

# Engineering Software Development

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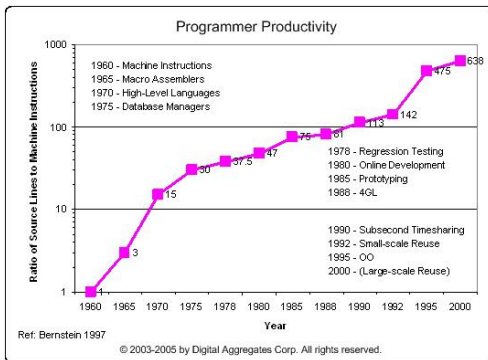
## Part 1

# Quick Review

# Pathway to Improved Programmer Productivity

## Pathway Forward

Major increases in designer productivity have nearly always been accompanied by **new methods** for **solving problems** at **higher levels** of **abstraction**.



# Evolution of Computer Languages

**Computer Languages.** Formal description – [precise grammar](#) – for how a problem can be solved.

**Evolution.** It takes about a decade for significant advances in computing to occur:

Capability	1970s	1980s	1990s
Users	Specialists	Individuals	Groups
Usage	Numerical computations	Desktop computing	E-mail, web, file transfer.
Interaction	Type at keyboard	Screen and mouse	audio/voice.
Languages	Fortran, C	MATLAB	HTML, Java

# Popular Computer Languages

Tend to be **designed** for a **specific set of purposes**:

- FORTRAN (1950s – today). Stands for formula translation.
- C (early 1970s – today). New operating systems.
- C++ (early 1970s – today). Object-oriented version of C.
- MATLAB (mid 1980s – today). Stands for matrix laboratory.
- Python (early 1990s – today). A great scripting language.
- HTML (1990s – today). Layout of web-page content.
- Java (1994 – today). Object-Oriented language for network-based computing.
- XML (late 1990s – today). Description of data on the Web.

# Problem Solving with Computers

# Problem Solving with Computers

## Develop Model of System Context:

- What is the context within which the software will operate?

## Operations Concept:

- What is the required system functionality?
- What are the system inputs and outputs?
- **What will the system do** in response to external stimuli?

## Requirements:

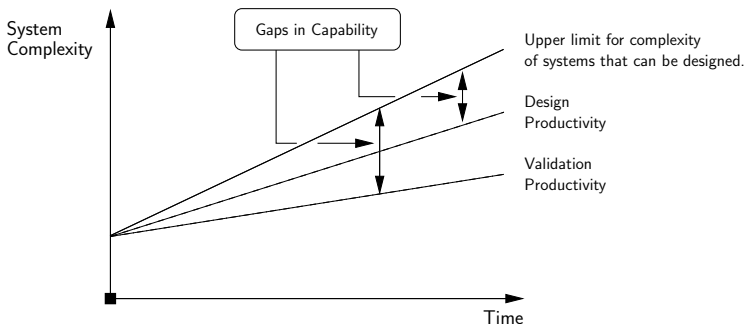
- What requirements are needed to ensure that the system will operate as planned?
- How will the software be written, tested, maintained?



# Strategies for Handling Complexity

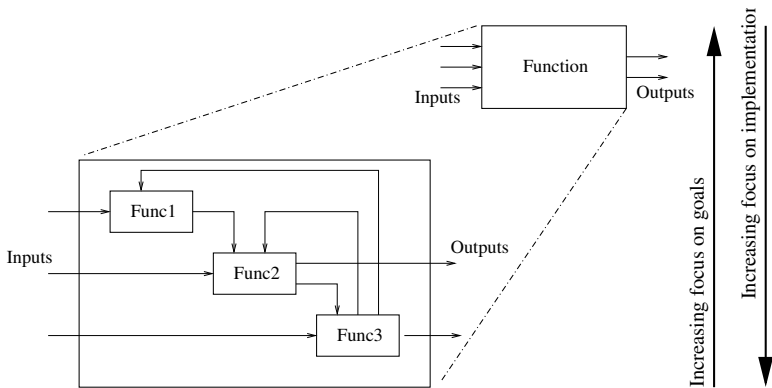
## Productivity Concerns

System designers and software developers need to find ways of being more productive, just to keep the **duration** and **economics** of design development **in check**.



