

LESSONS LEARNED
FROM AN
Ada CONVERSION PROJECT

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320505

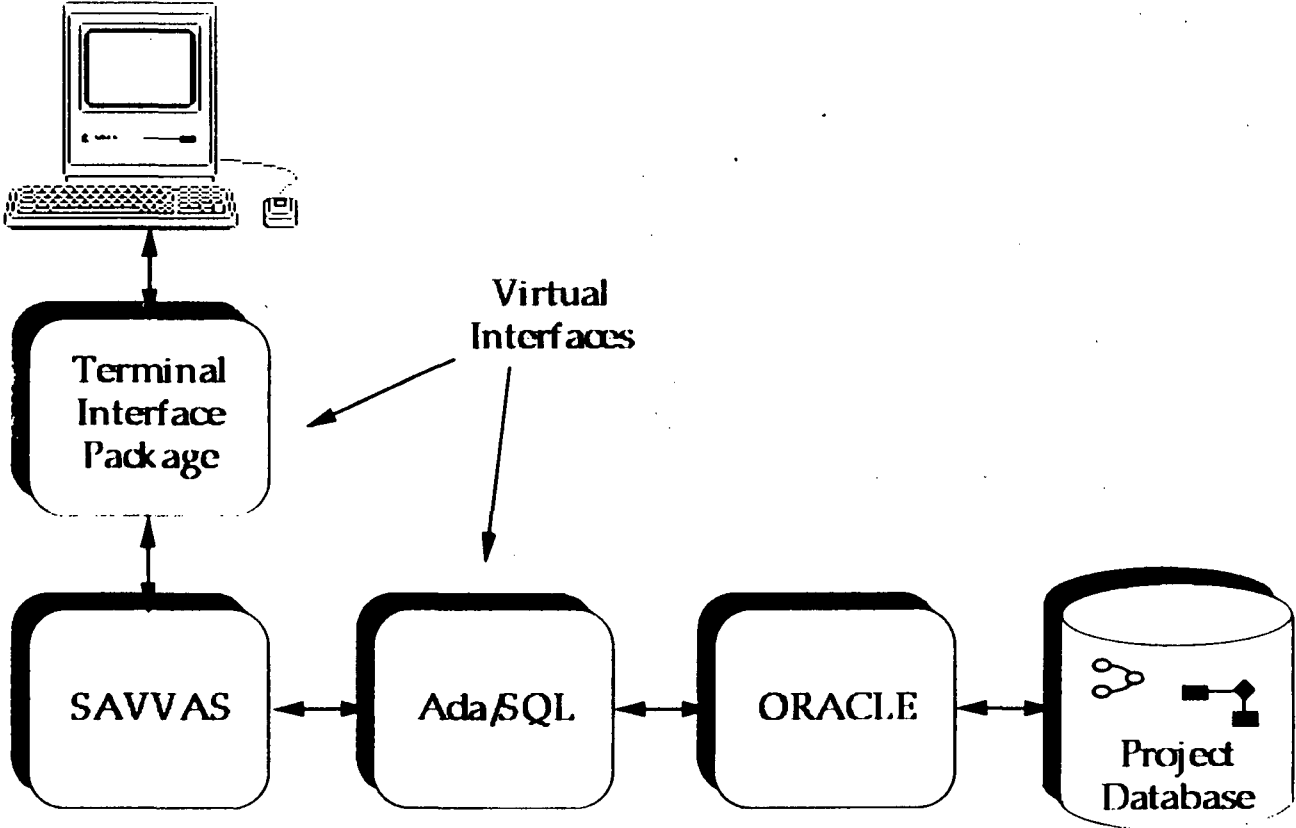
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BACKGROUND

- SOFTWARE AUTOMATED VERIFICATION AND VALIDATION SYSTEM (SAVVAS)
- ORIGINALLY DEVELOPED
 - FOR VAX/VMS
 - USING DEC Ada
- PORTED FOR NASA SPACE STATION SSE
 - TO IBM 3090/VM
 - USING ALSYS Ada

SAVVAS ARCHITECTURE



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SOFTWARE PORTABILITY

Software portability is measured by the relative ease with which software is moved between alternative hardware, compilers, operating system, and other external interfaces.

HOW DO WE IMPROVE PORTABILITY?

