

# Final Lecture: Advanced Software Design and Development

# Introduction

- Wrapping up key topics and introducing advanced tools for robust software development.

# Learning Objectives

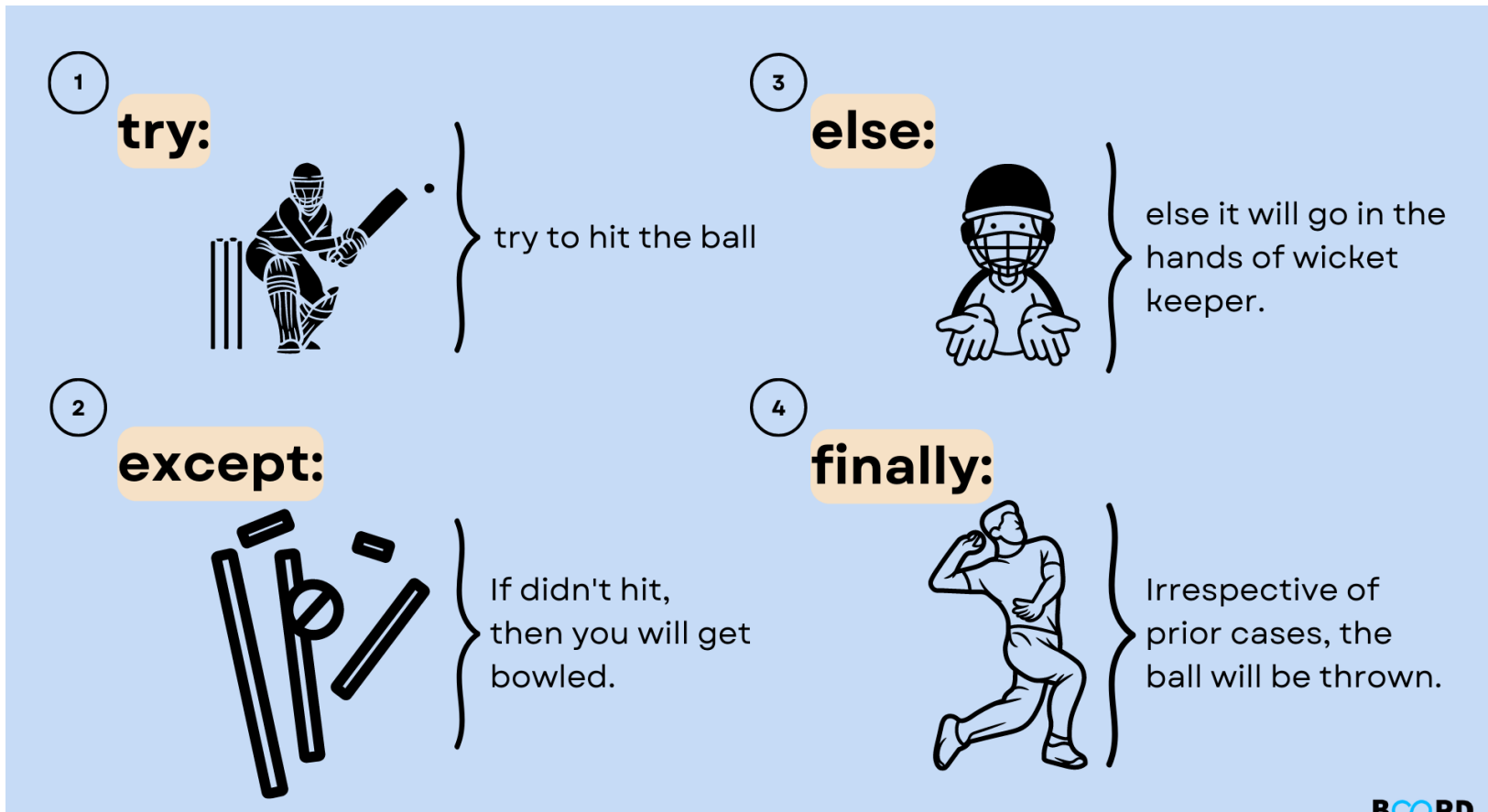
- 1. Strengthen programming skills.
- 2. Write robust, maintainable, and secure code.
- 3. Collaborate effectively using version control.
- 4. Test-driven development.

# 1. Defensive Coding

- Importance of writing code that anticipates and handles invalid inputs and errors.

# Exception Handling

- Use try-except blocks to gracefully handle unforeseen runtime errors.



# Static Code Analysis

- Tools like SonarQube and PyLint help detect bugs and code smells early.

# Open Source Linters Landscape in 2021

A non-exhaustive list of open source linters collected in May 2021.

