Designing Software for Reuse

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Designing Software for Reuse
Outline

- Terminology
- Mindset – Maxims
- The Big Picture
- The 3–C Model
- Science of Programming
- Interface Design Example
- Modularization Example
- Reuse and Implementation Guidelines
Software Reuse
Definitions

- Use
- Reuse
- Useability
- Reusability

Software Reuse Definitions

- Software Reuse
- Software Salvaging
- Carry-over Code
- Reusable Software
- Software Reusability
Software Reuse
Definitions (Webster)

- Use: the act of employing something.
- Reuse: further or repeated use.
- Useability: having utility.
- Reusability: a property that supports reuse.

Definition #1
Software Reuse

Using existing software instead of writing new software.

(a broad definition)
Software Salvaging

The process of locating, extracting and modifying software from an existing application for use in a new application.

Definition #2

Software Reuse

Using existing software

- across time — maintenance
- across environments — porting
- across applications — adaptability
Definition

 Carry – over Code

 Code that is **kept (reused)** from one **version** of an application to another.

 *(same application)*

---

Definition

 Reusable Software

 Software that was **designed to be reused**.

 *(new application)*
Definition

Software Reusability

The degree to which software can be reused for different applications.

- Vertical: within one application domain.
- Horizontal: across application domains.

Software Reuse

Terminology

- Black Box vs Clear Box
- Primitive vs Composite
- Simple vs Tailorable
- Template – Skeleton – Frame
- Generic – Macro
Reuse is..

Something you do all the time.

Not something new.

Not something you always plan on doing.

Not something you always plan on doing again.

Not something we do all the time.

Definitions

Taxonomy

1. Unplanned Reuse
   - Re-hosting
   - Maintenance
   - Salvaging

2. Planned Reuse
   - Portability
   - Adaptability
   - Modularity
Software Reuse
Current Approaches

1. Passive — Composition Technology
2. Active — Generation Technology

A Framework for Reusability Technologies

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Active Approaches to Reuse
Generation Technology

- Macros
- Generics
- Pre-processors
- Application Generators
- 4th Generation Languages
- Parameterized Programming
- Frame-Based Programming
- Generic Architectures/Domain Models
- Constructors (Expert Systems)

Formal Approaches to Reuse
Theory

- Type Theory
- Lambda Calculus
- Conceptual Model for Reusable SW Components:
  - Separate Concept from Context.
  - Separate Concept from Content.
  - Isolate change (context) via parameters.
Software Reuse Maxims

A Perspective on Software Reuse

- Motivation
- Inspiration
- Education

Software Reuse Maxims

Golden Rules of Reusability

Before you can reuse something, you need to

1. find it,

2. know what it does, and

3. know how to reuse it.
Software Reuse Maxims

Rules of Three

1. Before you can develop reusable software you need to have used it *three* times.

2. Before you can reap the benefits of reuse, you need to reuse it at least *three* times.
**Software Reuse Maxims**

Software Reuse is like a savings account before you can collect any interest, you need to make a deposit, and the larger the deposit, the larger the dividend.

---

**The Reuse Mindset**

*Problem:* design and implement a Stack

*FORTRAN Mindset:* an array

*PASCAL Mindset:* a linked list

*Basic Ada Mindset:* a package

*Experienced Ada Mindset:* a generic package

*Advanced Ada Mindset:* a family of generic packages
Software Reuse Maxims

Why is there never enough money
to *do the job right*

BUT

Always enough to *do it over?*

Software Reuse Maxims

Software Reuse:

*The Search for Elegance.*
Software Reuse Maxims

What sets reusable software *apart* is
How it is *put together*.

Software Reuse Maxims

When your *object is Reusable Software*
you need a *methodology* to support it.
Software Reuse Maxims

When you design your software

Top Down

but implement your software

Bottom Up

sometimes it doesn't meet in the middle.

Software Reuse Maxims

For *instance*

Reusable Software Engineers

inherently do it with

*class.*
Software Reuse Maxims

Reusable Software:
it's the type of thing that
makes it most useful.

Evolution of Types

- Mathematical
- Machine Intrinsic
- Built into language
- User Defined (Abstract) Data Types
- Parameterized Types
- Polymorphic Types
- Type Hierarchies
- Derived Types/Subtypes
Software Reuse Maxims

Software Reuse
is the best way to
Reuse Software
again.

