

# Great Software

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# Lecture Goals

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- Review material from Chapter 1 of the OO A&D textbook
  - What is Great Software?
  - How do you produce great software each time you participate in a development project
  - Discuss the Chapter 1 Example: Rick's Guitars
  - Emphasize the OO concepts and techniques encountered in Chapter 1

# The Example

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- Rick's Guitars
  - Purpose of Application?
    - Find Guitars for Rick's Customers
  - Design of Initial Application?
    - Worse than Bad
  - What's the Major Problem?
    - Application fails to find guitars that Rick knows exists!
- Note: Customer Focus... we could have said "The problem is due to the use of a case-sensitive string comparison" but Rick wouldn't care about that!

# Initial Application

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<b>Guitar</b>
serialNumber: String price: double builder: String model: String type: String backWood: String topWood: String
getSerialNumber(): String getPrice(): double setPrice(double) getBuilder(): String getModel(): String getType(): String getBackWood(): String getTopWood(): String

<b>Inventory</b>
guitars: List
addGuitar(String, double, String, String, String, String, String) getGuitar(String): Guitar search(Guitar): Guitar

Egads!

Alarm bells in the design center of your brain should be ringing like mad!

Why?

# Dumb Data Holder

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<b>Guitar</b>
serialNumber: String price: double builder: String model: String type: String backWood: String topWood: String
getSerialNumber(): String getPrice(): double setPrice(double) getBuilder(): String getModel(): String getType(): String getBackWood(): String getTopWood(): String

- Meet the Dumb Data Holder
- A “data holder” is a class that only stores information and is dumb since it provides ZERO services
  - get() and set() don’t count!
- If this is all you are going to use an object for, you may as well go back to C and just use structs!

# The Manager

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- Meet the “Manager”
  - A manager is a single class that contains most of the application’s services
- For this simple application, a manager is okay, but... there are still problems

Managers must be used with care: its easy to centralize too many services within them!

Inventory
guitars: List
addGuitar(String, double, String, String, String, String, String)
getGuitar(String): Guitar
search(Guitar): Guitar

1. addGuitar(): too many params
2. getGuitar(): why only one param?
3. searchGuitar(): if I’m looking for a guitar, why am I passing one to the search() method?