More resources can be found at :  
<https://awesomeopensource.com/projects/linter>  
<https://awesomeopensource.com/project/analysis-tools-dev/static-analysis>

Any comment or remark ? [contact@promyze.com](mailto:contact@promyze.com)

 **promyze**  
Increase developers' skills  
through best practices  
definition and sharing

<https://promyze.com>

## Ansible

ansible-lint

## C++

oclint

vera++

cppcheck

cppplint

## C#

gendarme

dotnet-format

code-cracker

Roslynator

## Chef

cookstyle

## Clojure

eastwood

joker

kibit

clj-kondo

## CSS

stylelint

csslint

csscomb.js

doouse

## D

D-scanner

## Dart

dart\_style

linter

## Docker

hadolint

dockerfilelint

## Elixir

credo

dogma

## Erlang

elvis

## F#

fantomas

FSharpLint

## Go

golangci-lint

goreporter

revive

go-critic

ineffassign

## Groovy

CodeNarc

## Haml

haml-lint

## Haskell

hlint

britanny

## HTML

HTMLHint

tidy-html5

bootlint

validator

## Java

checkstyle

error-prone

pmd

spotbugs

spoon

## JS

flow

prettier

standard

eslint

xo

rslint

hegel

## Julia

Lint.jl

## Kotlin

ktlint

detekt

## K8S

kube-lint

kubeval

## Markdown

markdownlint

textlint

## Ocaml

mascot

## PHP

PHP-CS-Fixer

phpstan

phpcpd

PHP\_CodeSniffer

Phan

psalm

phplint

## Puppet

puppet-lint

## Python

pycodestyle

pylint

bandit

flake8

mypy

pyre-check

pyright

## R

lintr

styler

## Ruby

rubocop

brakeman

reek

sorbet

## Rust

rust-clippy

rust-analyzer

## Scss

scsslint

## Scala

scapegoat

scalastyle

wartremover

## Shell

shellcheck

bashate

## Solidity

Ethlint

## SQL

sqlint

sqlfluff

## Swift

swiftlint

## Terraform

TFlint

tfsec

terrascan

terragrunt

## Typescript

typescript-eslint

gts

codelyzer

## Yaml

yamllint

spectral

## Multi-lang

sonarqube

super-linter

megalinter

# Design by Contract

- Define preconditions, postconditions, and invariants to ensure code correctness.



# Preconditions

```
def divide(a, b):  
    """  
    Preconditions:  
    - b must not be zero (division by zero is undefined).  
    """  
    if b == 0:  
        raise ValueError("Denominator must not be zero.")  
    return a / b
```

# postconditions

- Define preconditions, postconditions, and invariants to ensure code correctness.

```
def find_max(numbers):  
    """  
    Preconditions:  
    - numbers must be a non-empty list or iterable.  
  
    Postconditions:  
    - The result must be greater than or equal to  
    every element in the input list.  
    """  
    if not numbers:  
        raise ValueError("Input list must not be empty.")  
  
    result = max(numbers)  
    # Postcondition check  
    assert all(result >= num for num in numbers), "result is not the maximum."  
    return result
```

# invariants

```
class BankAccount:
    """
    Invariants:
    - The balance must never be negative.
    """
    def __init__(self, balance):
        if balance < 0:
            raise ValueError("Initial balance cannot be negative.")
        self.balance = balance

    def deposit(self, amount):
        if amount < 0:
            raise ValueError("Deposit amount must be non-negative.")
        self.balance += amount
        assert self.balance >= 0, "Invariant violated: balance is negative."

    def withdraw(self, amount):
        if amount < 0:
            raise ValueError("Withdrawal amount must be non-negative.")
        if amount > self.balance:
            raise ValueError("Insufficient funds.")
        self.balance -= amount
        assert self.balance >= 0, "Invariant violated: balance is negative."
```

## 2. Modular Design

- Principles of high cohesion and low coupling for scalable systems.