Software Reuse Maxims

Reusable Software
has many arguments;
Not Reusable Software
may have too many or too few.
Software Reuse Maxims

It's not easy to make a good CASE for Software Reuse

Software Reuse Maxims

Picture this pipe dream:

Today's Menu: Reuse — Made to order
Today's Special: Macroni Shell Script Delight
Software Reuse Maxims

Ask not what your software can do for you, but what you can do for your software.
Software Reuse Corollary

What is one question that is never answered

NO

more than once in a Japanese Software Factory?

Does a part exist that does this function?

Software Reuse Maxims

The most important quality of

Reusable Software

is that

it is *quality software*. 
A Quality Argument

Given a program made up of \( n \) components

What is the probability (P) that it is correct?

*Assume: the probability each component is correct is 95%*

If \( n = 10 \), \( P = \)

If \( n = 100 \), \( P = \)

Software Reuse Maxims

Software Reuse,

like Quality,

is free.
Software Reuse Maxims

You can make the difference between
Reusable Software
and
Reused Software

Software Reuse Maxims

It’s time to move from
Reusable Software

Techniques and Mythology
to

Technology and Methodology
Software Reuse Maxims

*Ad Hack Reuse:*

*Business as*

*Re-usual*

Software Reuse Maxims

*Software Reuse*

is a good example of

Software Engineering discipline.
The Big Picture

The Programming Process (IBM)

1. Requirements
2. Design
3. Implementation
4. Test
5. Package and Validate
6. Availability

The Big Picture

DOD – STD – 2167

1. Requirements Analysis
2. Preliminary Design
3. Detailed Design
4. Coding and Unit Test
5. System Integration Test
6. Production and Deployment
The Big Picture
Software Reuse Technology

1. Domain Analysis
2. Data Encapsulation and Information Hiding
3. Application Generators, 4GLs and gIBIS
4. Object-Oriented Programming Languages
5. Formal/Rigorous Verification
6. Promotion and Sales

The Big Picture
Programming For Reuse

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<td>Structure</td>
<td>Dependencies</td>
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The Big Picture
Programming Taxonomy

- exploratory
- by difference
- by analogy
- by contracting
- by subcontracting
- for Reuse
- with Reuse
- in the Old
- in the New

The Big Picture
Programming Taxonomy

- in the small
- in the large
- at large
- with the large
- for the many by the many
- for the many by the few
- for the few by the many
- for the few by the few
Conceptual Model
Reuseable Software Components

- Context
- Concepts
- Content
  - Context
  - Concepts
  - Content

Conceptual Model
Context

- "Language shapes thought"
  - Inheritance
  - Genericity/Parameterization
  - Importation
- Binding time
  - Compile time
  - Load/Bind time
  - Run Time
Conceptual Model

Concepts

- Concept: - *What*
- Content: - *How*
- Context:
  1. Conceptual - *relationship*
  2. Operational - *with/to what*
  3. Implementation - *trade-offs*

Context: what is needed to complete the definition of a concept or content within an environment. (*Latour*)

Software Components

Formal Foundations

- Horizontal Structure
  1. type inheritance
  2. code inheritance
- Vertical Structure
  - implementation dependencies
  - virtual interfaces
- Generic Structure
  - variations/adaptations
Conceptual Model

Example

- Concept: Stack
  - Operational Context: Element/Type
  - Conceptual Context: Deque
  - Implementation Context: Sequence

Conceptual Model

Example

- Stack Implementation
  1. Inherit Deque
  2. Use an array
  3. Use a linked-list
     - memory management
     - no memory management
     - concurrent access
Hyperprogramming Example

Make with View

make Integer_Set

LIL_Set [Integer_View]
end;

view Integer_View :: Triv = Standard

types (Element = Integer);
end;

---

Megaprogramming Example

Stack -> Deque

make Deque [Triv]

Stack [Triv]

* (rename (Push = > Push_Left) (Pop = > Pop_Right)) (Stack = > Deque)

* (add Push_Left, Push_Right)
end;
Megaprogramming Example
Make with Vertical Composition

make Short_Seq is
  LIL_Seq
    -- horizontal composition
needs (List_Theory -> List_Array)
    -- vertical composition
end;

LILEANNA Example
Package Expressions

make New_Ada_Logic_Interface is
  Identifier_Package +
  Clause_Package*(hide Copy) +
  Substitution_Package +
  Database_Package +
  Query_Package*(add function Query_Fail (C, Clause;
    L: List_of_Clauses)
    return Boolean)
end;
*(rename (Query_Answe -> Query_Results))
The Science of Programming

David Gries

Springer – Verlag – 1981

- Propositions and Predicate Calculus
- Programming Principles/Strategies
  - Developing the proof along with the program
  - Precondition and Postconditions
  - What to put in formalism or put in English

Programming Principle #1

A program and its proof should be developed hand-in-hand, with the proof usually leading the way.

