CSE 331
Software Design & Implementation

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Autumn 2012
Module Design and General Style Guidelines
(Based on slides by David Notkin and Mike Ernst)
Style: It isn’t just about fashion…

“Use the active voice.”
“Omit needless words.”

“Don't patch bad code - rewrite it.”
“Make sure your code 'does nothing' gracefully.”
A module is a relatively general term for a class or a type or any kind of design unit in software.

A modular design focuses on what modules are defined, what their specifications are, how they relate to each other, but not usually on the implementation of the modules themselves.
Ideals of modular software

Decomposable – can be broken down into modules to reduce complexity and allow teamwork

Composable – “Having divided to conquer, we must reunite to rule [M. Jackson].”

Understandable – one module can be examined, reasoned about, developed, etc. in isolation

Continuity – a small change in the requirements should affect a small number of modules

Isolation – an error in one module should be as contained as possible
Two general design issues

*Cohesion* – how well components fit together to form something that is self-contained, independent, and with a single, well-defined purpose

*Coupling* – how much dependency there is between components

Guideline: *reduce* coupling, *increase* cohesion

Applies to modules and individual routines

  Each method should do one thing well
  Each module should provide a single abstraction
Cohesion

The most common reason to put data and behavior together is to form an ADT.

There are, at least historically, other reasons to place elements together – for example, for performance reasons it was sometimes good to place together all code to be run upon initialization of a program.

The common design objective of separation of concerns suggests a module should address a single set of concerns.
Coupling

How are modules dependent on one another?
Statically (in the code)? Dynamically (at run-time)? More?
Ideally, split design into parts that don't interact much

An application

A poor decomposition (parts strongly coupled)

A better decomposition (parts weakly coupled)

Roughly, the more coupled modules are, the more they need to be thought of as a single, larger module
Coupling is the path to the dark side

Coupling leads to complexity

Complexity leads to confusion

Confusion leads to suffering

Once you start down the dark path, forever will it dominate your destiny, consume you it will
Law of Demeter
Karl Lieberherr and colleagues

Law of Demeter: An object should know as little as possible about the internal structure of other objects with which it interacts – a question of coupling
Or… “only talk to your immediate friends”
Closely related to representation exposure and (im)mutability
Bad example – too-tight chain of coupling between classes
general.getColonel().getMajor(m).getCaptain(cap)
  .getSergeant(ser).getPrivate(name).digFoxHole();

Better example
general.superviseFoxHole(m, cap, ser, name);
An object should only send messages to … (More Demeter)

itself (this)
its instance variables
its methods’ parameters
any object it creates
any object returned by a call to one of this's methods
any objects in a collection of the above

notably absent: objects returned by messages sent to other objects

Guidelines: not strict rules!
But thinking about them will generally help you produce better designs
God classes

god class: a class that hoards too much of the data or functionality of a system

   Poor cohesion – little thought about why all of the elements are placed together
   Only reduces coupling by collapsing multiple modules into one (which reduces dependences between modules to dependences within a module)

A god class is an example of an anti-pattern – it is a known bad way of doing things
Method design

A method should do only one thing, and do it well – for example, observe but not mutate, …

Effective Java (EJ) Tip #40: Design method signatures carefully

- Avoid long parameter lists
- Perlis: “If you have a procedure with ten parameters, you probably missed some.”
- Especially error-prone if parameters are all the same type
- Avoid methods that take lots of boolean "flag" parameters

EJ Tip #41: Use overloading judiciously

- Can be useful, but don't overload with same number of parameters & think about whether methods really are related.
Cohesion again…

Methods should do one thing well:
- Compute a value but let client decide what to do with it
- Observe or mutate, don’t do both
- Don’t print as a side effect of some other operation

Don’t limit future possible uses of the method by having it do multiple, not-necessarily related things

If you’ve got a method that is doing too much, split it up
- Maybe separate, unrelated methods; maybe one method that does a task and another that calls it
- “Flag” variables are often a symptom of this problem
Field design

A variable should be made into a field if and only if

- It is part of the inherent internal state of the object
- It has a value that retains meaning throughout the object's life
- Its state must persist past the end of any one public method

All other variables can and should be local to the methods in which they are used

Fields should not be used to avoid parameter passing
Not every constructor parameter needs to be a field
Constructor design

Constructors should take all arguments necessary to initialize the object's state – no more, no less
Don't make the client pass in things they shouldn't have to
Object should be completely initialized after constructor is done
Shouldn't need to call other methods to “finish” initialization
Minimize the work done in a constructor
   A constructor should not do any heavy work, such as printing state, or performing expensive computations
If an object's creation is heavyweight, use a static method instead
Choose good names for classes and interfaces

Class names should be nouns
- Watch out for "verb + er" names, e.g. Manager, Scheduler, ShapeDisplayer
- Interface names often end in -able or -ible, e.g. Iterable, Comparable

Method names should be verb phrases
- Observer methods can be nouns like size or totalQuantity
- Many observers should be named with "get" or "is" or "has"
- Most mutators should be named with "set" or similar
- Choose affirmative, positive names over negative ones
  - isSafe not isUnsafe
  - isEmpty not hasNoElements

EJ Tip #56: Adhere to generally accepted naming conventions
Terrible names…

count, flag, status, compute, check, value, pointer, any name starting with my…
  These convey no useful information
  myWidget is a cliché – sounds like picked by a 3-year-old
  What others can you think of?

