ICS 52: Introduction to Software Engineering

Winter Quarter 2004
Professor Richard N. Taylor
Lecture Notes

Week 7  Integration Testing and Implementation Issues

http://www.ics.uci.edu/~taylor/ICS_52_WQ04/syllabus.html
Integration Test Plan

- Ensures module implementations adhere to assumptions and interfaces as designed
  - Uncovering interactions that highlight problems with assumptions is difficult

- Approach
  - Combine more and more modules
  - Use USES hierarchy
    » Work up from level zero
      - Use test harnesses to test each group of modules
    » Work down from highest number
      - Use stubs as mockups to test each group of modules

- Can be done during implementation effort
Integration Test Example
Test Harnesses
Test Harnesses
Stubs

- Provided Interface
- Required Interface

Main component

- Provided Interface
- Required Interface

- Provided Interface
  - Stub
  - Required Interface

- Provided Interface
  - Stub
  - Required Interface

- Provided Interface
  - Stub
  - Required Interface
Stubs

- **Main component**
  - Provided Interface
  - Required Interface

  - **Subcomponent**
    - Provided Interface
    - Required Interface
      - **Stub**
        - Provided Interface
        - Required Interface
      - **Stub**
        - Provided Interface
        - Required Interface
Stubs

- **Main component**
  - Required Interface
  - Provided Interface
  - Subcomponent
    - Required Interface
    - Provided Interface
    - Stub
      - Required Interface
      - Provided Interface
    - Stub
      - Required Interface
      - Provided Interface
  - Subcomponent
    - Required Interface
    - Provided Interface
    - Stub
      - Required Interface
      - Provided Interface
ICS 52 Life Cycle

1. Requirements phase
   - Verify

2. Design phase
   - Verify

3. Implementation phase
   - Test

4. Testing phase
   - Verify
Design/Implementation Interaction

Design (previous lectures)  Implementation (this lecture)
A Good Design…

…is half the implementation effort!
- **Rigor** ensures all requirements are addressed
- **Separation of concerns**
  » **Modularity** allows work in isolation because components are independent of each other
  » **Abstraction** allows work in isolation because interfaces guarantee that components will work together
- **Anticipation of change** allows changes to be absorbed seamlessly
- **Generality** allows components to be reused throughout the system
- **Incrementality** allows the software to be developed with intermediate working results
A Bad Design…

◆ …will never be implemented!
  – Lack of rigor leads to missing functionality
  – Separation of concerns
    » Lack of modularity leads to conflicts among developers
    » Lack of abstraction leads to massive integration problems (and headaches)
  – Lack of anticipation of change leads to redesigns and reimplementations
  – Lack of generality leads to “code bloat”
  – Lack of incrementality leads to a big-bang approach that is likely to “bomb”
From Design to Implementation

- Choose a suitable implementation language
- Establish coding conventions
- Divide work effort
- Implement
  - Code
  - Unit tests
  - Code reviews
  - Inspections
- Perform integration tests
Choose a Suitable Language

- 4th Generation language
  - Databases
  - Visual Basic
  - Forms
- “Real” programming language
  - Java + Class Libraries
  - C++/C + STL (Standard Template Library)
  - Cobol
  - Fortran
- Assembly language
  - Machine specific
Choose a Suitable Language

- Maintain the design “picture”
  - Mapping of design elements onto implementation
  - Module inside versus outside
    » Does the language enforce a boundary?
    » Interfaces!
  - Explicit representation of uses relationship
    » Just function calls?

- Error handling
  - Return values
  - Exceptions
Establish Coding Conventions

- Naming
  - Avoid confusing characters
    - 1, l, L, o, O, 0, S, 5, G, 6
  - Avoid misleading names
  - Avoid names with similar meaning
  - Use capitalization wisely -- and consistently

- Code layout
  - White space / blank lines
  - Grouping
  - Alignment
  - Indentation
  - Parentheses
Divide Work Effort

- Assign different modules to different developers
  - Assignments can be incremental
  - Assignments change
    » Illness
    » New employees
    » Employees who quit
    » Schedule adjustments
    » Star programmers

- Interfaces are tremendously important
  - “Contracts” among modules
Coding

- FIRST MAKE IT WORK CLEANLY
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Code Optimizations

- Only make optimizations to a cleanly working module if absolutely necessary
  - Performance
  - Memory usage
- Isolate these optimizations
- Document these optimizations

*Empirical evidence has proven that these optimizations are rarely needed and that if they are needed, they are only needed in a few critical places*
Defensive Programming

◆ Make your code robust and reliable
  – Use assertions
  – Use tracing
  – Handle, do not ignore, exceptions
    » Contain the damage caused
    » Garbage in does not mean garbage out
  – Anticipate changes
  – Check return values
◆ Plan to be able to remove debugging aids in the final, deliverable version

Do not sacrifice any of these when facing a deadline
Comments

- Self documenting code does not exist!
  - Meaningful variable names, crisp code layout, and small and simple modules all help...
  - …but they are not enough
- Every module needs a description of its purpose
- Every function needs a description of its purpose, input and output parameters, return values, and exceptions
- Every piece of code that remotely may need explanation should be explained
Unit Tests

- Developer tests the code just produced
  - Needs to ensure that the code functions properly before releasing it to the other developers

- Benefits
  - Knows the code best
  - Has easy access to the code

- Drawbacks
  - Bias
    » “I trust my code”
    » “I always write correct code”
  - Blind spots
Code Reviews (“Walk-throughs”)

- Developer presents the code to a small group of colleagues
  - Developer describes software
  - Developer describes how it works
    » “Walks through the code”
  - Free-form commentary/questioning by colleagues

- Benefits
  - Many eyes, many minds
  - Effective

- Drawbacks
  - Can lead to problems between developer and colleagues
Inspections

- Developer presents the code to a small group of colleagues
  - Colleagues look for predefined types of errors
    » Checklists
  - Colleagues read code beforehand
  - Moderator leads discussion

- Benefits
  - Avoids personal “attacks”
  - Effective

- Drawbacks
  - Only verifies code with respect to a predefined list of problem areas
Use the Principles

- Rigor and formality
- Separation of concerns
  - Modularity
  - Abstraction
- Anticipation of change
- Generality
- Incrementality