- It’s too hard to prove an existing program correct.
- Need balance between Formality and Common Sense.
  - Formality alone $\Rightarrow$ incomprehensible detail.
  - Common sense alone $\Rightarrow$ allows too many errors.
Programming Principle #2

Use theory to provide insight. Use common sense and intuition where it is suitable, but fall back on the formal theory for support when difficulties and complexities arise.

- Proof versus Test Case Analysis
- Test cases don't always give insight
- Don't Program from Example

Programming Principle #3

Know the properties of the objects that are to be manipulated by the program.

- Data Refinement
- Data Encapsulation
**Programming Principle #4**

Never dismiss as obvious any fundamental principle, for it is only through conscious application of such principles that success will be achieved.

- Recognize a Principle /= Applying a Principle
- QWERTY style of programming
- One programs into a language, not in it.

**Programming Principle #5**

Programming is a goal-oriented activity.

- Insight from postcondition
- Abstraction = Simplification/Layers
- Precondition = Interface check
- Prove/Work *Backward*
Programming Principle #6,#7

Before attempting to solve a problem, make absolutely sure you know what the problem is.

Before developing a program, make precise and refine the pre— and postconditions.

- Specification = What a program is to do.
- Abstraction = Simplification of specification
- Non— Determinism allows greater freedom in design

Programming Principle #8

All other things being equal, make the guards of an alternative command as strong as possible, so that some errors will cause abortion.

- Inline test = Assertion
- Test/document if what you think is valid holds.
Programming Principle #9

All other things being equal, make the guards of a loop as weak as possible, so that an error may cause an infinite loop.

- It takes 3 runs to debug a loop
  1. Once too many
  2. Once too few
  3. Just right
- Establish guards (end points)
- Establish loop invariants

Programming Principle #10

Introduce a variable only when there is a good reason for doing so.

- User optimization?
- What are compilers good at?
- Abstraction
Programming Principle #11

Put suitable bounds on each variable introduced.

- Abstract data type
- Static/Dynamic checking

Programming Principle #12

Introduce a name to denote a value that is to be determined.

- Define basic concepts for notation
- Avoid over-specifying
- Methodology = Top-down and Bottom-up
Programming Principle #13

The more guarded commands and the weaker their guards, the easier it may be to develop a correct program.

- Dual paradigm approach
- Develop proof to gain insight into program.

Programming Principle #14

Program into a programming language, not in it.

- Procedural Refinement
- Data Refinement
- Use the data structure that matches the problem.
Programming Principle #15

Keep the number of different cases to a minimum.

- Generalize
- Look for other methods of expression.
- Postpone decisions as late as possible.

Programming Principles

Summary

Resolve ambiguities and unknowns at specification time.

Design (and test case analysis) comes before coding.

Program into a programming language, not in it.
Interface Design

Sorting Example

Requirement:
- Implement a Sort Routine

Sorting Example

Missing Specifications

- Sort what kind of data?
  - Predefined (e.g., Integer, Float, ...)
  - User Defined (e.g., record, private)
- Sort what kind of data structure?
  - Array
  - Linked List
  - File

Does it matter?
Sorting Example
Missing Specifications

- What are the environment constraints?
  - OS dependencies
  - Concurrency
  - Error conventions
  - Size of data/execution speed

- How is this going to be used?
  - Function or Procedure call
  - Default Parameters
  - Single/multiple data types

Does it matter?

Sorting Example
It Does Matter

- Sort what kind of data?
  - Predefined (e.g., Integer, Float, ...)
    - can assume availability of "=" and "<"
  - User Defined (e.g., record)
    - need to know "=" and "<" are available
Sorting Example

It Does Matter

• Sort what kind of data structure?
  – Array
    • Can use indexing to access list.
    • What are the indexes?
  – Linked List
    • need way to manipulate data structure
      – Next
      – End
      – Length
  – File

• What are the environment constraints?
  – OS dependencies
    • I/O
  – Concurrency
    • Is data shared?
  – Error conventions
    • Exceptions?
    • Error flag?
    • Formal generic procedure?
    • State of data on error exit?
  – Size of data/execution speed
    • Algorithm
Sorting Example

It Does Matter

- How is this going to be used?
  - Function call
    - Can't Sort in place
    - Could run out of storage
  - Procedure call
    - What should the parameter sequence be?
    - algorithm selection as a parameter?
  - Defaults
    - algorithm?
    - what about generic arguments?
  - Generic
    - how many formats in package?
    - what are the formal parameters?