# Strategies for Handling Complexity

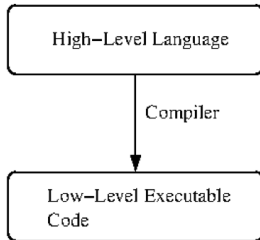
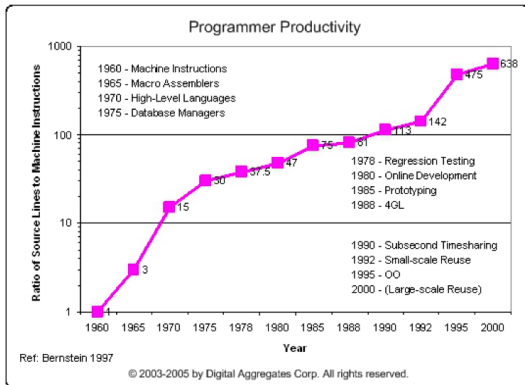
Simplify models of functionality by decomposing high-level functions into networks of lower-level functionality:



# Strategies for Handling Complexity

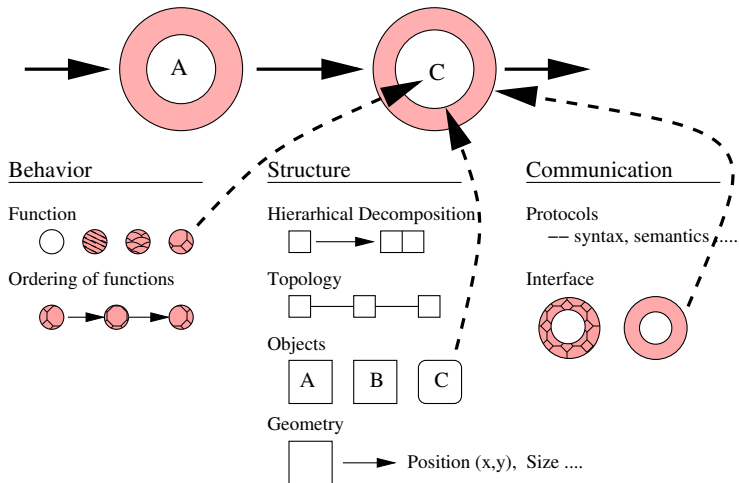
Create High-Level Description of Solution:

**Increasing System Complexity:** Software programmers need to find ways to solve problems at high levels of abstraction.



# Separation of Concerns

Design



# Separation of Concerns

## Models of System Structure:

- Specify **how** a system (including software) will **solve a problem**.
- Includes development of functional hierarchies and network structures.

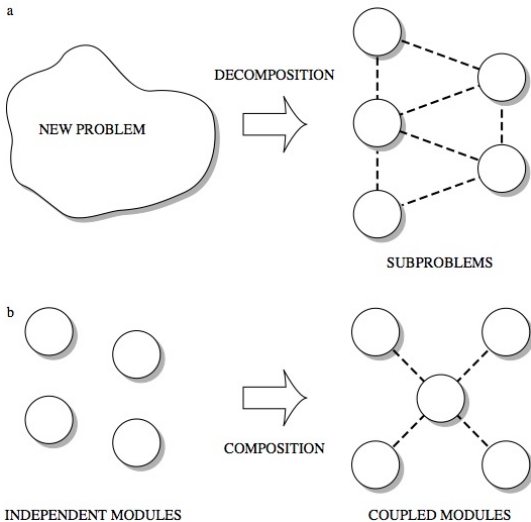
## Models of System Behavior:

- Specify **what the system** (including software) **will do**.
- Includes top-level functionality, inputs and outputs, order of function execution.

## Models of System Communication:

- Specification for **how subsystems will communicate**.
- Includes specification of interfaces and protocols for communication.

# Top-Down and Bottom-Up Design



# Top-Down and Bottom-Up Design

## Top-Down Development:

- Can **customize a design** to provide what is needed and no more.
- Start **from scratch** implies **slow time-to-market**.

## Bottom-up Development:

- Reuse of components enables **fast time-to-market**.
- Reuse of components **improves quality** because components will have already been tested.
- Design may contain **many features** that are **not needed**.

## This Class:

- Extensive use of software libraries (e.g., collections).

# Modeling System Behavior



# Abstractions for Modeling System Behavior

Program Control → System Behavior:

Behavior models **coordinate** a set of what we will call **steps**.

Two questions for each step:

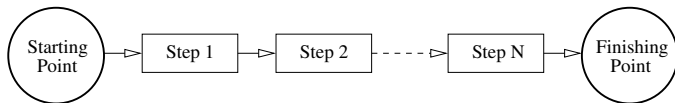
- When should each step be taken?
- When are the inputs to each step determined?

