

CSE403 • Software engineering • sp12

Week 7-10				
Monday	Tuesday	Wednesday	Thursday	Friday
<ul style="list-style-type: none">• Joel test & interviewing• No reading	<ul style="list-style-type: none">• Groups	<ul style="list-style-type: none">• Reviews	<ul style="list-style-type: none">• Section	<ul style="list-style-type: none">• Progress report due• Readings out
<ul style="list-style-type: none">• Reading due	<ul style="list-style-type: none">• Groups• Beta due		<ul style="list-style-type: none">• Section	<ul style="list-style-type: none">• Progress report due• Readings out
<ul style="list-style-type: none">• No reading due	<ul style="list-style-type: none">• Groups	<ul style="list-style-type: none">• Midterm II• Reading covered [Notkin gone]	<ul style="list-style-type: none">• No section	<ul style="list-style-type: none">• Progress report due
Memorial Day Holiday	<ul style="list-style-type: none">• Groups	<ul style="list-style-type: none">• Final release due• Project Pres. I	<ul style="list-style-type: none">• Project Pres. II	<ul style="list-style-type: none">• Project Pres. III

Recall information hiding

- The core notion of Parnas' information hiding is connecting design with anticipated change
- Decide on likely changes
- Design interfaces that protect clients from those changes – the interfaces define a contract that the clients can rely on
- Implement the interface based on a best decision
- If the decision later changes, re-implement the interface but continue to satisfy the contract

The information hiding “contract”

- Interfaces define the contract between the client and the implementation
 - The client doesn't care how the contract is implemented
 - The implementation doesn't care how the module is used
- Anticipated changes are supported as they are hidden by the interface

What defines the contract?

- What is included in the contract?
- What is excluded from the contract?

Implied-in-fact contract (wikipedia)

- “Although the parties may not have exchanged words of agreement, their actions may indicate that an agreement existed anyway.
 - *“For example, when a patient goes to a doctor's appointment, his actions indicate he intends to receive treatment in exchange for paying reasonable/fair doctor's fees. Likewise, by seeing the patient, the doctor's actions indicate he intends to treat the patient in exchange for payment of the bill. Therefore, it seems that a contract actually existed between the doctor and the patient, even though nobody spoke any words of agreement. ... In such a case, the court will probably find that ... the parties had an implied contract. If the patient refuses to pay after being examined, he will have breached the implied contract.”*

Can or does such an implied contract hold between a client or clients and an implementation?

Consider

- Oracle produces and publishes an API
- Notkin LLC uses that API and, furthermore, publicly and frequently asks questions about its use of the API
- Oracle later modifies the API
- Notkin LLC's application breaks due to those modifications, which were not mentioned as possibilities during the public interactions
- Was there an implied-in-fact contract?

I have no idea at all! I'm not a lawyer, and I don't even play one on TV.

♥ “It’s complicated”

- Is it the documentation and only the documentation?
- What if the documentation is silent on a point?
- Can the client infer parts of the contract?
- Isn’t the client always right?
- What if multiple clients end up with different expectations for the same implementation?

Clients sometimes get some power

- Compiler directives
 - Implementation has several choices
 - Client can direct the implementation to use a specific choice

register int i;

change a cache size

configure which backend database to use

...

- This somewhat begs the question: the above concerns hold for any specific implementation chosen by the client

This reasoning...

- ...and identification of these problems as arising in programming languages, operating systems, and many more domains
- ...led to the identification (by Kiczales et al.) of the notion of “open implementations”
- An open implementation has a standard “base” interface and a second “meta” interface
 - The meta interface helps the client control aspects of the implementation in explicit ways
- Further work led to the notion of aspect-oriented design and programming – I’ll introduce this with a fly-through of some slides from a Kiczales keynote