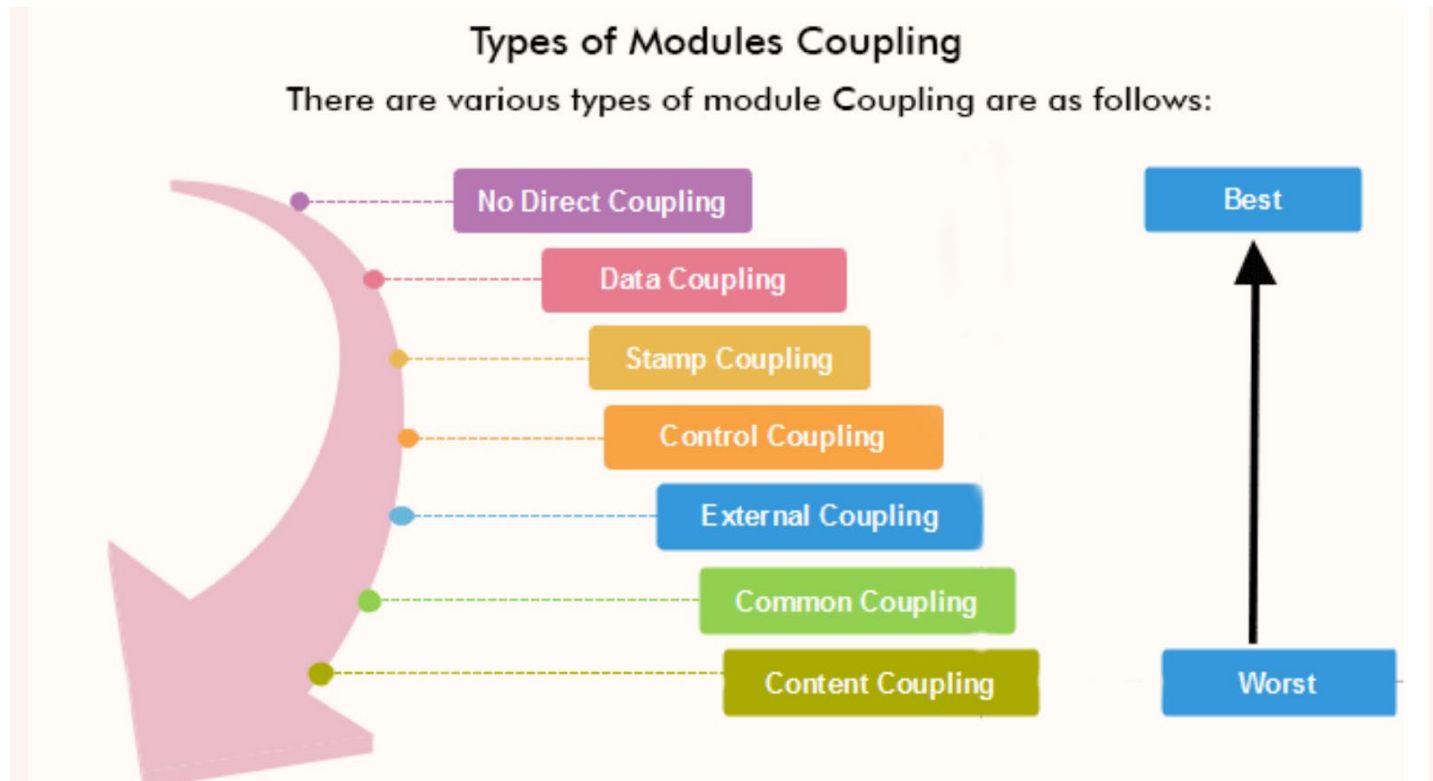
# Cohesion

- Modules should be organised around a single, well-defined purpose.



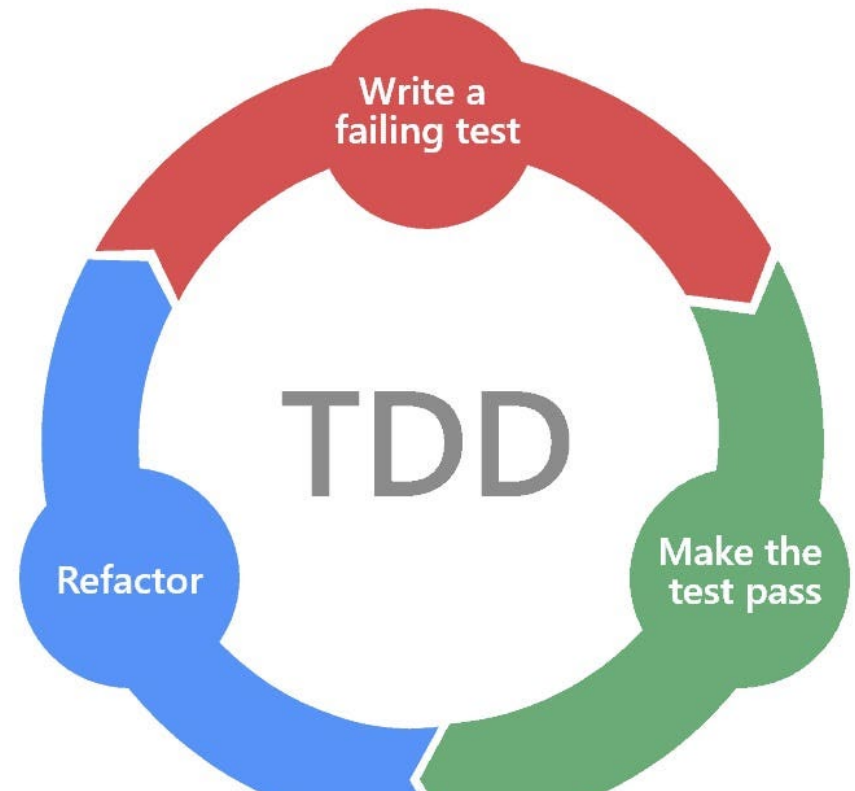
# Coupling

- Minimise dependencies between modules to simplify testing and maintenance.



# 3. Test-Driven Development (TDD)

- Write tests before implementing functionality to ensure requirements are met.