# Bad Smell?

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```
1 public Guitar search(Guitar searchGuitar) {
2     for (Iterator i = guitars.iterator(); i.hasNext(); ) {
3         Guitar guitar = (Guitar)i.next();
4         // Ignore serial number since that's unique
5         // Ignore price since that's unique
6         String builder = searchGuitar.getBuilder();
7         if ((builder != null) && (!builder.equals("")) &&
8             (!builder.equals(guitar.getBuilder())))
9             continue;
10        String model = searchGuitar.getModel();
11        if ((model != null) && (!model.equals("")) &&
12            (!model.equals(guitar.getModel())))
13            continue;
14        String type = searchGuitar.getType();
15        if ((type != null) && (!searchGuitar.equals("")) &&
16            (!type.equals(guitar.getType())))
17            continue;
18        String backWood = searchGuitar.getBackWood();
19        if ((backWood != null) && (!backWood.equals("")) &&
20            (!backWood.equals(guitar.getBackWood())))
21            continue;
22        String topWood = searchGuitar.getTopWood();
23        if ((topWood != null) && (!topWood.equals("")) &&
24            (!topWood.equals(guitar.getTopWood())))
25            continue;
26        return guitar;
27    }
28    return null;
29 }
30 }
31 }
```

This is really horrible code.

Why?

Lots of needless duplication

Hard to Read

Some Attributes of Guitar  
are being ignored

# Plus: It Doesn't work!

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- The search relies on string comparisons and this is susceptible to problems between differences in what is stored and what is entered
  - In the case of the example
    - the database stored: “Fender”
    - the customer entered: “fender”
  - **NO MATCH!**
- Also note typo on page 5: the code on that page doesn't return a guitar, even if a match is FOUND!

# A Good Question

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- A team is assembled to fix the problem in the original tool and they ask a good question
  - How are we supposed to know where to start?
    - One designer wants to get rid of the ubiquitous use of strings in the app
    - One wants to improve the design
    - One sees that the current app doesn't even do what the user wants
- This will be a question that you will encounter in development all the time:  
What do I do next?

# What is Great Software?

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- Customer-Friendly Programmer
  - Great software always does what the customer wants it to. So even if customers think of new ways to use the software, it doesn't break or give them unexpected results
- OO Programmer
  - Great software is code that is object-oriented. So there's not a bunch of duplicate code, and each object pretty much controls its own behavior. It's also easy to extend because your design is really solid and flexible.
- Design-Guru Programmer
  - Great software is when you use tried-and-true design patterns and principles. You've kept your objects loosely coupled, and your code open for extension but closed for modification. That also helps make the code

# What is GREAT SOFTWARE? continued

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- Which programmer is correct?

All of the Above!

# Great Software

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- Great software must satisfy the customer
  - The software must do what the customer wants it to do!
- Great software is also
  - well-designed
  - well-coded
  - easy to maintain, reuse, and extend
- So, how do we achieve this?

# Great Software in Three Easy Steps

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- Your FIRST OO A&D Process!
  - Make sure your software does what the customer wants it to do.
  - Apply basic OO principles to add flexibility
  - Strive for a maintainable, reusable design

# Step 1: Customer First

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- The first step to fixing the program is to make sure it does what the customer wants