Sorting Example

Signatures

type D_Str is ...

function Bubble_Sort (X: D_Str) return D_Str;

function Quick_Sort (X: D_Str) return D_Str;
Sorting Example

Signatures

type Algorithm is (Bubble_Sort, Quick_Sort);

function Sort (A: Algorithm; X: D_Str)
  return D_Str;

function Sort(X: D_Str;
  A: Algorithm := Bubble_Sort)
  return D_Str;

function Sort (X: D_Str) return D_Str;
  -- Heuristic on size of X

procedure Bubble_Sort(X: in out D_Str);

procedure Bubble_Sort(X_In: in D_Str;
  X_Out: out D_Str);

procedure Bubble_Sort(X_In: in D_Str;
  X_Out: in out D_Str);

procedure Bubble_Sort(X_Out: out D_Str;
  X_In: in D_Str);
Sorting Example

Signatures

procedure Sort ( X: in out D_Str;
A: Algorithm := Bubble_Sort );

Residual Control

procedure Set_Algorithm ( A: Algorithm);

procedure Sort ( X: in out D_Str);

Interface Modification

New Requirements

- Add metrics:
  - Number of comparisons
  - Number of swaps
Interface Modification
Alternatives

- Add two new parameters to each signature
- Add one new parameter to each signature (record)
- Replace Algorithm with Options record
- Add a new operation to report results.
- Add a new operations with new parameters

Interface Modification
Alternatives

- Add two new parameters to each signature
  - Have to change all calls
  - No growth potential
  - Signatures become cluttered
**Interface Modification**

**Alternatives**

- Add one new parameter to each signature (record)
  - Have to change all calls
  + Some growth potential
  - What order with other options?

- Replace Algorithm parameter with Options record
  + Growth potential
  - Still have to change all calls
Interface Modification
Alternatives

- Add a new operation to report results.
  + Don't need to change any calls
  + Good growth path
  + Keeps interface clean.
  - Problems in concurrent applications.

Interface Modification
Alternatives

- Add new operations with new parameters
  + Don't need to change any calls
  + Good growth path
  + No problems in concurrent applications.
  - Clutters interface.
Parameterization Conventions

Style

- No functions
- Limit number of parameters
- Operation/options tradeoff
- Residual control/options list tradeoff
- Categorize operations
  - Selectors
  - Constructors
  - Iterators
  - Control

Parameterization Conventions

Parameter Ordering

- Operands appear before options
- in parameters appear before in parameters
- defaults for control parameters
- options organized as an aggregate (record)
- default option under functional control
Parameterization Conventions
Internal versus External Parameters

- Command line options
- Input options
- Option file
- Input option file name
- Explicit default files for options

Parameterization Conventions
Issues Not Addressed

- Documentation
- Fire walls
- Intelligent defaults
- Application generators
- Expert system guidance
- Polymorphism
Modularization: A Case Study for Reuse in Ada

- Example: *deque*
  - Pop/Push/Print
- Forms
  - Functions
  - Abstract Data Object
  - Abstract Data Type
  - Parameterized Abstract Data Type
- Composition Techniques
  - black box
  - program templates
  - functional composition
  - repackaging

Interface Design

- Naming Conventions
- Use of Global Data
- Types and Number of Parameters
- Use of Functions or Procedures
- Use of Default Values
- Documentation
Functional Decomposition

Procedural Style

package Deque_FD_1 is
  -- declarations for Element_Type and Deque_Type
  procedure Push_Front ( Value : in Element_Type; Deque : in out Deque_Type );
  procedure Push_Rear ( Value : in Element_Type; Deque : in out Deque_Type );
  procedure Pop_Front ( Value : out Element_Type; Deque : in out Deque_Type );
  procedure Pop_Rear ( Value : out Element_Type; Deque : in out Deque_Type );
  procedure Print ( Deque : in Deque_Type );
end Deque_FD_1;


