

# CS 430 - Lecture 10 - Tools of the Trade II

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# Outline

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# Taxonomy of CASE

- Recall, CASE stands for **Computer Aided/Assisted Software Engineering**, not **Computer Automated Software Engineering**.
- At present, a computer is a tool of, and not a replacement for, a software professional.

# Taxonomy of CASE

- CASE tools used during the
  - 1 earlier workflows (requirements, analysis, design) are called **front-end** or **upperCASE** tools, and
  - 2 later workflows (implementation, postdelivery maintenance) are called **back-end** or **lowerCASE** tools.

# Examples

- ① **data dictionary** - list of every data item defined in the software product. Some things to include:
  - ① an English description of every item in the dictionary
  - ② **Module names** ✓
  - ③ **Procedure names:** ✓
    - ① parameters, and
    - ② their types,
    - ③ locations where they are defined (i.e. which module), and
    - ④ description of purpose
  - ④ **Variable names:** ✓
    - ① types, and
    - ② locations (i.e. which module & procedure) where they are defined

# Examples

- ② **consistency checker** - to confirm that every data item in the specification document is reflected in the design, and vice versa.
- ③ **report generator**
- ④ **screen generator** - for creating **data capture** screens.

# Taxonomy

- 1 Combining multiple tools creates a **workbench**.
- 2 Combining multiple workbenches creates an **environment**.
- 3 So our taxonomy is  
tools (task level) → workbenches (team level) → environments (organization level).

# Scope of CASE

Primary motivations for implementing CASE:

- 1 Produce high-quality code.
- 2 Have up-to-date documentation at all times.
- 3 Automation makes maintenance easier.
- 4 Do everything more quickly, hence more cheaply.



# Scope of CASE

- For example, if a specification is created by hand, there may not be any way to tell whether the document is current by reading it.
- On the other hand, if the specification is maintained within CASE software, then the latest version is the one the CASE software displays.

# Scope of CASE

- Similarly, other documentation about the software is easier to maintain inside of CASE software.
- **Online documentation, word processors, spreadsheets, web browsers, and email** are CASE tools.

# Scope of CASE

**Coding tools** of CASE include

- ① **text editors** (including **structure editors** which are sensitive to syntax, including **online interface checking**), **debuggers**, **pretty printers** / **formatters**, etc.

# Scope of CASE

- An **operating system front end** allows the programmer to issue operating system commands (e.g. compile, link, load) from within the editor.
- A **source-level debugger** automatically causes trace output to be produced. An **interactive source-level debugger** is what its name says.

# Scope of CASE

- **Programming-in-the-small:** coding a single module.
- **Programming-in-the-large:** coding at the system level.
- **Programming-in-the-many:** software production by a team.

# Revisions

## Definition 1

A **revision** *is created when a change is made, e.g. to fix a fault.*

# Revisions

Old revisions must be retained for reference,  
e.g.

- 1 if a fault is found at a site still running the old revision,
- 2 for auditing and
- 3 for other reasons.

# Variations

## Definition 2

A **variation** is a slightly changed version that fulfills the same role in a slightly changed situation.



# Examples

- 1 two printer drivers, one for a laser printer and one for an inkjet printer, or
- 2 optimizing an application to run on different platforms, e.g. desktop vs. smart phone.

# Remarks

- ① Often the variation is also embedded into the file name.

# Moral

- ① A CASE tool is needed to effectively manage multiple revisions of multiple variations.

# Configuration Control

## Definition 3

A **configuration** of a software product is a list, for every code artifact, of which version is included in the S/W product.

# Configuration Control

## Definition 4

A **configuration control tool** *is a CASE tool for managing configurations (Definition 3).*

# Configuration Control

- 1 **Motivation:** Fix S/W faults effectively.
- 2 The first step towards fixing a problem is to recreate it in a development environment.
- 3 If many configurations are possible, then configuration control will be needed in order to recreate a problem in a development environment.
- 4 Version control also facilitates ensuring that the correct versions get included when compiling / linking.
- 5 A common technique is to embed the version as part of the name.

# Configuration Control

- 6 Adding details to a configuration yields a **derivation** of a S/W product:

# Configuration Control

## Definition 5

A **derivation** is a detailed record of a version of the S/W product, including

- 1 the variation/revision of each code element (i.e. the **configuration**),
- 2 the versions of the compilers/linkers used to assemble the product,
- 3 the date/time of assembly, plus
- 4 the name of the programmer who created the version.



# Configuration Control

- A **version-control** tool is required to effectively track derivations.