  - Do not worry about steps 2 and 3 at this point, simply figure out how to fix the problem in a straightforward manner
  - However, be smart about how you fix things
    - Don't create problems to solve (other) problems

# Improvements

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- Ditch String Comparisons
  - A string can have TONS of legal values
  - But Guitar's type, builder, and wood attributes DON'T
    - Solution
      - Use enumerated types to restrict the legal values
        - This provides both type safety and value safety
      - The compiler can now ensure that legal values are stored in our database and used in queries
- The code is now less fragile.

# Improvements (II)

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- Fix search() method to return more than one choice
  - Rick specified this, but the original coders failed to meet this requirement
  - This is a small change involving creating a list to hold search results as we find them and modifying search() to return this new list
- Demonstration
- Step 1 Complete!
  - The system now does what Rick wants.

# Step 2: Apply Principles

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- Attention turns to the fact that a Guitar object is being passed to the search() method, when that's what we are looking for in the first place!
- The problem?
  - Weak Encapsulation
  - The Guitar class is being asked to serve as a Guitar object AND as a search specification
    - In the latter role, some of its attributes are ignored!
      - This is always a warning sign of bad or “undercooked” design!

# Part 2, Continued

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- The solution?
  - Strong Encapsulation
  - If you need an object to act as a search specification, then create one!
  - GuitarSpec
    - It contains all of the attributes used by the original search() method
    - no ignored attributes!
  - Since these attributes are also needed by the Guitar class:
    - the Guitar class can use it internally
  - Thus, we also use delegation in this new design

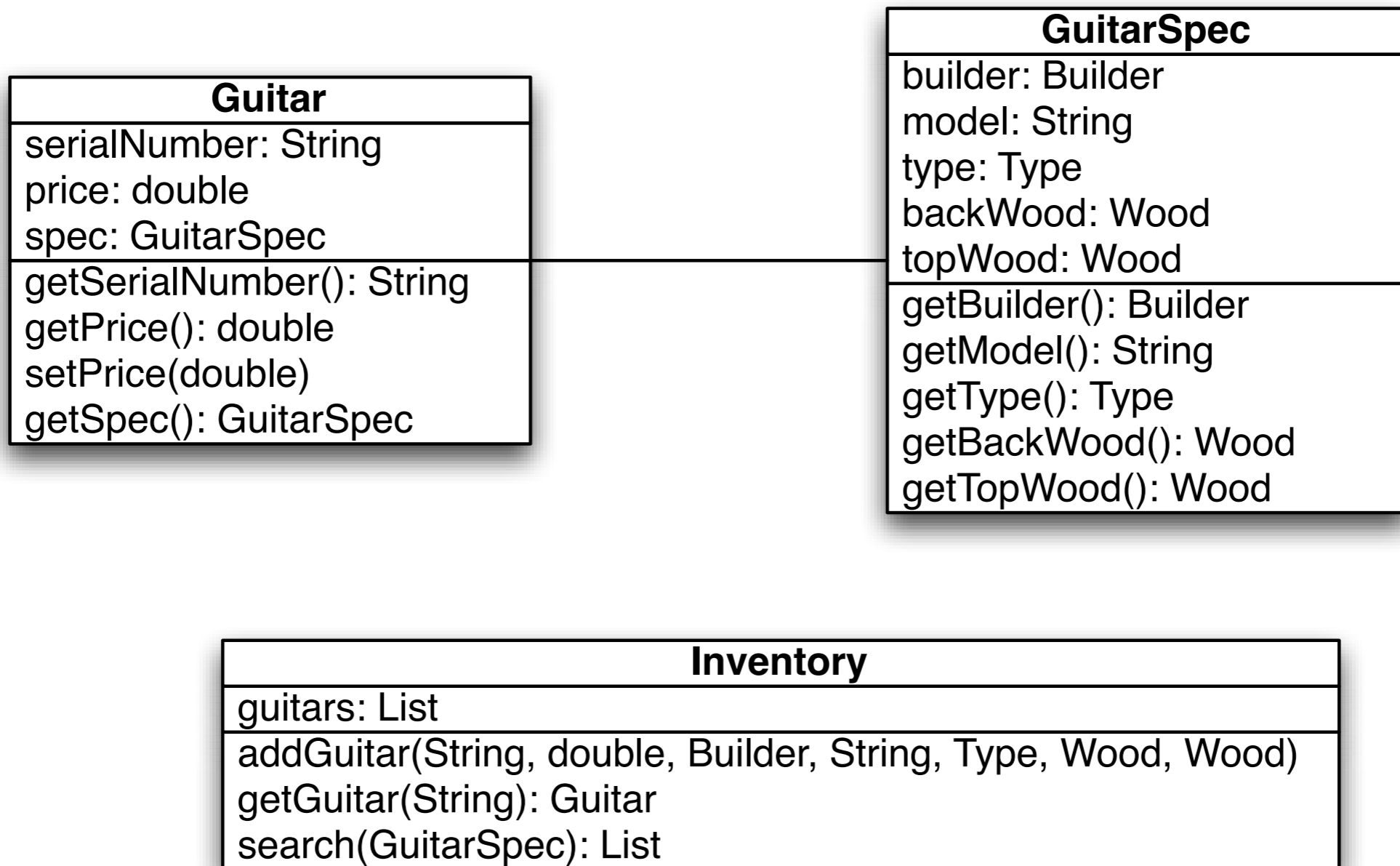
# Benefits

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- Creating GuitarSpec and updating Guitar to make use of it, is an excellent example of encapsulation
  - Imagine if we didn't update the Guitar class... what would we have?
    - **DUPLICATED CODE**
      - Two builder attributes, two getBuilder() methods, etc.
  - In addition, if we needed to add a property to GuitarSpec, we would also need to add it to Guitar
    - By incorporating GuitarSpec into Guitar, both problems are avoided

# New Design

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Builder, Type, and Wood classes not shown

# How Do I Know?

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- How do we know which principles to apply?
  - In this situation, encapsulation was the principle that was needed, and Guitar and search() were the places that needed it applied
- The answer?
  - Experience!
  - It won't always be obvious and it won't always be ONE change that needs to be applied
- You will get better at spotting these things as you build more systems and gain experience

# Step 3: Design Again

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- Now, we look at our design and see if there are opportunities to make it more flexible, more extensible, and/or more reusable
- To set up this stage, the book asks a really good question
  - How easy is it to make a change to Rick's application?
    - What would be easy to change?
    - What would be not so easy to change?
- This is an excellent question to ask of any software design
  - You make tradeoffs when you create a design... it will be impossible to create a design in which everything is easy to change
    - The trick is to make things that are likely to change, easy to change

# Robustness in the Face of Change

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- When they find out from Rick that he now carries 12-string guitars, they discover that they need to