- STANDARD LANGUAGE - Ada
- ISOLATION OF NON-PORTABLE CODE
- CONSTRAINTS ON LANGUAGE FEATURES
- VIRTUAL INTERFACES

HISTORY OF ADA

- 1972 DoD recognizes rapid growth of software costs for military systems
- 1975 HOLWG reviews language requirements
- 1979 Ada selected from language design efforts
- 1983 Ada established as an ANSI standard
- 1985 DoD spends \$11 billion on software
- 1987 Ada mandated by DoD directive 5034.2
NASA awards Space Station SSE contract
- 1988 STARS Competing Primes contracts awarded
- 1995 DoD projected software spending is over \$25 billion

ISOLATION OF NON-PORTABLE CODE

- CAPITALIZE ON Ada'S FEATURES
 - PACKAGES
- CLASSES OF DEPENDENT SOFTWARE
 - INPUT/OUTPUT
 - DATABASE ACCESS
 - OPERATING SYSTEM SERVICES

SIMPLE TERMINAL INTERFACE PACKAGE

```
package SIMPLE_TERMINAL_INTERFACE is
    procedure GO_TO_POSITION_(X, Y: in INTEGER);
    procedure DISPLAY_TEXT (MESSAGE: in STRING);
end SIMPLE_TERMINAL_INTERFACE;

with TEXT_IO, use TEXT_IO;
package body SIMPLE_TERMINAL_INTERFACE is
    procedure GO_TO_POSITION_(X, Y: in INTEGER) is
    begin
        -- Send the appropriate code sequence to the terminal.
        -- These are different for varying terminal types.
    end GO_TO_POSITION_;

    procedure DISPLAY_TEXT (MESSAGE: in STRING) is
    begin
        -- Send the message to the terminal.
        -- Including any required code sequences.
    end DISPLAY_TEXT;
end SIMPLE_TERMINAL_INTERFACE;
```

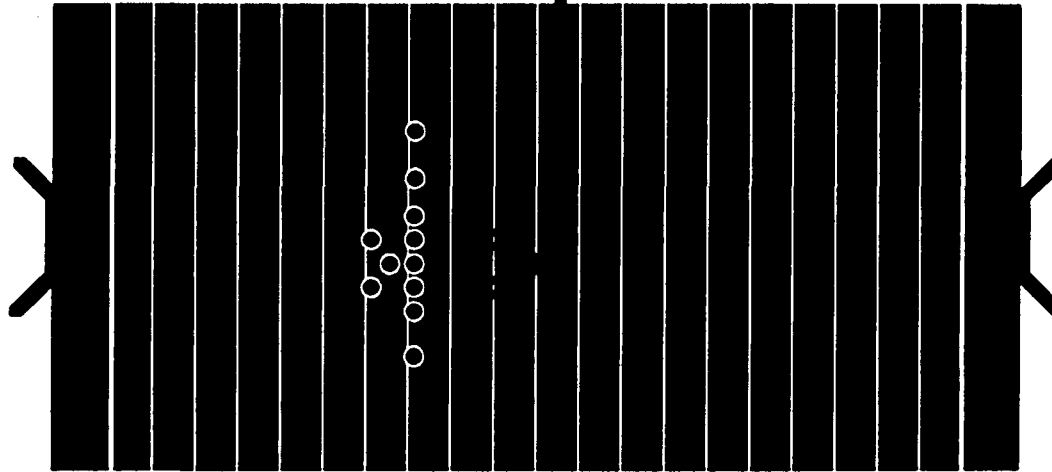
CONSTRAINTS OF LANGUAGE FEATURES

- TASKS
- PRAGMAS
- GENERICS
- EXCEPTION HANDLING

PLAY BY PLAY ANALYSIS

Scoreboard

SAVVAS:
Poor Programming:



	SAVVAS	Poor Practices
• INPUT/OUTPUT	7	7
• PRAGMAS	7	14
• TRAINING EDUCATION	14	21
• EXCEPTION HANDLING	14	24
• DATABASE INTERFACE	21	24
• COMPILER COMPATIBILITY	28	31
• SOFTWARE LAYERING	35	31

ORIGINAL PAGE IS
OF POOR QUALITY

MODIFICATIONS TO THE PLAY BOOK

- CONSISTENT DESIGN METHODOLOGY
- DESIGN AND CODING STANDARDS
- VIRTUAL INTERFACES
- COMPREHENSIVE Ada TRAINING