# Configuration Control During Postdelivery Maintenance

- 1 There is an obvious problem when a team maintains a software product.
- 2 Suppose that two different programmers receive two different fault reports. Suppose further that fixing both faults require changes to the same code artifact.
- 3 Without any new process in place, the programmer #2 will undo programmer #1's changes at deployment time.
- 4 See the next subsection for a possible solution to this problem, using **baselines**.

# Baselines

- 1 When multiple programmers are working on fixing faults, a **baseline** is needed.
- 2 A **baseline** is a set of versions of all the code artifacts in a project (i.e. what versions are in production right now).
- 3 A programmer starts by copying the baseline files into a **private workspace**. Then he/she can freely change anything without affecting anything else.
- 4 The programmer **freezes** the version of the artifact to be changed to fix the fault. No other programmer can modify a frozen version.
- 5 After the fault is fixed, the new code artifact is promoted to production, modifying the baseline.
- 6 The old, frozen version is kept for future reference, and can never be changed.
- 7 This technique extends in the natural way to multiple programmers and multiple code artifacts.

# Instructor Remark

- 1 In my experience, the strict technique described here is too slow. Instead developer #2 starts work right away, and incorporates developer #1's changes as soon as they are promoted to production. SQA needs to be kept informed in this situation!
- 2 One could argue that this technique is vulnerable to exponential growth of effort as the number of faults in a code artifact increases. The instructor counter-argues that if we achieve **separation of concerns** in our software products, then the probability of  $\gg 2$  simultaneous faults in one code artifact is low.

## Student Question

What if #1 and #2 actually touch the same code?

**Instructor Answer:** I recommend using the same technique, being mindful that extra care will be needed when

- 1 incorporating #1's changes into #2's version, and
- 2 doing SQA (e.g. what should be the test cases and expected results for pass 0 and for pass 1?).

# Configuration Control During Development

- During Development and Desk Checking, changes are too frequent for configuration control to be useful.
- We definitely want configuration control to be in force by the time we deploy to production.
- The text author recommends that configuration control should apply once the code artifact is passed off to the SQA group.
  - 1 In practice, we can decide when between the end of development and the time of deployment to begin enforcing configuration control.

# Configuration Control During Development

- The same configuration control procedures as those for postdelivery maintenance should then apply.
- Proper version control permits management to take corrective action if project deadlines start to slip (as they are then aware of the status of every code artifact).

# Build Tools

## Definition 6

A **build tool** *selects the correct compiled-code artifact to be linked into a specific version of the S/W product.*



# Build Tools

- Some organizations may not want to purchase a complete configuration-control solution.
- Then at least a version control tool must be used in conjunction with a **build tool** (Definition 6).

# Issue

While a version control tool assists programmers in deciding which version of the source code is the latest, compiled code does not automatically get a version attached to it. Possible solutions (present in class only if time permits):

- 1 Automatically re-compile and re-link every night. Obviously this is expensive.
- 2 Use a tool like `make` to decide more intelligently, based on date and time stamps of compiled code. This idea has been incorporated into many different programming environments.

## Student Question

What is the difference between a **build tool** (Definition 6) and a **configuration control tool** (Definition 4)?

**Answer:**

- 1 The purpose of a **build tool** is to make certain we have the correct compiled code artifacts linked in to a specific version of the S/W product. This can be effective for a small organization, managing one version of a S/W product at one location. This explains why auto-recompiling each night is a viable technique.
- 2 A **configuration control tool** is needed to manage multiple revisions of multiple variations. E.g. for a large organization which must manage multiple configurations running simultaneously across multiple locations.

# Productivity Gains with CASE Technology

- 1 Research to date shows a modest gain in productivity following the introduction of CASE tools to an organization.
- 2 Other benefits of using CASE tools:
  - 1 faster development
  - 2 fewer faults
  - 3 better usability (e.g. from a screen generator)
  - 4 easier maintenance
  - 5 improved morale on the IT team

# Productivity Gains with CASE Technology

This list of CASE tools is summarized in Figure 5.14 in the text.

Build tool (§5.11)	Coding tool (§5.8)
Configuration-control tool (§5.10)	Consistency checker (§5.7)
Data dictionary (§5.7)	E-mail (§5.8)
Interface checker (§5.8)	Online documentation (§5.8)
Operating system front end (§5.8)	Pretty printer (§5.8)
Report generator (§5.7)	Screen generator (§5.7)
Source-level debugger (§5.8)	Spreadsheet (§5.8)
Structure editor (§5.8)	Version-control tool (§5.9)
Word-processor (§5.8)	World Wide Web browser (§5.8)