Abstractions that allow for the ordering of functions include:

- Sequence constructs,
- Branching constructs,
- Repetition/looping constructs,
- Concurrency constructs.

# Abstractions for Modeling System Behavior

Sequencing of Steps in an Algorithm:  
Which functions must precede or succeed others?

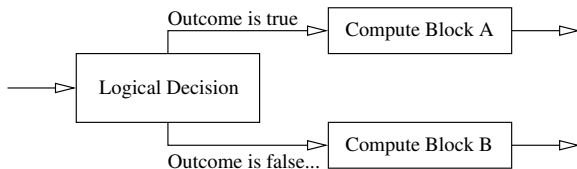


The textual/pseudocode counterpart is:

```
Starting Point
  Step 1.
  Step 2.
  Step 3.
  .....
  Step N.
Finishing Point
```

# Abstractions for Modeling System Behavior

Selection Constructs: Capture **choices** between functions



Languages need to support evaluation of relational and logical expressions.

Question: Is 4 greater than 3?

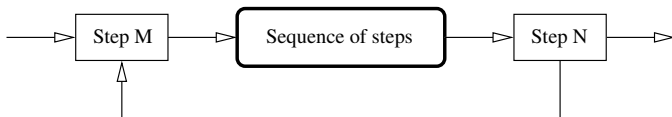
Expression: `4 > 3 ... evaluates to ... true.`

Question: Is 4 equal to 3?

Expression: `4 == 3 ... evaluates to ... false.`

# Abstractions for Modeling System Behavior

Repetition/Looping Constructs:



Repetition constructs want to know:

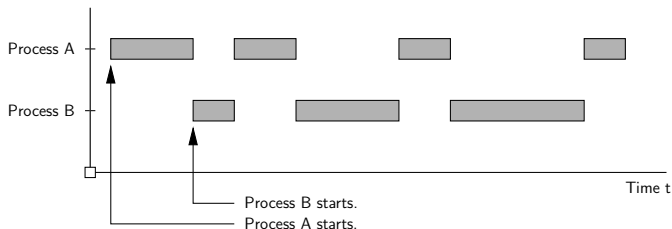
- Which functions can be repeated as a block?

# Abstractions for Modeling System Behavior

## Ordering of Functions: Concurrency

Most **real-world scenarios** involve **concurrent activities**. The key challenge is **sequencing** and **coordination** of activities to maximize a system's performance.

**Example 1.** Running multiple threads of execution on one processor:



# Interpreted and Compiled Languages

# Interpreted Programming Languages

## Interpreted Programming Languages:

- High-level **statements** are **read one by one**, and translated and **executed on the fly** (i.e., as the program is running).

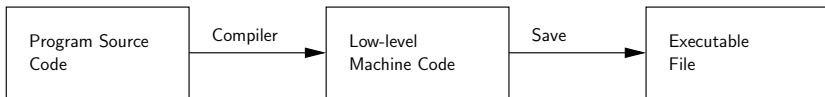
## Examples:

- HTML and XML.
- Visual Basic and Javascript.

Scripting languages such as Tcl/Tk and Perl are interpreted.  
Python and Java are both interpreted and compiled.

# Compiling the Program Source Code

A compiler **translates** the computer program **source code** into **lower level** (e.g., machine code) **instructions**.



**High-level programming constructs** (e.g., evaluation of logical expressions, loops, and functions) are **translated** into **equivalent low-level constructs** that a machine can work with.

Examples: C and C++.



# Benefits of Compiled and Interpreted Code

## Benefits of Compiled Code:

- Compiled **programs** generally **run faster** than interpreted ones.
- This is because an interpreter must analyze each statement in the program each time it is executed and then perform the desired action.

## Benefits of Interpreted Code:

- Interpreted programs can modify themselves by adding or changing functions at runtime.
- Cycles of **application development** are **usually faster** than with compiled code because you don't have to recompile your application each time you want to test a small section.

# Compiled and Interpreted

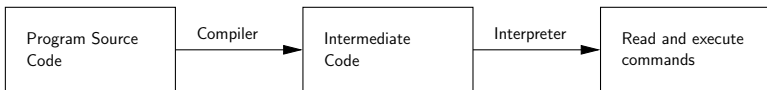
## Modern Interpreter Systems

Transform source code into a lower-level intermediate format.  
Interpreter then executes commands.

### Compiled Code



### Compiled and Interpreted Code



Examples: MATLAB, Java and Python.