# Unit Tests

- Isolate and test small parts of the codebase using frameworks like PyTest.

```
[TestFixture]
public class AccountTests
{
    [Test]
    public void Deposit_PositiveAmount_BalanceIsUpdated()
    {
        var account = new Account(10);

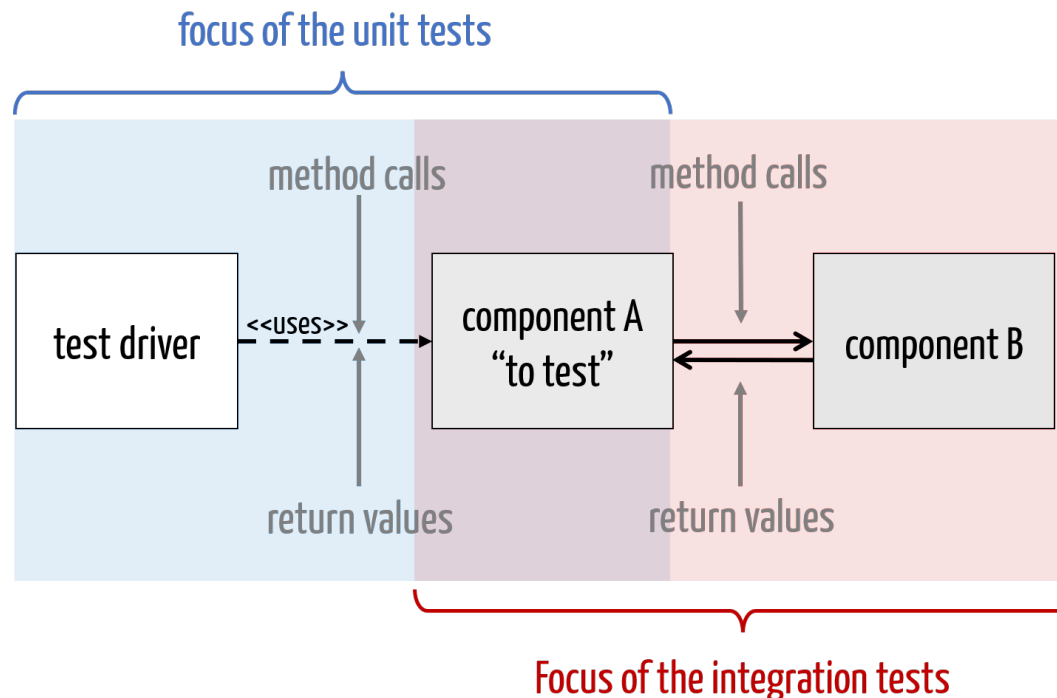
        account.Deposit(100);

        Assert.AreEqual(110, account.Balance);
    }
}
```



# Integration Tests

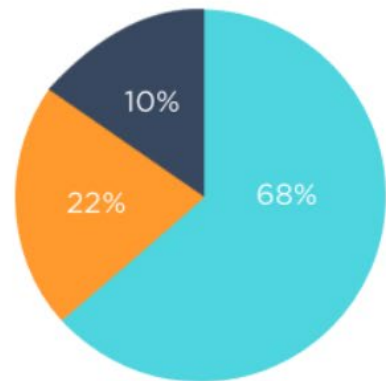
- Ensure that modules interact correctly using tools like Selenium.



# Code Coverage

- Measure test coverage with tools like Coverage.py.

Test Coverage Metrix



- Executed Test
- Requirement Coverage
- Failed Test

Test Result Details



# 4. User Testing

- Involve users early and often to identify usability issues.

1

Create  
a test plan

- a. Scope of work
- b. Recruit users
- c. Identify objectives
- d. Establish metrics

2

Facilitate  
the test

- a. Observe users
- b. Identify issues
- c. Identify solutions
- d. Interview users

3

Analyze  
case data

- a. Assess user behavior
- b. Analyse user click path
- c. Identify problem areas
- d. Assess navigation

