

CS 520

Theory and Practice of Software Engineering
Spring 2021

Collaborative development

March 4, 2021

Tuesday

- Requirements Engineering
 - Stakeholders
 - Software requirements specification
 - 4 main phases: Elicitation, Specification, Analysis, Management
- Specification
 - Non-functional (commonly called the “ilities”)
 - Functional: Natural Language, Finite State Automata (FSAs), Property Pattern Specifications, Propel

Example: Online banking app

Your project is to develop an online banking app for U.S. customers:

- Supports individual and corporate customers
- Runs on desktops, tablets, and cellphones
- Provides checking and savings accounts
- Each account should support the following transactions:
deposit, withdrawal, transfer.
- ...

Online banking app: Stakeholders

- Customers: individual and corporate
- Bank: tellers, upper management, online help desk
- Financial companies (such as investment firms or credit cards) that want to be linked to customer accounts
- app company: developers (for implementation and testing), beta testers, upper management
- app store company (e.g., Google Play)
- Cloud service or database service
- UI experts: human factors and/or human-computer interaction (HCI)
- Federal agencies: ADA, FDIC, IRS

Online banking app:

Non-functional requirements (“ilities”)

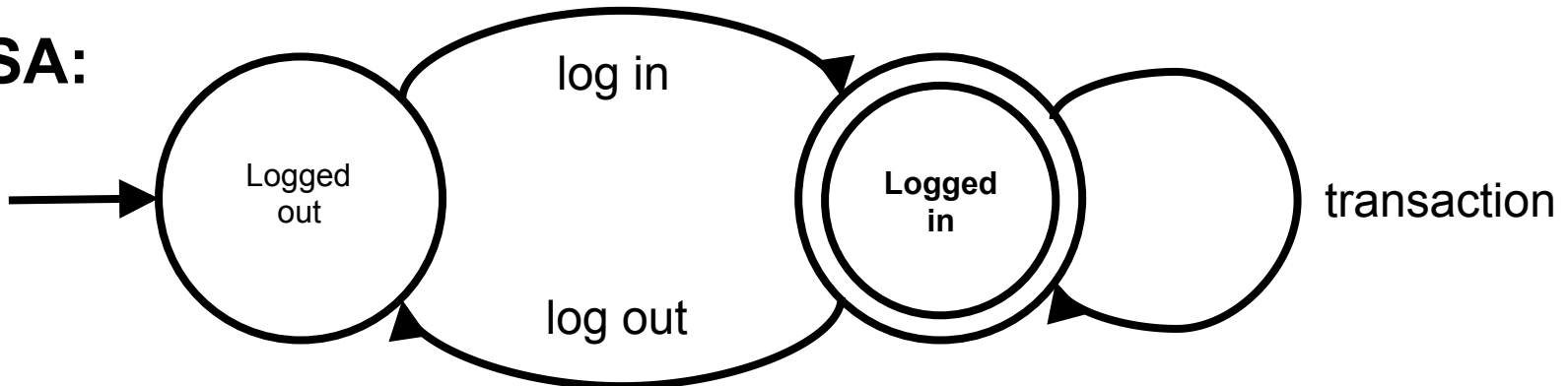
- Scalability
- Reliability
- Availability
- Usability
- Testability
- Extendibility
- Vulnerability
- Supportability
- Security
- Privacy

https://en.wikipedia.org/wiki/Non-functional_requirement

Online banking app: Functional requirements

- **Natural language:** After a banking customer logs in to this app, they can perform transactions on their accounts until they log out of the app

- **FSA:**



Property specification pattern:

- *Scope: Between log in and log out*
- *Behavior: Existence of transaction*

Today

- Agile development
- Scrum
- Pair programming
- Collaborative development exercise
- Final project selection

Agile development

- Fast paced
- Frequent releases
- Developer centered
 - Do we need managers?

