Announcements

- Group dynamics can be hard.
  - Meet, in person, *regularly*.
  - Your first priority should be resolving problems internally.
  - But we will listen if you have group/pair problems to report.
  - In the end, git tells us a lot. So does talking to you in person.

- Term project demos will be May 7th and 8th.
Team Design

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course/cs0320/www/docs/lectures/

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Web Browsing

- Web architecture
  - It all works using sockets and messages
  - Server listens on port 80
  - Browser connects socket to that port
- Sends message(s) requesting a page(s)
- Using HTTP format
Team Design

- The split between the browser and server
  - Well-defined interface (175 pages)
  - Allows separate implementations.
  - Of the top 10 OS browsers and servers, only MS “sells” both.
- This is an example of team design.
- Why is this needed?
Team Problems

- If one person works on a project —
  ▶ Works alone, keeps design/changes in head.
- If two people work on a project —
  ▶ One channel of communication.
- If four people work on a project —
  ▶ Six channels of communication.
- If ten people work on a project?
- If 100 people work on a project?
Communication Problems

- It takes time
  - Meetings.
  - Waiting for people (finding the right people).
  - Non-productive time.
- It is error-prone
  - Miscommunication is likely
  - Missing assumptions
  - Different vocabularies
- Want to minimize it
  - Maximize “real” design/programming.
Principles of Team Design

- Separation of concerns
- Abstraction
- Simplicity
- Well-defined interfaces
- Minimize risk
Separation of Concerns

- Divide the project into *independent* parts
- Implementation independence
  - A part’s implementation choices shouldn’t affect other parts
  - Design implementations independently
- Typically matches separation of people
  - Especially for term project sized projects.
  - One person might have multiple concerns.
- This is why we have the 4-way checkpoint.
Abstraction

- Isolate the implementation from its uses
  - Implementation hidden by an abstraction
  - Callers work with the abstraction
  - Early on, the implementation can be stubbed.

- Isolate code of different programmers
  - Each programmer provides an abstraction
  - Others code to this abstraction

- Work in terms of manageable units
  - Don’t implement something too big at once
  - Able to keep track of what to use, others work, etc.

- Put off certain decisions as long as possible
  - Those that affect implementations
Law of Demeter

• Each unit should have limited knowledge of other units
  ▶ Each unit should only talk to its friends
  ▶ Don’t talk to strangers

• Friends of a method
  ▶ Methods of this
  ▶ Methods of argument classes
  ▶ Methods of fields of this
  ▶ Rule of thumb: Avoid two dots (\texttt{x.y.z()}) in an expression.
  ▶ Call \texttt{Order.getEmail()}, not \texttt{Order.getUser().getEmail()}
  ▶ Easier transition to anonymous orders or group orders.
Simplicity

- Complexity for an “expected” problem is often not worth it
- YAGNI (You Ain’t Gonna Need It)
- Don’t worry about performance
  - At least not at first
  - Hard to tell where performance is important.
  - Hard to tell where fancy code is required.
  - Never increase complexity for performance without profiling.

- Keep things as simple as possible.
- Operate at the highest abstraction-level possible.
Interface Simplicity

- Minimize exposed information.
- Keep interfaces small.
  - Small number of methods.
  - Only what is needed, no more.
  - No fields should be exposed.
- Work in terms of interfaces.
  - Not data structures. (Map, not HashMap)
  - Not algorithms. (A stable sort, not Quicksort)
  - Packages should have few public classes.
- Mutability is a **serious** form of complexity.
  - You’ve been spared the tribulations of tracking “ownership” in C.
  - Don’t recreate them in a GC’d language.
Code simplicity

- Minimize number of methods, number of arguments.
- Each new type/class should have a single, succinct purpose.
- Use standard, basic types where possible.
  - Don’t make your own Day class that holds a year, month, day.
  - But never “encode” complex types in strings, integers.
  - Don’t use a String where a Date or small class is more accurate.
  - An Actor is not a String (ID or name? How to get films?)
Minimize Risk

- Start the design with what you don’t know
  - Determine what is hard about your problem.
  - Determine what you don’t understand.
  - Determine what might not work.

- Encapsulate these problems
  - Isolate the implementation of these.
  - Prototype or experiment as needed.
Working in Teams

- Principles are great
  - but they don’t tell you what to do
- So let’s discuss high-level system design patterns that work well for teams.
Client-Server Design

- This is one we’ve seen and used
  - Client and server are independent
  - What are their interfaces?
    - Messages that go each way.
    - These need to be simple and well-defined.
    - Usually requests and replies.
    - Messages are naturally “immutable” when serialized.