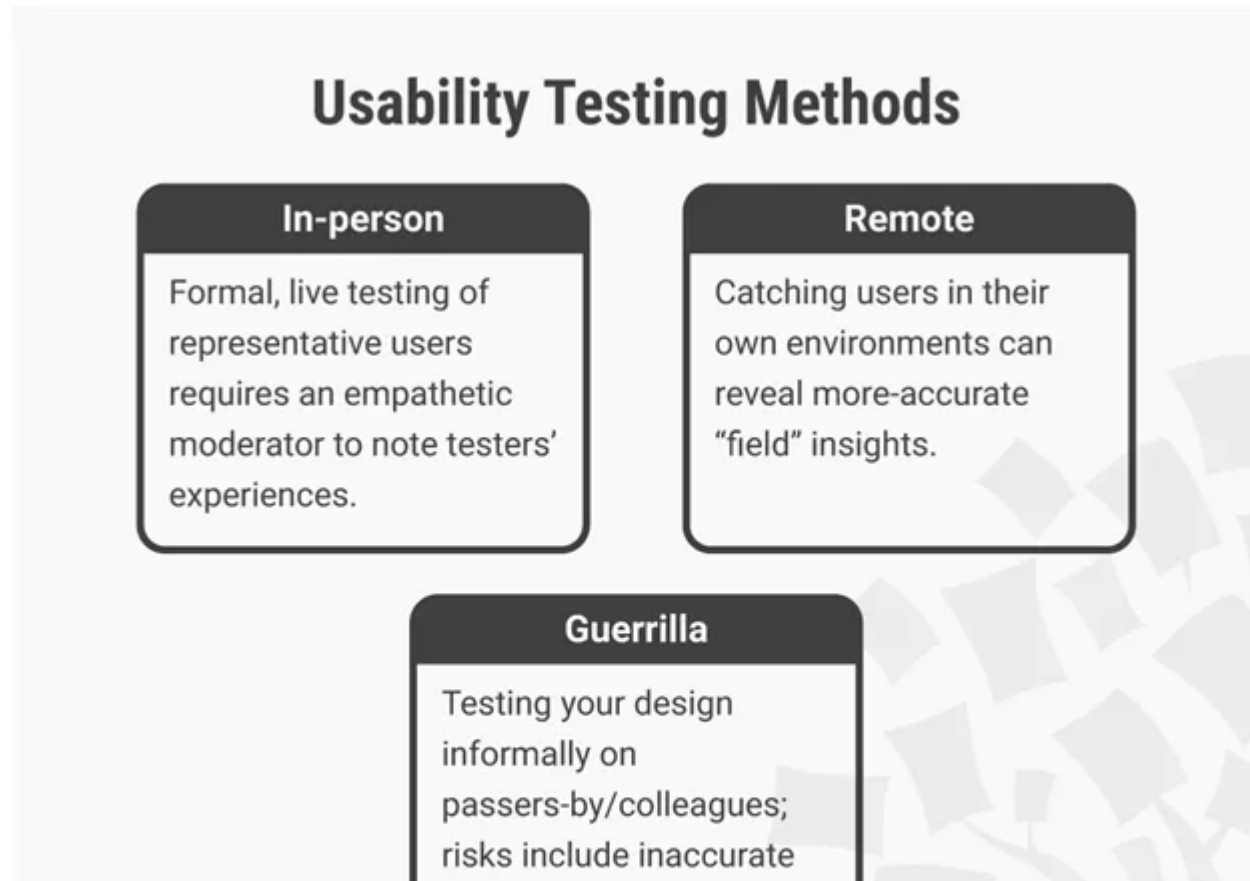
4

Create  
test report

- a. Review video footage
- b. Identify design issuses
- c. Identify best practices
- d. Design recommendations

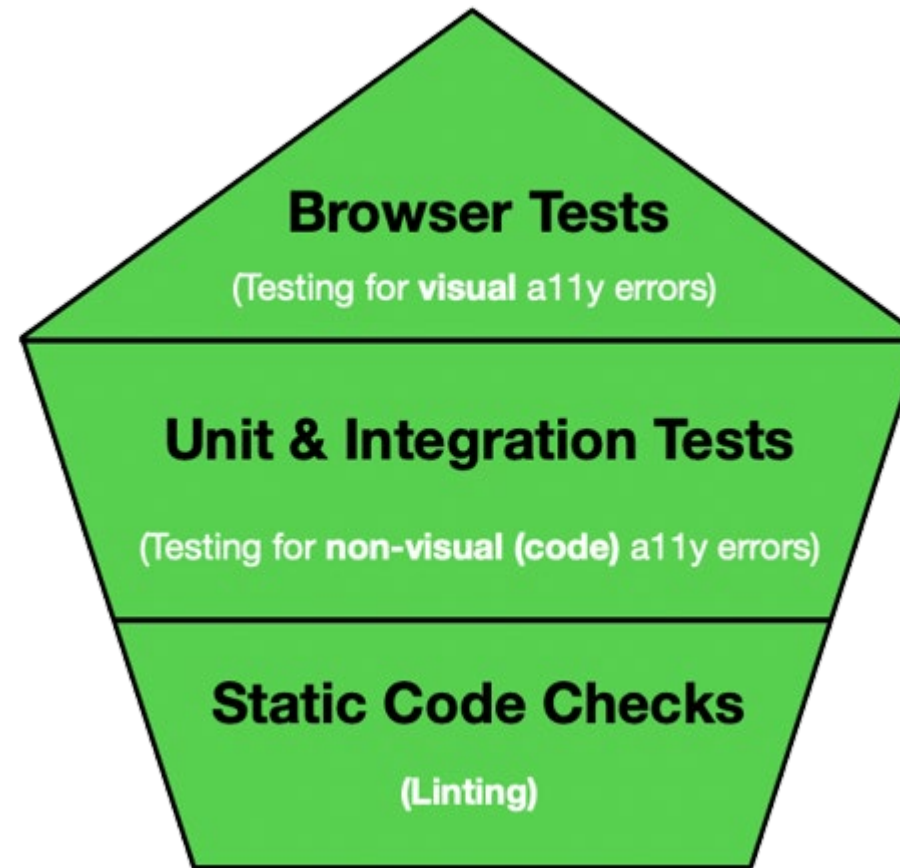
# Usability Testing

- Evaluate user interactions to improve interface design.