  - Add a property and method to GuitarSpec
  - Change the constructor of the Guitar class
  - Change the addGuitar() method of Inventory
  - Update the search() method of Inventory
- YIKES!
  - One change request required changes in ALL of the classes created so far

# The problem?

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- Even though we applied encapsulation in Step 2, we didn't go far enough
  - If we need to change Guitar and Inventory, each time we change GuitarSpec, we have a problem

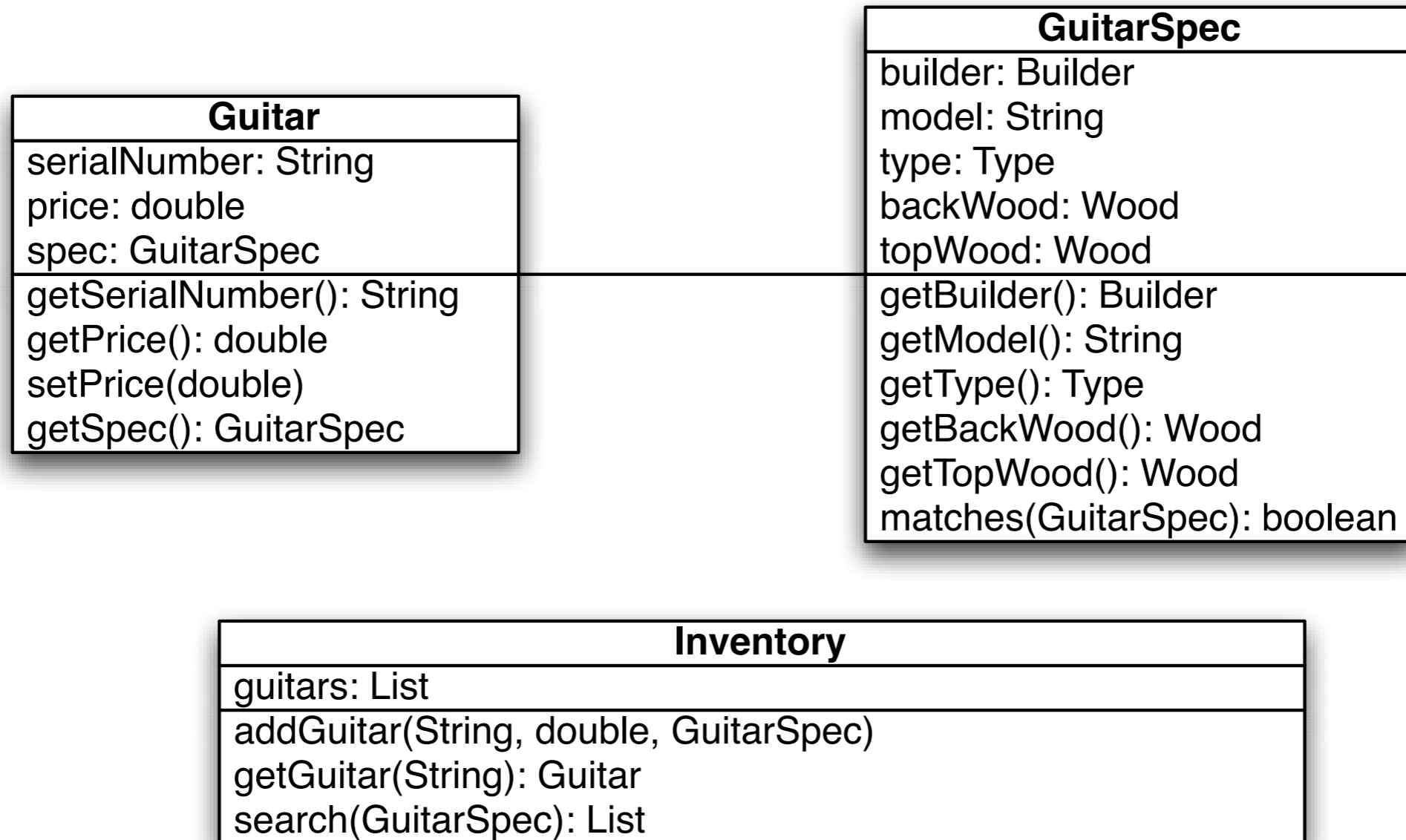
# The Solution

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- The solution is to further encapsulate the program from the details of GuitarSpec
  - Change Guitar's constructor and Inventory's addGuitar() method to take a GuitarSpec
  - Move comparison of two GuitarSpecs into the GuitarSpec object itself
    - Yes! GuitarSpec is no longer a dumb data holder!
    - Delegation to the rescue again!
      - Inventory now delegates the responsibility of comparison to the GuitarSpec object

# Final Design

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Note: added `matches()` to **GuitarSpec**; changed **Inventory** and **Guitar**, greatly simplified code in `search()` since **GuitarSpec** does comparisons

# Program Evolution

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- The final state of the example program is much improved from the poorly designed initial program
  - Moved away from “all strings all the time” design and used enumerated types to elegantly restrict the values of certain Guitar attributes
  - Applied encapsulation and delegation multiple times to create a system that guards against anticipated change:
    - if Rick wants a new attribute to track on his guitars, we just modify GuitarSpec and everything else JUST WORKS

# Benefits Of Object Orientation

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- OO software (great software) does what the customer wants
  - Our process focuses on customer needs first
- OO software continues to work as needs change
  - its easy to isolate information that may change
- OO software can be upgraded
  - OO systems are maintainable and extensible
- OO software can be reused and is flexible
  - Loosely coupled and highly cohesive objects can be moved to new contexts
- We'll see more examples of these points throughout the semester

# Ken's Corner (I)

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- Ingredients of Effective Modeling
  - Taken from Domain-Driven Design by Eric Evans
    - ISBN: 0-321-12521-5
- **Binding the Model and the Implementation**
  - Do some modeling; do some coding; test; repeat
- **Cultivating a Language based on the Model**
  - Domain concepts appear in the model; sentences can be constructed by starting with one concept and traversing through associations, such sentences should represent domain knowledge
    - “An Experiment applies a Workflow to Samples to calculate Ages”

# Ken's Corner (II)

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- Ingredients of Effective Modeling (cont.)
  - **Developing a Knowledge-Rich Model**
    - Objects in the model have behavior and enforce rules
      - They don't just store data, they DO something
  - **Distilling the Model**
    - Important concepts are added to a model as it becomes complete
      - but equally important, other concepts are dropped as they don't prove useful or central (e.g. they are not used in our scenarios)
  - **Brainstorming and Experimenting**
    - Developing a language, building knowledge-rich models, and binding the model to code, turn design sessions into “lab sessions” in which lots of experimental variations can be created, tried, and judged

# Coming Up Next

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- Lecture 6: Give Them What They Want
  - Read Chapter 2 of the OO A&D book
- Lecture 7: Dealing with Change
  - Read Chapter 3 of the OO A&D book