Scrum

- A very popular flavor of Agile to rapidly iterate in Sprints
 - Each Sprint develops then releases the product
- Three pillars:
 - Transparency
 - Inspection
 - Adaptation
- Used by large tech companies such as Facebook, Google, Microsoft

<https://www.scrum.org>

Three roles

- Product owner
 - represents the customer specifying the goal
- Development team
 - Performs Sprints
 - delivers software product that satisfies that goal
- Scrum master
 - buffer between team and outside world
 - prevents distractions, barriers

Many aspects of Scrum

- Sprints
- Stand-up meetings
 - What did I do yesterday?
 - What will I do today?
 - Do I see any impediment from our goal?
- Reviews

Pair programming

- Requirements specification, designing, implementing, testing, etc.
- Pair-work facilitates
 - transparency
 - no single point of failure
 - decision making
 - focus
 - creativity

Collaborative development exercise

- Further develop a Figure editor available here:
<https://github.com/LASER-UMASS/cs520-Spring2020.git>
- Form pairs that will collaboratively work on specification, design, and implementation

Figure editor

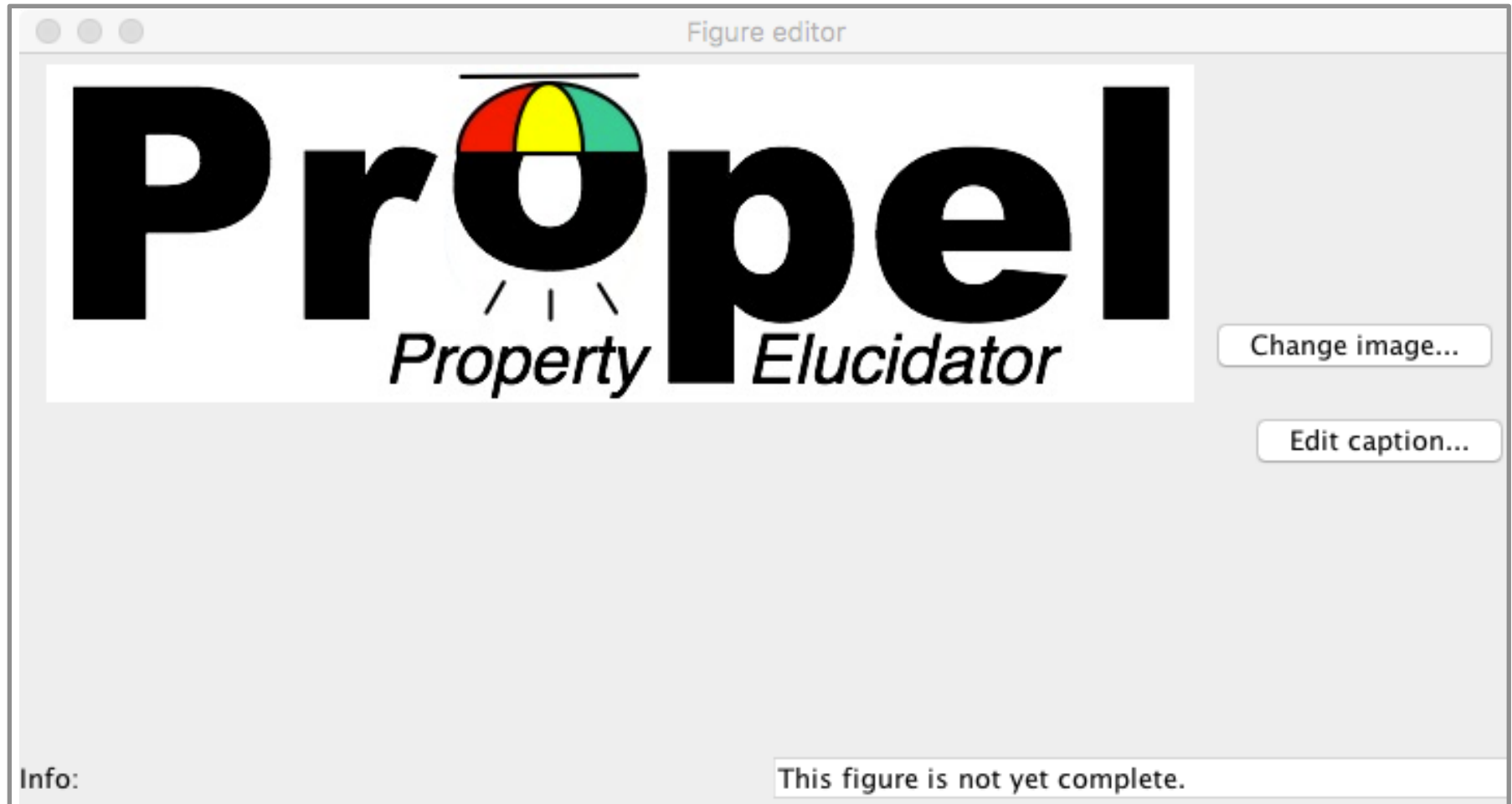
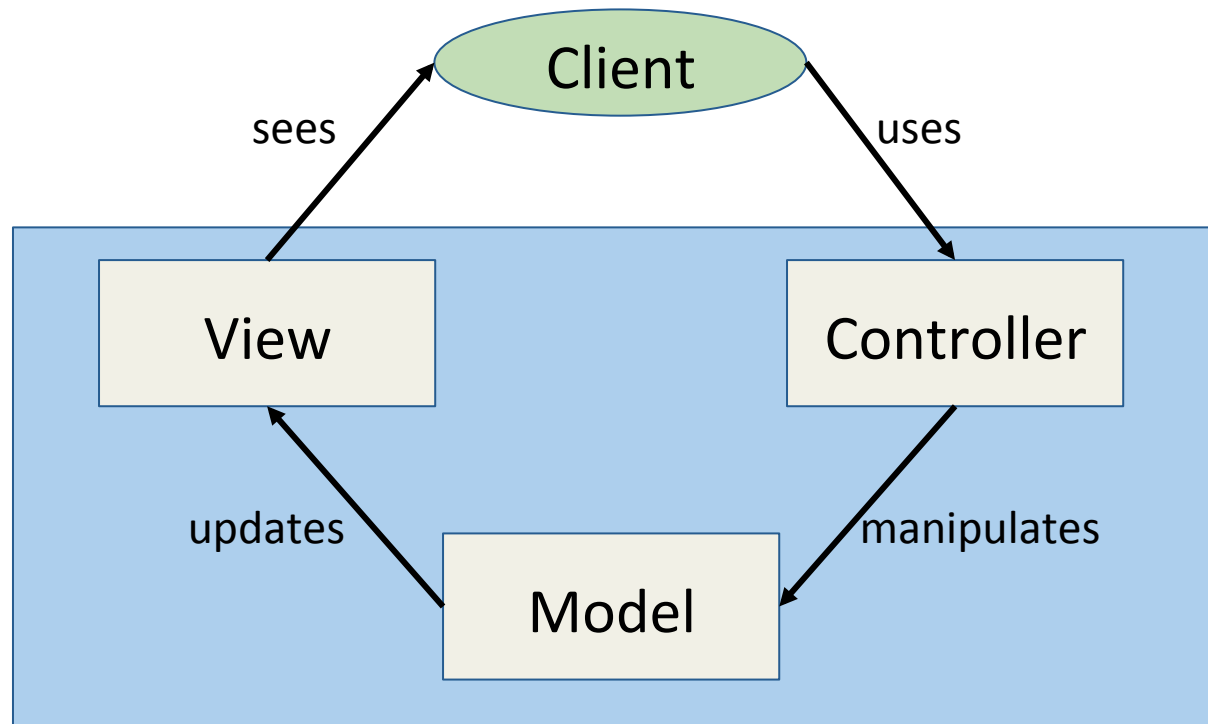