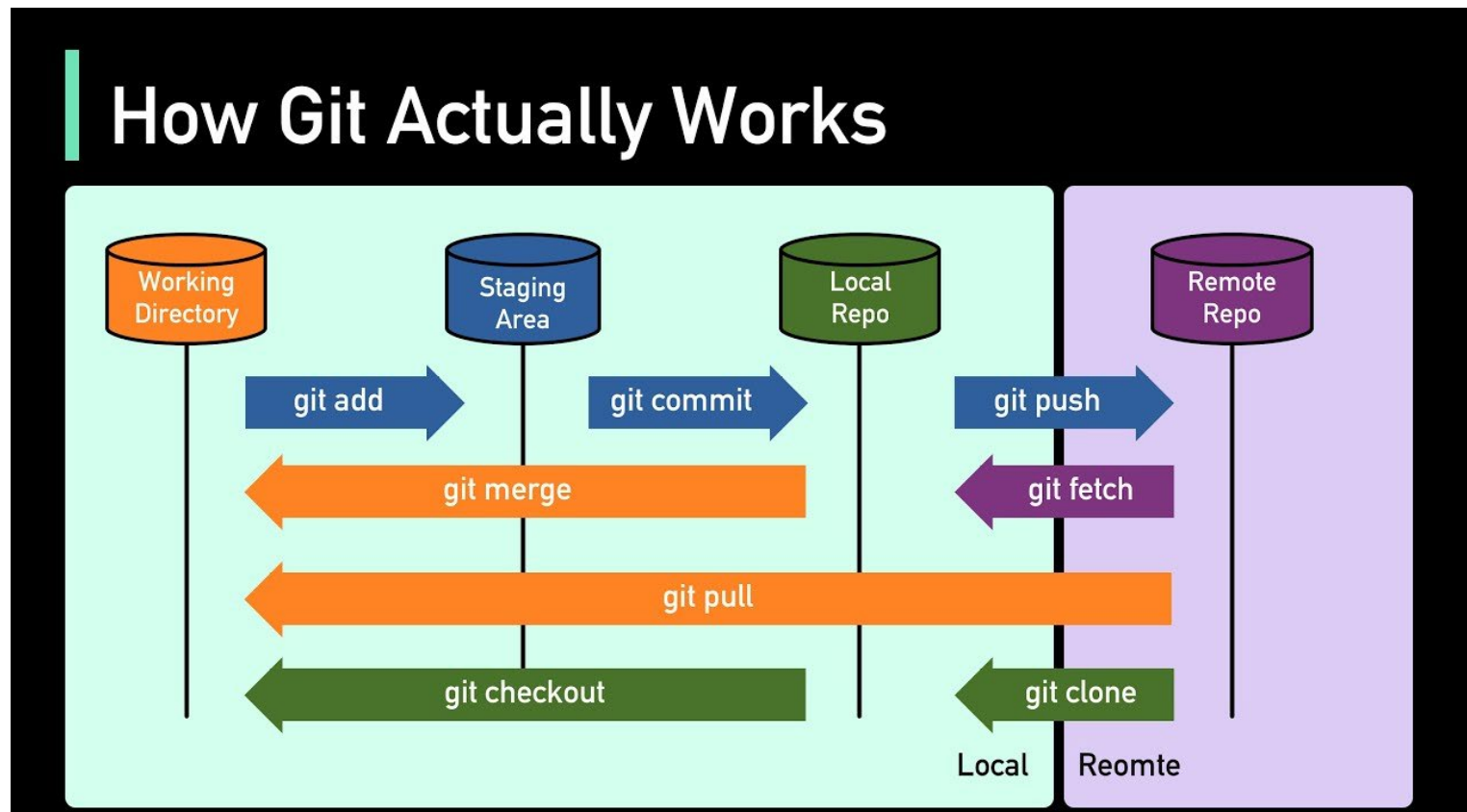
# Accessibility Testing

- Ensure the software is usable by people with disabilities.



# 5. Version Control Best Practices

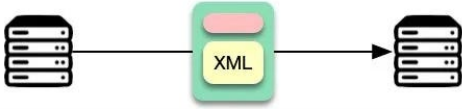

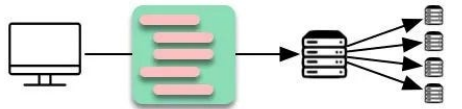
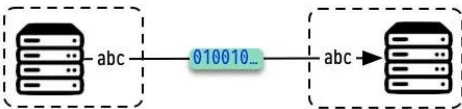
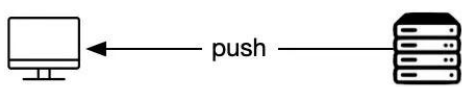

- Use Git effectively for individual and collaborative projects.



# 6. API Design and Interaction

- Use APIs to communicate between systems.

Top 6 Most Popular API Architecture Styles  ByteByteGo.com

Style	Illustration	Use Cases
SOAP		XML-based for enterprise applications
RESTful		Resource-based for web servers
GraphQL		Query language reduce network load
gRPC		High performance for microservices
WebSocket		Bi-directional for low-latency data exchange
Webhook		Asynchronous for event-driven application