Functional Decomposition

Pure Functional Approach

package Deque_FD_2 is
  -- declarations for Element_Type and Deque_Type
  function Push_Front ( Value : in Element_Type; Deque : in Deque_Type ) return Deque_Type;
  function Push_Rear ( Value : in Element_Type; Deque : in Deque_Type ) return Deque_Type;
  function Top_Front ( Deque : in Deque_Type ) return Deque_Type;
  function Top_Rear ( Deque : in Deque_Type ) return Deque_Type;
  function Pop_Front ( Deque : in Deque_Type ) return Element_Type;
  function Pop_Rear ( Deque : in Deque_Type ) return Element_Type;
  procedure Print ( Deque : in Deque_Type );
end Deque_FD_2;
Functional Decomposition
Name/Parameter Tradeoffs

package Deque_FD_3 is
    type Location_Type is (Front, Rear);
    procedure Push ( Value : in Element_Type; Deque : in out Deque_Type;
                    Direction : in Location_Type );
    procedure Pop ( Value : out Element_Type; Deque : in out Deque_Type;
                    Direction : in Location_Type );
    procedure Print ( Deque : in Deque_Type );
end Deque_FD_3;

Functional Decomposition
Side Effects (Operational)

package Deque_FD_4 is
    type Location_Type is (Front, Rear);
    procedure Put_In ( Direction : in Location_Type );
    procedure Push ( Value : in Element_Type; Deque : in out Deque_Type );
    procedure Pop ( Value : out Element_Type; Deque : in out Deque_Type );
    procedure Print ( Deque : in Deque_Type );
end Deque_FD_4;

package Deque_FD_5 is
    procedure Put_In_Front;
    procedure Put_In_Rear;
    -- same operations as in the previous example
end Deque_FD_5;
Functional Decomposition
Side Effects (Global Data)

package Deque_FD_6 is
  -- declarations for Element_Type and Deque_Type
  type Location_Type is (Front, Rear);
  Location : Location_Type;
  -- same operations as in the previous example
end Deque_FD_6;

Deque Abstract Data Object
Visible Data Representation

package Deque_ADO_1 is
  type Element_Type is new Natural;
  type Location_Type is (Front, Rear);
  The_Deque : array (1 .. 100) of Element_Type;
  Top,
  Bottom : Integer range 0 .. The_Deque'Last := 0;
  procedure Push (Value : in Element_Type; Into : in Location_Type);
  procedure Pop (Value : out Element_Type; Out_of : in Location_Type);
  procedure Print;
end Deque_ADO_1;
Deque Abstract Data Object
Visible Data Representation

Analysis

• **Reuse Potential:**

• **Abuse Potential:**

• **Change Analysis:**

Deque Abstract Data Object
Hidden Data Representation

package Deque_ADO_2 is

  type Element_Type is new Natural;

  procedure Push_Front ( Value : in Element_Type );
  procedure Push_Rear ( Value : in Element_Type );

  procedure Pop_Front ( Value : out Element_Type );
  procedure Pop_Rear ( Value : out Element_Type );

  procedure Print;

end Deque_ADO_2;
Deque Abstract Data Object
Hidden Data Representation

Analysis

• Reuse Potential:

• Abuse Potential:

• Change Analysis:

Deque Abstract Data Type
Visible Type Implementation

package Deque ADT_1 is

    Deque_Size : constant := 100;

    type Element_Type is new Natural;
    type Deque_Index_Type is range 1 .. Deque_Size;
    type Location_Type is ( Front, Rear );

    type The_Deque is array ( Deque_Index_Type ) of Element_Type;

    type Deque_Type is
        record
            Top, Bottom : Deque_Index_Type;
            Empty : Boolean := true;
            List : The_Deque;
        end record;

    procedure Push ( Value : in Element_Type; Onto : in out Deque_Type;
                    Direction : in Location_Type );

    procedure Pop ( Value : out Element_Type; From : in out Deque_Type;
                    Direction : in Location_Type );

    procedure Print ( Value : in Deque_Type );

end Deque ADT_1;
Deque Abstract Data Object
Visible Type Implementation

Analysis

• Reuse Potential:

• Abuse Potential:

• Change Analysis:

Deque Abstract Data Type
Data Encapsulation: Array Implementation

package Deque_ADT_A is

  type ElementType is new Natural;
  type Location_Type is (Front, Rear);

  type Deque_Type (Deque_Size : Positive := 100) is private;

  ... Same operations as in the previous example...

  private

    subtype Deque_Max_Size is Positive range 1 .. 100;

    type The_D,eque is array (Deque_Max_Size range <> ) of ElementType;

    type Deque_Type (Deque_Size : Positive := 100) is record
        Top,
        Bottom : Positive;
        Empty : Boolean := true;
        List : The_D,eque (1 .. Deque_Size);
    end record;

end Deque_ADT_A;
Deque Abstract Data Object
Data Encapsulation: Array Implementation