Figure editor (v1): MVC architecture



Separates data representation (Model),
visualization (View), and client interaction (Controller)

Figure editor (v1): Model API

All Methods

Instance Methods

Concrete Methods

Modifier and Type

Method and Description

`java.lang.String`

`getCaption()`

`javax.swing.ImageIcon`

`getImage()`

`boolean`

`isComplete()`

Returns true if this figure is complete, meaning its Image is non-null and its caption is non-null and non-empty, and false otherwise.

`void`

`setCaption(java.lang.String newCaption)`

Sets the caption to the given non-null and non-empty String.

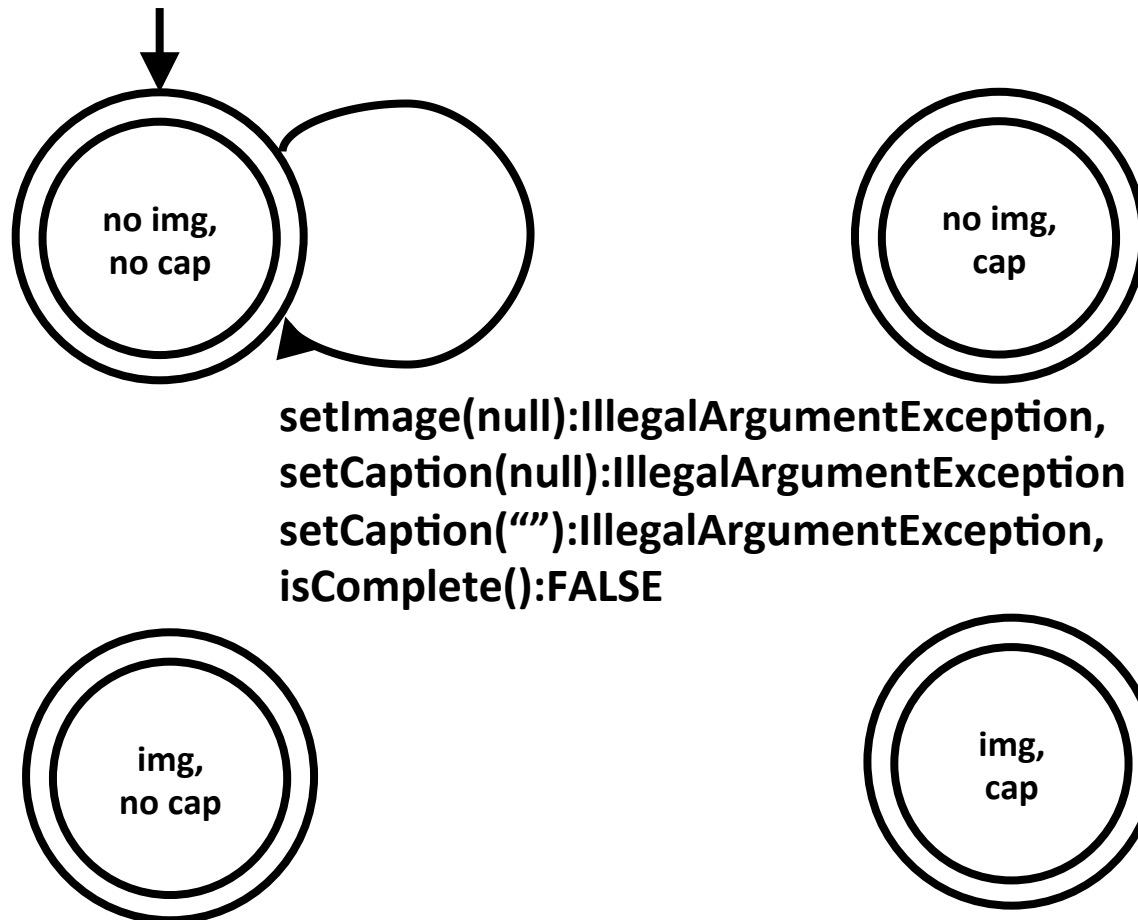
`void`

`setImage(javax.swing.ImageIcon newImage)`

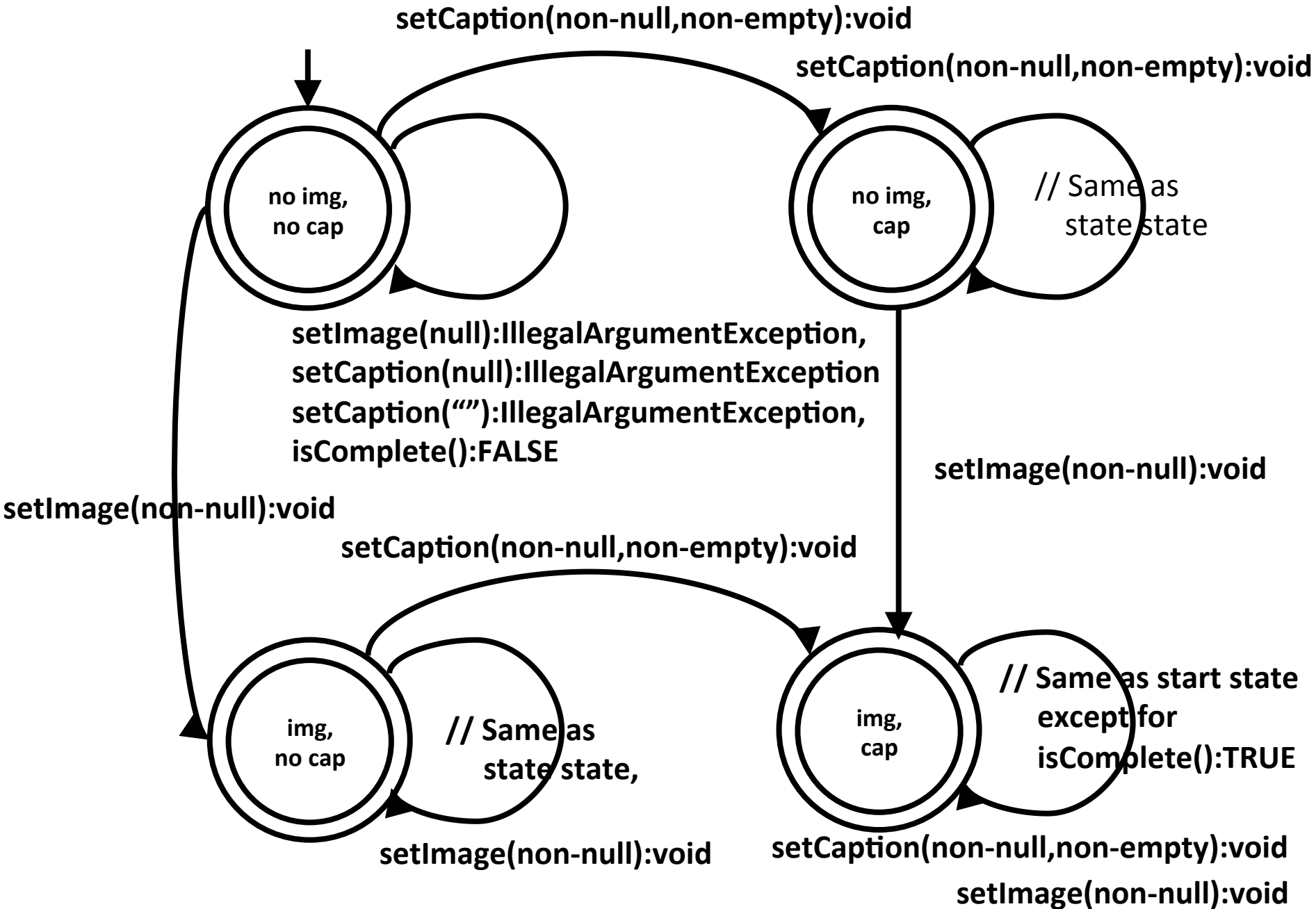
Sets the image to the given non-null ImageIcon.

Model (v1): FSA specification

- Complete the behavioral specification (written as an FSA)



NOTE) The violation state is implied (not shown).



Model (v1): Implementation

- Use the Model API and FSA for the implementation

setImage

```
public void setImage(javax.swing.ImageIcon newImage)
```

Sets the image to the given non-null ImageIcon.

Parameters:

`newImage` - The ImageIcon must be non-null

Throws:

`java.lang.IllegalArgumentException` - if the ImageIcon is null

```
public class FigureModel
{
    private ImageIcon image; // Support information hiding (encapsulation) with visibility)
    private String caption; // For readability/understandability, use words not single chars

    public ImageIcon getImage() { return this.image; }

    public void setImage(ImageIcon newImage) {
        // Check the pre-condition (i.e. input validation)
        if (newImage == null) { throw new IllegalArgumentException("Image must be non-null."); }
        this.image = newImage;
    }

    public String getCaption() { return this.caption; }

    public void setCaption(String newCaption) {
        if ((newCaption == null) || newCaption.trim().equals(""))
            { throw new IllegalArgumentException(...); }
        this.caption = newCaption;
    }

    public boolean isComplete() {
        return ((this.image != null) && (this.caption != null) && (! this.caption.equals("")));
    }
}
```

```

public class FigureModel
{
    private ImageIcon image; // Support information hiding (encapsulation) with visibility)
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    public ImageIcon getImage() { return this.image; }

    public void setImage(ImageIcon newImage) {
        // Check the pre-condition (i.e. input validation)
        if (newImage == null) { throw new IllegalArgumentException("Image icon cannot be null"); }
        this.image = newImage;
    }

    public String getCaption() { return this.caption; }

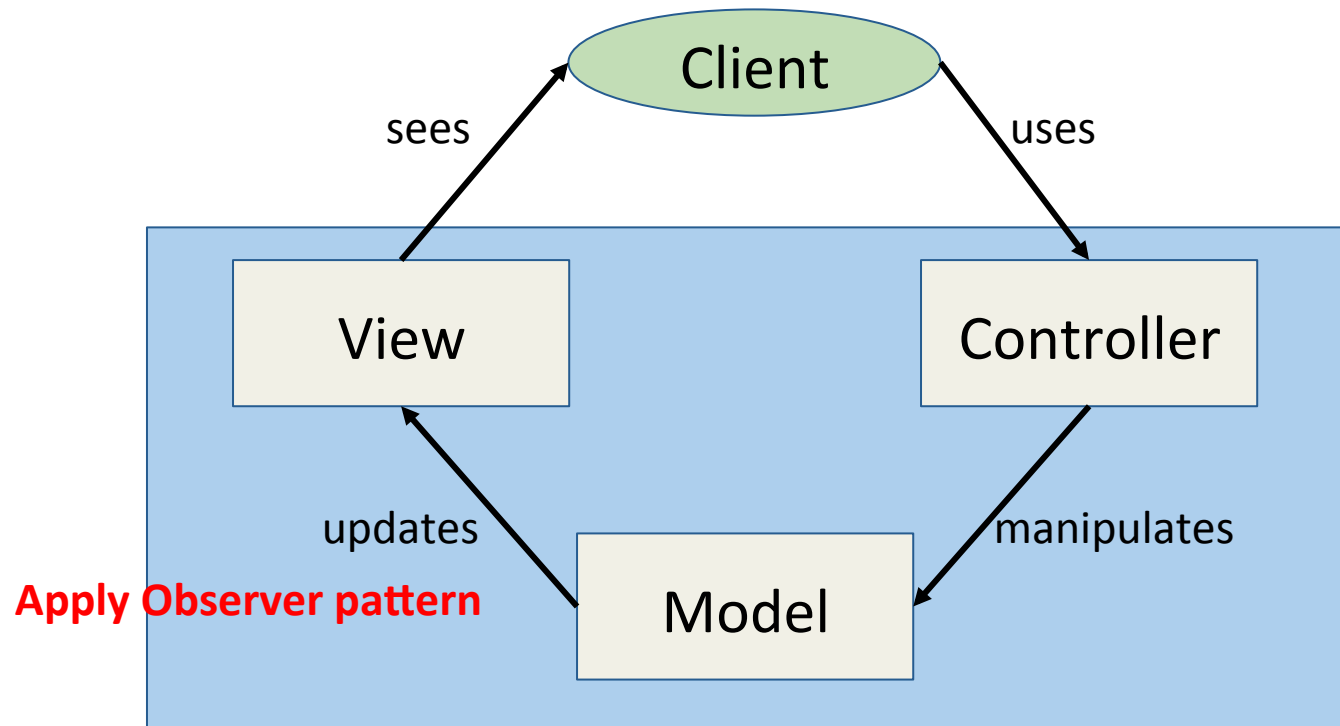
    public void setCaption(String newCaption) {
        if ((newCaption == null) || newCaption.trim().equals(""))
            { throw new IllegalArgumentException("Caption cannot be null or empty"); }
        this.caption = newCaption;
    }

    public boolean isComplete() {
        return ((this.image != null) && (this.caption != null) && (! this.caption.equals("")));
    }
}

```

This class actually has javadoc comments that were used to generate the hypertext description shown earlier in the slides.

Figure editor (v2): MVC architecture



Separates data representation (Model),
visualization (View), and client interaction (Controller)