- Not limited to networks
  - “Server” might be a thread with a work list.
  - “Client” might get response by callback or Future<T>
  - You lose “natural” immutability.

- Problems
  - Only separates two components
  - Each might still be complex (Web Server/Browser)
Core + Extensions

- Identify a minimal system core
  - Essential elements used by all of system
  - The heart of the application
  - Remember: *minimal*

- Everything else is a separate extension
  - Extensions only talk to the core.
  - Extensions don’t talk to each other.
  - OS device drivers follow this model. Linux kernel ≈ 2%

- Core is written first, tested the most.
- Extensions can be added as needed, independently.
- Obvious implementation strategy: person per extension.
Libraries

- Simplest form of team-design
  - Library is an independent module that solves a complete subproblem.
    - Create a PDF. Send a fax. Charge a credit card.
    - Library might provide an abstraction, but should not use abstractions from the “application”.
    - The Factory pattern is a minor work-around.
    - Think Layers. Dependencies go down.
  - Beware of complexity/coupling creep.
- Consider libraries that need to interact with caller’s control-flow
  - Thread pools
  - jQuery (really, the DOM event model)
  - JSON parser for big or incremental documents
  - How do they accomplish this?
Publish-Subscribe

- Each module defines extension points
  - Where it might provide information
  - Mouse/Key events, Timer event, Database save/load
- Other modules subscribe to these points
  - If they need the information.
  - If they want a chance to act.
Publish-Subscribe “Internal” Frameworks

- Callbacks (Swing, HTML parser)
  - Publisher defines an interface class.
  - Subscriber provides implementation.
    ★ Passed to the publisher
  - Has become nicer with Java 8 lambdas and method references.

- Subclassing
  - Publisher provides an abstract base class
    ★ With abstract/dummy methods for messages
  - Subscriber creates subclass
    ★ providing proper method implementations.
  - Usual drawbacks of inheritance (minor here).
External Frameworks

- Publisher provides a register interface
  - Subscribers tells publisher their interests
  - Publisher sends messages to subscribers for particular data
  - Can work across network

- Messages stating interest
- Messages with information
- Central message service
  - Handles subscription requests
  - Handles all outgoing messages
  - Resends messages to proper targets
Advantages of Publish-Subscribe

- Provides very clean separation of code/concerns
  - Each module defines extension points
  - On keypress, editor might need to insert char, blink paren, offer completion, kickoff background compilation, highlight keyword.
  - Wouldn’t want to write that all in a single function.

- Extension points
  - Provide small, well-defined interfaces.
  - Can request or provide functionality.

- Uses
  - QT, GTK+ GUI toolkits: events, keypresses, signals, slots
  - Eclipse: all about plug-ins with extensions
  - Javascript: Part of DOM model. Libraries like jQuery extend to user-defined events.
Team Design

- **Iterative Process**
  - You won't get it right the first time
  - Interfaces will change
    - Changing requirements, specifications
    - To match actual implementations

- **Continually refactor the design**
  - Always ask how can I do this better
    - How can it be simpler?
    - What can be eliminated?
  - Abstract repeated code patterns.
  - Get the best design for the long haul.
Term Projects

- Think about creating independent parts
  - Each person takes on one or more parts
  - You should be able to demo them separately.
- Each part defines a minimal interface
  - Defined as Java interfaces
  - Defined as messages
  - Defined as callbacks
- You must demo each person’s work *independently*!
- May require a bit of extra “scaffolding,” like reading a text file for input.
Team Design Pragmatics

- You should already be using git.
  - Members must be able to compile the entire project.
  - Commit often, but don’t “Break the build”

- Tests need to be as easy to run as project to compile.
  - Best: Run them as part of the build process.
  - Good enough: When you refactor, fix the tests before committing.
  - Use a “build robot” to grab latest, build, and run tests.
  - These tests might be even more extensive (slower to run).
  - And notify everyone about breakage (email, text, slack)

- Use github’s issue tracker.
Term Projects

- All your projects interact with users in some way.
  - User interface design is a critical part.
- User-friendly
- Easy to use / learn
- User efficient
- Something people want to use.
- Prototype it early, watch users!