Analysis
• Reuse Potential:

• Abuse Potential:

• Change Analysis:

Deque Abstract Data Type
Data Encapsulation: Linked List Implementation

package Deque ADT L is
   -- Same operations and type declarations as in the previous example.
   private
      type Node;
      type Link, Type is access Node;
      type Deque Type (Deque Size : Positive := 100) is record
         Top,
         Bottom : Link, Type := null;
      end record;
      type Node is record
         Value : Element, Type;
         Previous,
         Next : Link, Type := null;
      end record;
   end Deque ADT L;
Deque Abstract Data Object
Data Encapsulation: Linked List Implementation

Analysis
- Reuse Potential:
- Abuse Potential:
- Change Analysis:

package Deque.ADT; is
    type Natural_Type is new Natural;
    type Float_Type is new Float;
    type Element_Types is (Natural,Kind,Float,Kind);
    type Element_Type (Kind:Element_Types := Natural,Kind) is record
        case Kind is
            when Natural,Kind => Natural,Value : Natural,Type;
            when Float,Kind => Float,Value : Float,Type;
        end case;
    end record;
    type Location_Type is (Front,Rear);
    type Deque_Type (Deque_Size:Positive := 100) is private;
    -- Same operations as in the previous example.
    private
        -- Same type declarations as in the previous example.
    end Deque.ADT;
Deque Abstract Data Object

Data Encapsulation: Heterogeneous Elements

Analysis

• *Reuse Potential:*

• *Abuse Potential:*

• *Change Analysis:*

Parameterized (Generic) ADT

Generic Deque: Array Implementation

generic
type Element, Type is private;
Default, Deque, Size : Positive := 100,
with procedure Print ( Value : Element, Type )
package Deque_GADTA is
type Location, Type is ( Front, Rear );
type Deque, Type ( Default, Deque, Size ) is private;
-- Same operations as in the previous example.
private
-- Same as in section 5.1
end Deque_GADTA;
Parameterized (Generic) ADT

Generic Deque: Array Implementation

Analysis

- **Reuse Potential:**
  
- **Abuse Potential:**
  
- **Change Analysis:**
  

Parameterized (Generic) ADT

Deque: Linked List Implementation

```plaintext
generic
  -- Same generic formal parameters

package Deque,GADT,L is
  -- Same operations and declarations as in the previous example
  private
    -- Same type declarations as example 5.2
end Deque,GADT,L;
```
Parameterized (Generic) ADT
Deque: Linked List Implementation

Analysis

• Reuse Potential:

• Abuse Potential:

• Change Analysis:

Parameterized (Generic) ADT
Generic Deque: Hidden Implementation

generic
  -- Some generic formal parameters

package Deque, GADT; X is
  -- Some operations and declarations as in the previous example
private

  type Deque;
  type Deque, Pointer is access Deque;

  type Deque, Type (Deque, Size: Positive := 100) is
  record
    Value : Deque, Pointer;
  end record;

end Deque, GADT; X;
Parameterized (Generic) ADT
Generic Deque: Hidden Implementation

Analysis

- Reuse Potential:
- Abuse Potential:
- Change Analysis:

Reusability Assessment
Understandability

- selecting the proper operation
- supplying the right actual subprogram parameter
- declaring a variable of a certain type
- specifying actual generic parameters
- modifying the package specification
- modifying the package body
Reusability Assessment

Summary of Interface Styles

- Package Format
  - functional decomposition with no state
  - functional decomposition with residual control
    abstract data object
  - abstract data type
  - parameterized (generic) ADT/ADO, etc.
- retain data and control state information
- tradeoff: Operations/parameters

Summary of Interface Styles

- State data can be
  - hidden in the package body
  - protected in a private section
  - exposed in the specification
- Data Encapsulation protects integrity of data.
- Data Encapsulation limits reusability.
- Private data is useful for documentation and modification.
- Hiding state and control data requires more effort to modify but makes for a cleaner interface.
Composition
Deque -> Stack/Queue

- Abstract Data Object ->
  - Abstract Data Object
- Abstract Data Type ->
  - Abstract Data Object
  - Abstract Data Type
- Generic Abstract Data Type ->
  - Abstract Data Object
  - Abstract Data Type
  - Generic Abstract Data Type