Figure editor (v1): Observer pattern

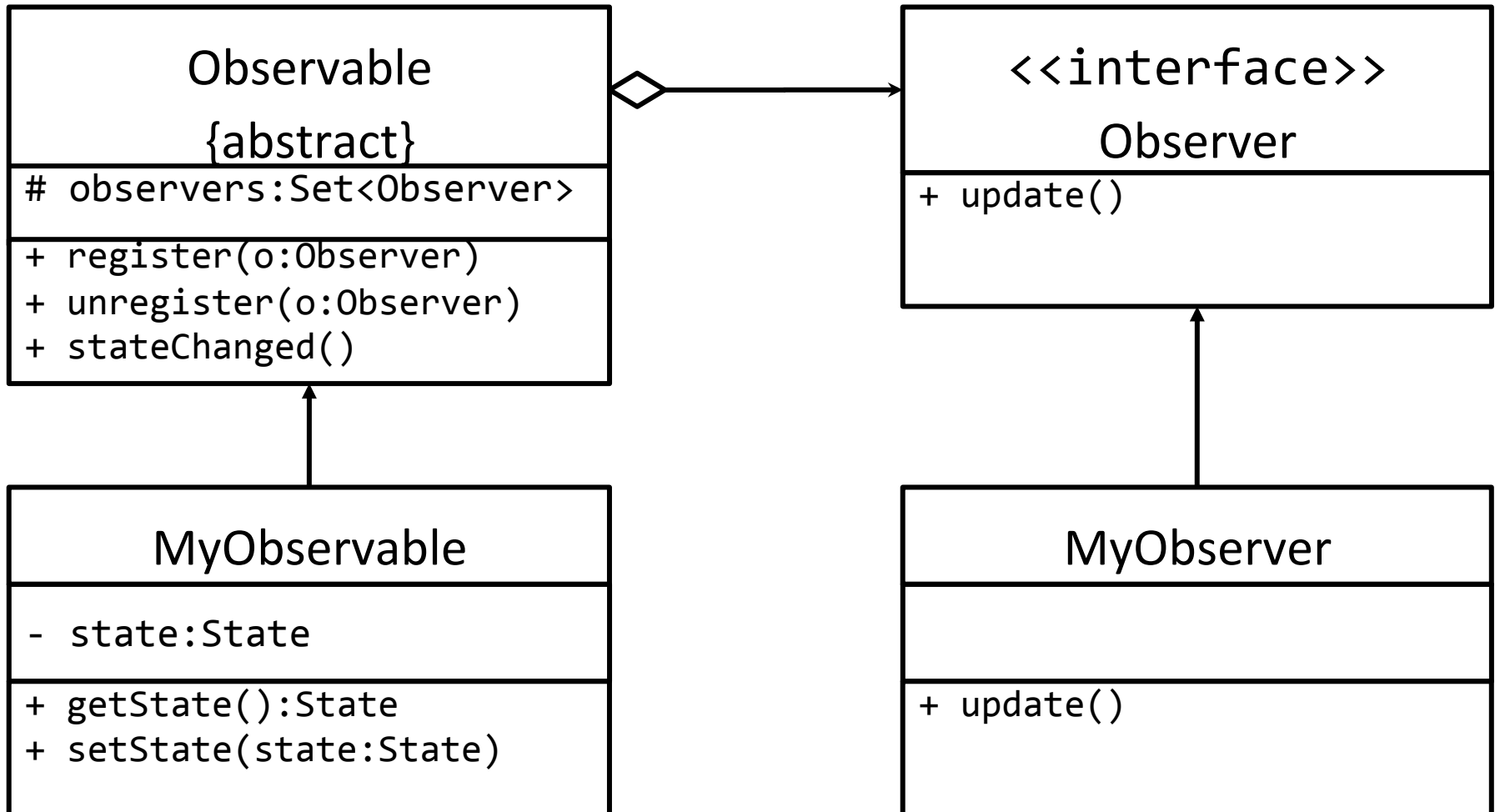


Figure editor (v1): Observer pattern

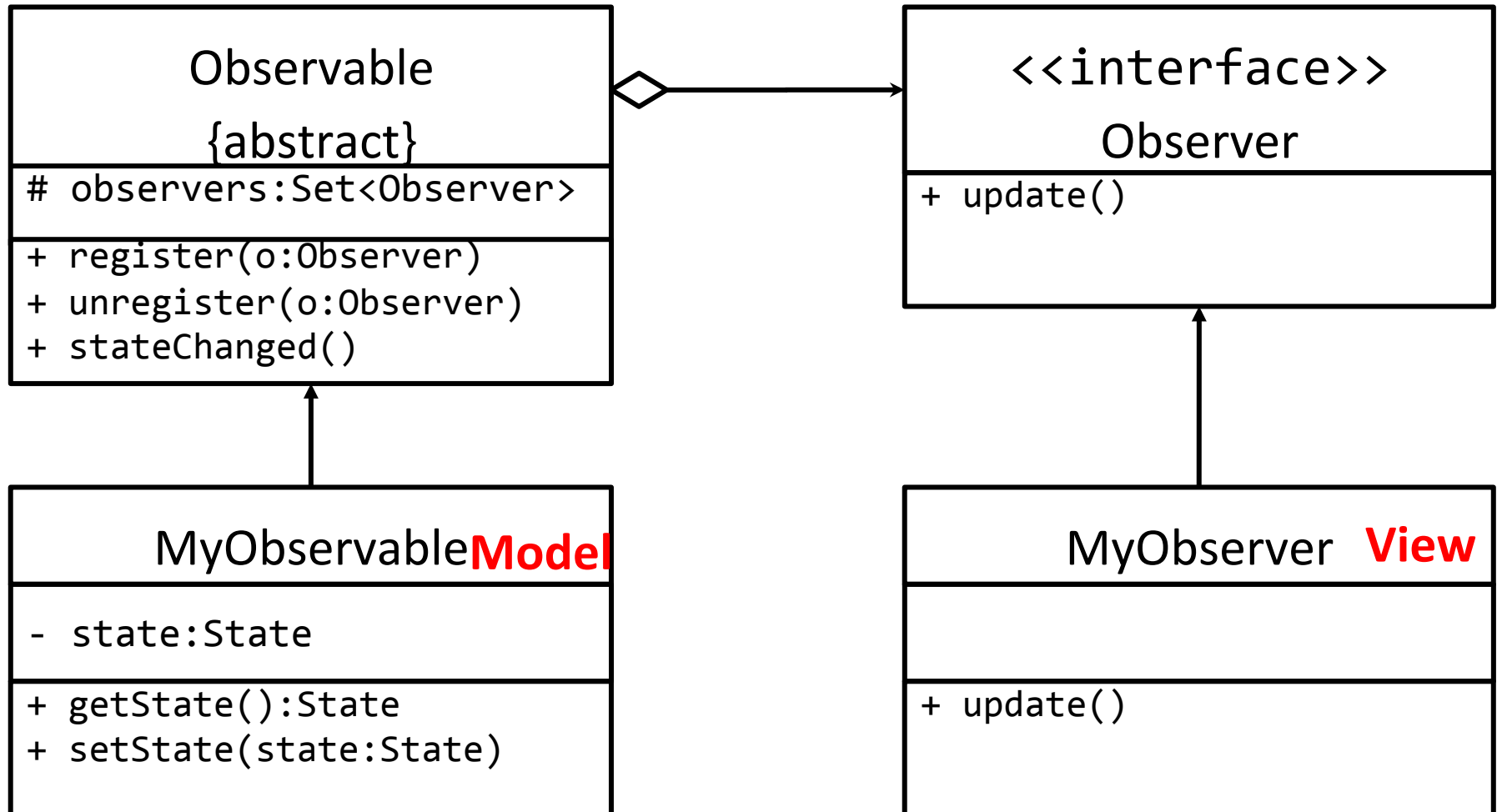


Figure editor (v2): Implementation

Java provides the following two classes:

- <https://docs.oracle.com/en/java/javase/15/docs/api/java.desktop/java/beans/PropertyChangeSupport.html>
- <https://docs.oracle.com/en/java/javase/15/docs/api/java.desktop/java/beans/PropertyChangeListener.html>

How could the Observer design pattern be implemented using these classes?

Figure editor (v2): Implementation

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How could the Observer design pattern be implemented using these classes?

- **Observable:** FigureModel has-a PropertyChangeSupport
- **Observer:** Each View is-a PropertyChangeListener

Figure editor (v2): Implementation

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- <https://docs.oracle.com/en/java/javase/15/docs/api/java.desktop/java/beans/PropertyChangeSupport.html>
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How could the Observer design pattern be implemented using these classes?

- **Observable:** FigureModel has-a PropertyChangeSupport
- **Observer:** Each View is-a PropertyChangeListener

NOTE) The Week 5 Participation Questionnaire will discuss this further.

Topics covered

- Documentation, e.g.,
 - README, javadoc, internal comments
- Specification, e.g.,
 - Natural language, FSAs
- Architecture & design, e.g.,
 - Patterns (MVC, Observer)
 - Class diagrams
- Implementation
 - Pair programming
 - Java, Swing

Final project selection

- Form team of 4 or 5 students
- Select one of the following topics:
 1. MSR mining challenge: 2020 or 2021
 2. Replication study
 3. ML (Machine Learning) development toolkit
 4. EleNa: Elevation-based navigation
 5. Propose your own group project
- Due: Thursday March 4, 2021 9:00 PM

<https://people.cs.umass.edu/~hconboy/class/2021Spring/CS520/finalProject.pdf>

Final project: Selected topic

1. Read some background material
2. Start to develop
3. Create and give a mid-point presentation
4. Continue to develop
5. Create and give a final presentation
6. Document the final project (either a writeup for the first 3 topics or a version control repository for the 4th topic)

Final group logistics

- Choose a team leader or Agile?
- Hold weekly meetings or share weekly progress reports?
- Discuss experience with different languages and tools?
- Version control system (e.g., git, Google Drive)?