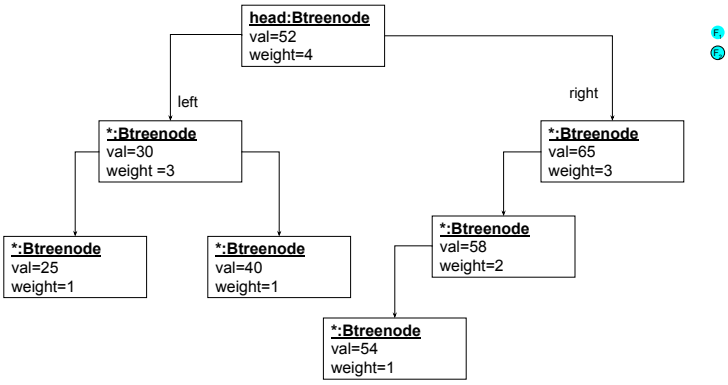
- any property or method can have constraints or comments after it { … }
- free standing comment boxes can be added anywhere, with dependency lines to indicate where they apply.
- any line can be annotated w/description of the dependency or operation.

For the next lecture

- McConnell ch 7-7.2 (skim 7.3-7.7)
  - routine design and development
- McConnell, ch 9-9.3
  - pseudo-code programming
- McConnell, ch 18
  - table driven methods
- Agile: UML Sequence Diagrams
  - representing multi-component interactions

Supplementary Slides

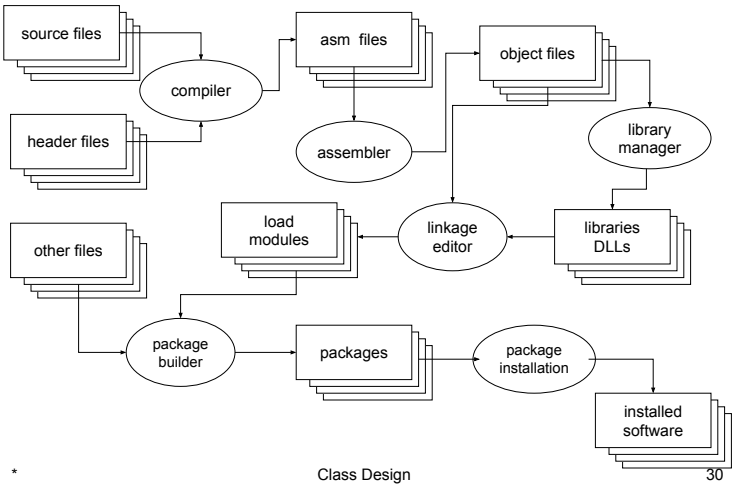
UML Object Diagrams



(UML Object Models)

- describe relationships among instances
  - these are specific instance relationships
  - not general (possible) class relationships
- each box represents an object
  - names are of the form: instance:classname
  - interesting properties are shown w/values
  - ranks of boxes used for factory classes
- lines represent associations
  - association name may appear on the line
  - only interesting associations are shown

Whense all these components?



UML Package Models

- describe package contents/relationships
- package is a collection of related classes
  - each could be described by a class diagram
  - contained within a single, large, package box
- tab-folders represent packages
  - with the package name at the top
- dashed lines represent dependencies
  - source package uses the target package

UML Package Dependencies