Ada Reuse Mechanisms

- with clause
- rename statement
- subtype declaration
- derived type declaration
Stack ADO from Deque ADO
Using Derived Types

with Deque ADO1;
package St_01 is
     package DQ renames Deque ADO1;
     type Element_Type is new DQ.Element_Type;
     procedure Push ( Value : in Element_Type );
     procedure Pop ( Value : out Element_Type );
     procedure Print renames DQ.Print;
end St_01;

package body St_01 is
     procedure Push ( Value : in Element_Type ) is
          begin
               DQ.Push ( DQ.Element_Type( Value ), Direction => DQ.Front );
          end Push;
     procedure Pop ( Value : out Element_Type ) is
          begin
               Pop ( Value, Direction => DQ.Front );
          end Pop;

     -- procedure Print is taken care of in the specification
end St_01;

Stack ADO from Deque ADT
Using Subtypes

with Deque ADO1;
package St_1 is
     package DQ renames Deque ADO1;
     subtype Element_Type is DQ.Element_Type;
     procedure Push ( Value : in Element_Type );
     procedure Pop ( Value : out Element_Type );
     procedure Print;
end St_1;

package body St_1 is
     Stack1 : DQ.Deque_Type;  -- declare the object
     procedure Push ( Value : in Element_Type ) is
          begin
               DQ.Push ( Value, Stack1, Into => DQ.Front );
          end Push;
     procedure Pop ( Value : out Element_Type ) is
          begin
               DQ.Pop ( Value, Stack1, OutOf => DQ.Front );
          end Pop;
     procedure Print is
          begin
               DQ.Print( Stack1 );
          end Print;
end St_1;
Queue ADT from Deque ADT Using Subtypes

with Deque FD;
package QADT1,DADT1 is
  package DQ renames Deque FD;
  subtype Element_Type is DQ.Element_Type;
  subtype Queue_Type is DQ.Deque_Type;
  procedure Push ( Value : in Element_Type;
                  Deque : in out Queue_Type ) renames DQ.PushFront;
  procedure Pop ( Value : out Element_Type;
                 Deque : in out Queue_Type ) renames DQ.PopRear;
  procedure Print ( Value : in Stack_Type ) renames DQ.Print;
end QADT1,DADT1;

Stack ADO from Generic Deque ADT

package SADO1,DGADT1 is
  subtype Element_Type is Integer;
  procedure Push ( Value : in Element_Type );
  procedure Pop ( Value : out Element_Type );
  procedure Print;
end SADO1,DGADT1;

with Deque,GADT A;
with Text.IO, use Text.IO;
package body SADO1,DGADT1 is
  package Int.IO is new Integer.IO(Integer);
  procedure Print( N : in Integer );
  package DQ is new Deque,GADT1( Integer, 100, Print );
  Stack1 : DQ.Deque_Type;  -- Declare the object.
  procedure Print( N : in Integer ) is
    begin
      Put( N );
      end Print;
  .  -- See section 8.3.1 for implementation of Push, Pop and Print.
end SADO1,DGADT1;
Queue ADT from Generic Deque ADT

with Deque.GADT1;
package QADT1 was
datatype Element_Type is integer;
type Queue_Type is private
procedure Push (Value : in Element_Type; onto : in out Queue_Type);
procedure Pop (Value : out Element_Type; from : in out Queue_Type);
procedure Print (Value : in Queue_Type);
end QADT1;
package body QADT1 is
begin
end body QADT1;
end QADT1;

Stack Generic ADT from Generic Deque ADT

with Deque.GADT1;
generic

type Element_Type is private;
Default.Stack_Size : Positive := 100;
with procedure Print(Value : Element_Type) is <>;

package SGADT1.DGADT1 is

type Stack_Type is private;

procedure Push (Value : in Element_Type; onto : in out Stack_Type);
procedure Pop (Value : out Element_Type; from : in out Stack_Type);
procedure Print (Value : in Stack_Type);

private
package DQ is new Deque.GADT1(Element_Type, Default.Stack_Size, Print);
type Stack_Type is new DQ.Deque_Type;

end SGADT1.DGADT1;
package body SGADT1.DGADT1 is

end SGADT1.DGADT1;
Software Reuse Rules of Thumb
The Questions

1. What software *should* be made reusable?

2. *How* is software made reusable?