# cURL Basics

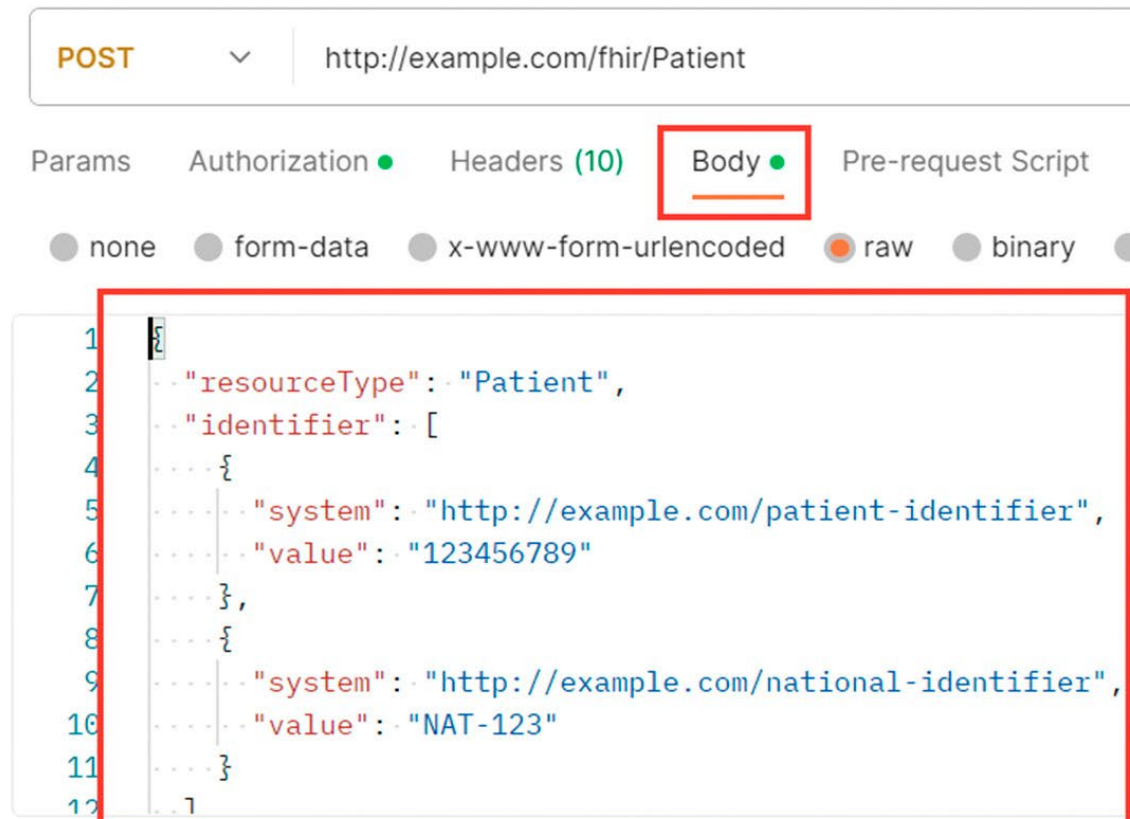
- Send HTTP requests and handle responses from APIs.

```
> curl https://example.com/  
<!doctype html>  
<html>  
<head>  
  <title>Example Domain</title>  
  
  <meta charset="utf-8" />  
  <meta http-equiv="Content-type" content="text/html; charset=utf-8" />  
  <meta name="viewport" content="width=device-width, initial-scale=1" />  
  <style type="text/css">  
    body {  
      background-color: #f0f0f2;  
      margin: 0;  
      padding: 0;  
      font-family: -apple-system, system-ui, BlinkMacSystemFont, "Segoe UI", "O  
elvetica Neue", Helvetica, Arial, sans-serif;  
  
    }  
    div {  
      width: 600px;
```



# Postman and Insomnia

- Test and debug APIs using GUI tools.



# Continuous Integration

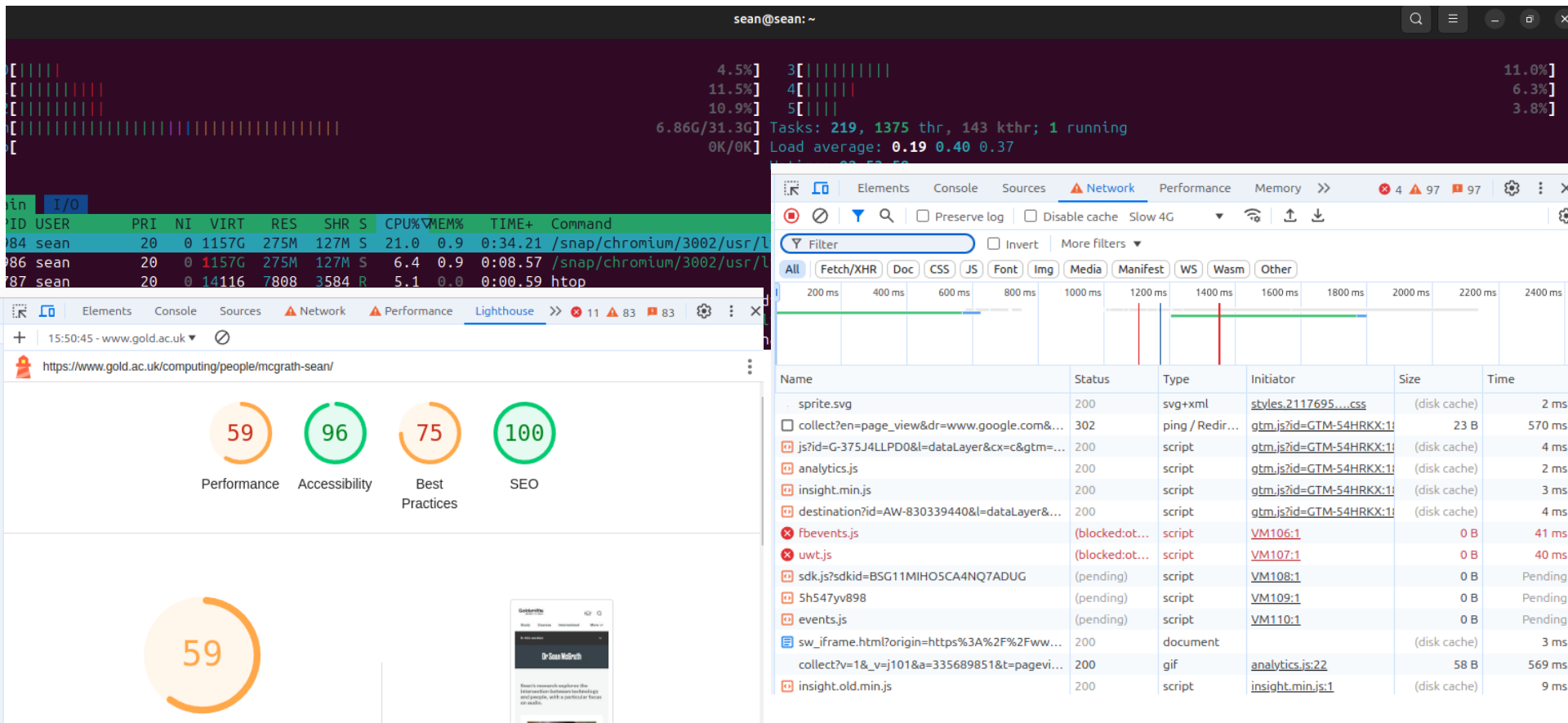
- Merge code frequently and test changes automatically.

