



Construx® Software Development Best Practices

Software Engineering: What does it mean,

Why should we care?

Engineering

"... the profession in which a knowledge of the mathematical and natural sciences gained by study, experience, and practice is applied with judgment to develop ways to utilize, economically, the materials and forces of nature for the benefit of mankind"

Engineering = Scientific theory + Practice + Engineering economy

Construx Source: Accreditation Board of Engineering and Technology (http://www.abet.org)





















Construx® Software Development Best Practices

Code Automates "Business"

Example 1: Banking * Policies to enforce What does it mean to be Bank Customer? What does it mean to be Account? Can Customer not have Account? Only one? Many?

• Can Account not have Customer? Only one? Many?

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- What are valid states of Account?
- What are valid balances of Account?
- **•** ...

• . . .

✤ Processes to carry out

- What does it mean to open Account?
- What does it mean to deposit?
- What does it mean to transfer?
- What does it mean to withdraw?
- What does it mean to close?

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Example 2: TCP / IP

- ✤ Policies to enforce
 - What does it mean to be TCP Port?
 - What does it mean to be TCP Connection?
 - Can Port not have Connection? Only one? Many?
 - Can Connection not have Port? Only one? Many?
 - What are valid states of TCP Connection?
 - What are valid IP Addresses for IP Datagram?
 - ...
- Processes to carry out
 - What does it mean to Ack Segment?
 - What does it mean to Window probe?
 - What does it mean to fragment IP Datagram?
 - What does it mean to reassemble IP Datagram?
 - What does it mean when Time to live = 0?

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Dreaded SMS Syndrome							
	•••••• AT&T • 9:41 AM 50% ••• ✓ Messages Pesky User Contact						
	Today 8:32 AM Your stupid software just						
	Wait						
	You never asked						
	Had you asked, I certainly would have told you						
	But you didn't ask, so l thought you already knew 						
Construx	Text Message Send	19					









































To the Computer	
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	
Construx \rightarrow <i>Starting memory address</i>	40

A Huge	mp	roven	nent
001	0	*10	
0010 000) AINDEX,	0	/ AN AUTO-INDEX REGISTER
030	`	+200	
020 734) ዓጥል ውጥ		/ SET ACCCUMULATOR REGISTER TO -1
0201 121	1	TAD HENTE	/ MAKE START ADDRESS OF STRING
0202 301	-	DCA AINDEX	/ PUT THAT INTO AUTO-INDEX REGISTER
0203 141	NXTCH,	TAD I AINDEX	/ GET THE NEXT CHARACTER
0204 745	, ,	SNA	/ AT END OF STRING YET?
0205 561	3	JMP I OSRETN	/ YES, RETURN TO OPERATING SYSTEM
0206 604	5	TLS	/ NO, PRINT THIS CHARACTER
0207 604	L	TSF	
0210 520	7	JMP1	/ WAIT FOR TERMINAL TO FINISH
0211 730)	CLA CLL	/ CLEAR ACCUMULATOR FOR NEXT CHARACTER
0212 520	3	JMP NXTCH	/ GET THE NEXT CHARACTER
0213 760	5 OSRETN,	7605	/ OPERATING SYSTEM RE-ENTRY POINT
0214 021	5 HPNTR,	HELLOW	
0215 031) HELLOW,	"Н	/ THE STRING TO PRINT
0216 030	5	"Е	
0217 031	1	"L	
0220 031	1	"L	
0221 031	/	<i>"</i> 0	
0222 024	,	11 57	/ SPACE CHARACTER
0223 032	7	"W	
0225 031	2	"B	
0226 031	1		
0227 030	1	"D	
0230 024	L	" !	
0231 000)	0	/ NULL CHARACTER TO TERMINATE
Construx	\$		41















Book (Dutline THIS is how to er	iginee	How to Engineer software er software!
 Part <li< th=""><th>t I: Intro and Foundations Introduction Nature of code Fundamental principles Functional and non-functional requirements UML overview Partitioning into domains t II: Semantic modeling Use case diagrams Class models Interaction diagrams State models Partitioning into subdomains Wrapping up semantic modeling t III: Design and code Introduction to design and code Designing interfaces HLD: Classes and operations HLD: Contracts and signatures Detailed design and code</th><th>* * *</th><th>Part III: Design and code (cont)</th></li<>	t I: Intro and Foundations Introduction Nature of code Fundamental principles Functional and non-functional requirements UML overview Partitioning into domains t II: Semantic modeling Use case diagrams Class models Interaction diagrams State models Partitioning into subdomains Wrapping up semantic modeling t III: Design and code Introduction to design and code Designing interfaces HLD: Classes and operations HLD: Contracts and signatures Detailed design and code	* * *	Part III: Design and code (cont)
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