Software Reuse Rules of Thumb
The Answers

1. To identify software for reuse, factor out commonality.

2. To develop reusable software, separate context from concept and content.
Factoring Out Commonality
The Questions

1. What software is common among most applications?

2. What software is common within a specific application domain?

Domain Analysis
Biggerstaff's Guidelines

A good domain for reuse is one that

1. encompasses well understood abstractions,

2. has only a few data types,

3. depends on an underlying technology that is stable, and

4. has standards within the problem domain.
Software Reuse Maxim

Before software can be reusable, it needs to be useful.

Separating Context
Sort Example

1. Data: (e.g., payroll records, student grades)
2. Data Structure: (e.g., linked list, an array, or in a file)
3. Variations: (e.g., ascending or descending order)
4. Hardware Dependencies:
5. Operating System/Data Base Dependencies:
6. User Interface:
Software Reuse Maxim

Before software can be reusable, it needs to be useable.

Software Reuse Rules of Thumb Corollaries

1. Separate the interface from the implementation.

2. Isolate dependencies through virtual interfaces.

Separate Concept from Content
Reuse Checklist

Strategy

Domain Analysis:

factoring out commonality and factoring in generality.

Design for Reuse:

separating context from content through modularization and parameterization.

Domain Analysis

What software should be made reusable?

- What is common among software applications?
  - Common implementation language?
  - Written for the same operating system?
  - Uses the same data – base system?
  - Has the same user interface?
  - Works on the same hardware platform?
  - Has the same functionality?
Domain Analysis
Checklist

- What is common among versions of a certain application?
  - Common modularity? Are some of each system's modules the same, or similar?
  - Written for the same operating system?
  - Uses the same data - base system?
  - Has the same user interface?
  - Works on the same hardware platform?
  - Has the same functionality?

- What is common between current versions and future applications?

- How many future applications will be similar to current implementations?

- What kind of changes in requirements can be envisioned for future versions of existing applications?
Domain Analysis

Checklist

- What is common between current versions and future applications?
  - Written for the new operating system?
  - Uses a new database system?
  - Has a new user interface?
  - Works on a different hardware platform?

Domain Analysis

Checklist

- Can a business case be made to justify the cost of creating a baseline?
- Can a business case be made to justify the cost of creating an application generator?
- Can these questions be answered by in-house experts?
- Is management willing to support the development, documentation, maintenance and training effort to support reuse?
Design for Reuse
(How to make software Reusable?)

- What is the best way to modularize the application for reuse?
  - Can operations be grouped that work on the same kind of data (abstract data type)?

- Can global data be eliminated or encapsulated in modules along with the operations that manipulate it (data encapsulation)?

- Can implementations be separated from interfaces (program families)?

Design for Reuse
Checklist

- Can algorithms be generalized to work on different
  - hardware,
  - operating systems,
  - I/O devices,
  - user interfaces, or
  - data structures/data bases?
Design for Reuse

Checklist

- Can virtual interfaces be defined to separate
  - hardware,
  - operating system,
  - I/O,
  - user interface, or
  - data structure/data – base dependencies?

Design for Reuse

Checklist

- What documentation is necessary to help the user
  - reuse,
  - locate,
  - understand, or
  - modify the software?
Design for Reuse
Checklist

- Can the domain of applicability of a function or module be increased through parameterization?

- Can tests be built in to assure parameters are correct on invocation?

- Can tests be built in to assure parameters are correct on instantiation?

Software Reuse Rules of Thumb
The Answers

1. To identify software for reuse, factor out commonality.

2. To develop reusable software, separate context from concept and content.
General Reuse Guidelines
Ed Berard

The following *increase* reusability:

- Following standards
- Management encouragement
- Code without language or implementation tricks
- Portable code
- Reliable code
- Functionally cohesive and loosely coupled modules
- Well defined interfaces
- Generality and Robustness
- Conceptual Integrity

Ada Reuse Guidelines
Ed Berard

Reusability is *increased* when using

- meaningful mnemonics
- attributes
- named parameters
- fully qualified names
- precise, concise comments
- subunits and separate compilation
- packages
- generics
- isolated machine dependencies
- isolated application specific dependencies
Ada Reuse Guidelines
Ed Berard

Reusability is *decreased* when using

- literal constants
- use clause
- default values for:
  - discriminants
  - record field values
  - formal parameters
- optional language features:
  - pragmas
  - unchecked - deallocation
  - unchecked - conversion

Ada Reuse Guidelines
Ed Berard

Reusability is *decreased* when using

- anonymous types
- pre-defined and implementation-defined types
- attention to underlying implementation
- restrictive modules
- assumptions about garbage collection