Describe what is being counted, what the “flag” indicates, etc.
  numberOfStudents, courseFull, flightStatus (still not great),
  calculatePayroll, validateWebForm, …

But short names in local contexts are good:
  Good: for (i = 0; i < size; i++) items[i]=0;
  Bad: for (theLoopCounter = 0;
    theLoopCounter < theCollectionSize;
    theLoopCounter++)
    theCollectionItems[theLoopCounter]=0;
Class design ideals

Cohesion and coupling, already discussed

*Completeness*: Every class should present a complete interface

*Clarity*: Interface should make sense without confusion

*Convenience*: Provide simple ways for clients to do common tasks

*Consistency*: In names, param/returns, ordering, and behavior
Completeness

Leaving out *important* methods makes a class cumbersome to use

- counterexample: A collection with `add` but no `remove` method to select it, but no `setUnhighlighted` method to deselect it
- counterexample: `Date` class has no date-arithmetic features

Related

- Objects that have a natural ordering should implement `Comparable`
- Objects that might have duplicates should implement `equals`
- Almost all objects should implement `toString`
But…

Don’t include everything you can possibly think of
  If you include it you’re stuck with it forever (even if almost nobody ever uses it)

Tricky balancing act: include what’s needed/useful, but don’t make things overly complicated
  You can always add it later if you really need it

  “Everything should be made as simple as possible, but not simpler.”
  - Einstein
Consistency

A class or interface should have consistent names, parameters/returns, ordering, and behavior

Use a similar naming scheme; accept parameters in the same order – not like

```
setFirst(int index, String value)
setLast(String value, int index)
```

Some counterexamples

- `Date/GregorianCalendar` use 0-based months
- `String equalsIgnoreCase, compareToIgnoreCase`
- `but regionMatches(boolean ignoreCase)`
- `String.length(), array.length, collection.size()`
Clarity and Convenience

Clarity: An interface should make sense without creating confusion

Even without fully reading the spec-docs, a client should largely be able to follow his/her natural intuitions about how to use your class – although reading and precision are crucial

Counterexample: Iterator's remove method

Convenience: Provide simple ways for clients to do common tasks

If you have a size/indexOf, include isEmpty/contains, too

Counterexample: System.in is terrible; finally fixed with Scanner
Open-Closed Principle

Software entities should be open for extension, but closed for modification

When features are added to your system, do so by adding new classes or reusing existing ones in new ways

If possible, don't make change by modifying existing ones – existing code works and changing it can introduce bugs and errors.

Related: Code to interfaces, not to classes

Ex: accept a List parameter, not ArrayList or LinkedList

EJ Tip #52: Refer to objects by their interfaces
Cohesion again (“expert pattern”)

The class that contains most of the data needed to perform a task should perform the task.

counterexample: A class with lots of getters but not a lot of methods that actually do work – relies on other classes to “get” the data and process it externally.

Reduce duplication

Only one class should be responsible for maintaining a set of data, even (especially) if it is used by many other classes.
Class invariant: An assertion that is true about every object of a class throughout each object’s lifetime

Ex: A BankAccount's balance will never be negative

State them in your documentation, and enforce them in your code

These are often representation invariants
Documenting a class

Keep internal and external documentation separate
external: /** ... */  Javadoc for classes, interfaces, and methods
  Describes things that clients need to know about the class
  Should be specific enough to exclude unacceptable implementations, but general enough to allow for all correct implementations
  Includes all pre/postconditions and abstract class invariants
internal:  //  comments inside method bodies
  Describes details of how the code is implemented
  Information that clients wouldn't and shouldn't need, but a fellow developer working on this class would want – invariants and internal pre/post conditions especially
The role of documentation
From Kernighan and Plauger

If a program is incorrect, it matters little what the docs say
If documentation does not agree with the code, it is not worth much
Consequently, code must largely document itself. If not, rewrite the code rather than increasing the documentation of the existing complex code. Good code needs fewer comments than bad code.
Comments should provide additional information from the code itself. They should not echo the code.
Mnemonic variable names and labels, and a layout that emphasizes logical structure, help make a program self-documenting
Static vs. non-static design

What members should be static?
- members that are related to an entire class
- not related to the data inside a particular object of that class’s type
- Should I have to construct an object just to call this method?

Examples
- Time.fromString
- Math.pow
- Calendar.getInstance
- NumberFormatter.getCurrencyInstance
- Arrays.toString?
- Collections.sort?
Public vs. private design

Strive to minimize the public interface of the classes
  Clients like classes that are simple to use and understand
  Reasoning is easier with narrower interfaces and specifications

Achieve a minimal public interface by
  Removing unnecessary methods – consider each one
  Making everything private unless absolutely necessary
  Pulling out unrelated behavior into a separate class

**public static** constants are okay if declared **final**
  But still better to have a **public static** method to get the value; why?
  Or use enums if that’s what you’re trying to do
Choosing types – some hints

Numbers: Favor `int` and `long` for most numeric computations

  EJ Tip #48: Avoid `float` and `double` if exact answers are required
  Classic example: Representing money (round-off is bad here)

Favor the use of collections (e.g. lists) over arrays
Strings are often overused since much data comes in as text
Choosing types – more hints

Consider use of **enums**, even with only two values – which of the following is better?

```java
oven.setTemp(97, true);
oven.setTemp(97, Temperature.CELSIUS);
```

Wrapper types should be used minimally (usually with collections)

EJ Tip #49: Prefer primitive types (**int**, **double**) to boxed primitives (that is, **Integer**, **Float**, etc.)

**Bad:** `public Tally(Character ch)`
Independence of views

• Confine user interaction to a core set of “view” classes and isolate these from the classes that maintain the key system data
• Do not put `println` statements in your core classes
  – This locks your code into a text representation
  – Makes it less useful if the client wants a GUI, a web app, etc.
• Instead, have your core classes return data that can be displayed by the view classes
  – Which of the following is better?
    ```java
    public void printMyself()
    public String toString()
    ```