# Continuous Deployment

- Deploy tested code to production automatically.

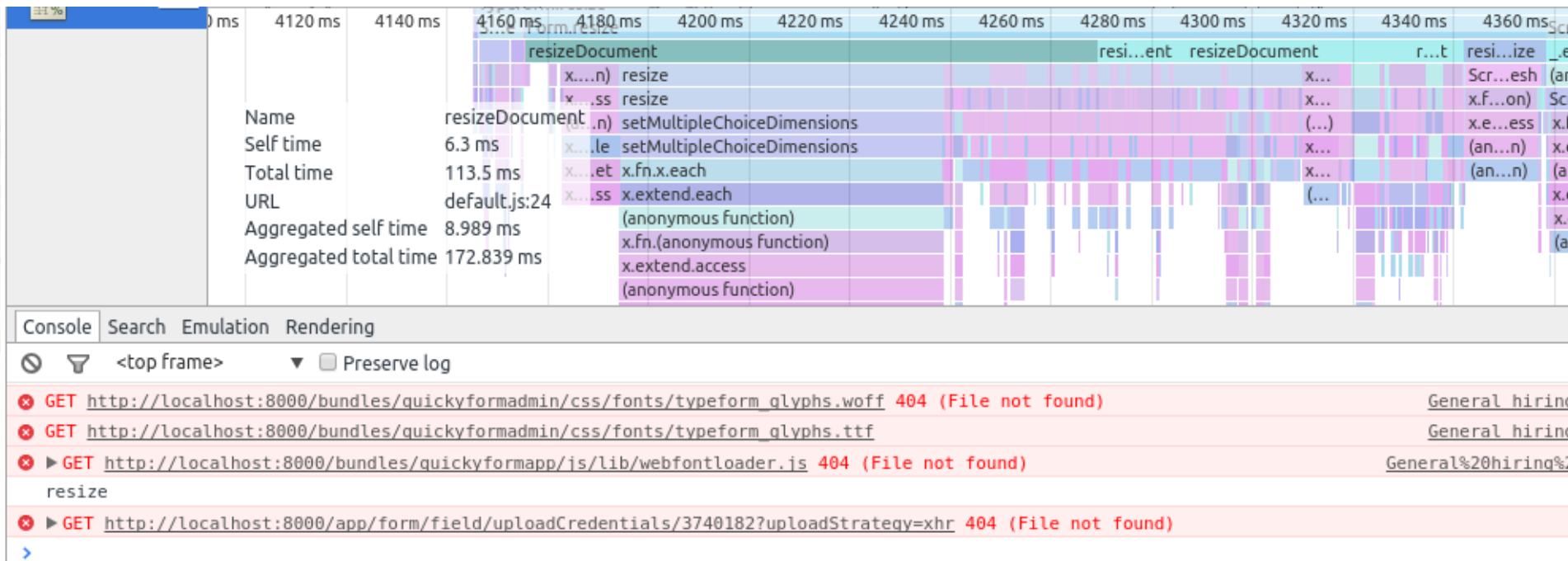
# 8. Profiling and Performance

- Identify bottlenecks and optimise code performance.



# Command-line Tools

- Use `htop`, `perf`, and `ab` to monitor and benchmark systems. Chrome extensions also support profiling.



# Error Handling Strategies

- Graceful degradation, retries, and fallback mechanisms.

# Error Handling Strategies

```
Attempt 1 to fetch data...  
Error: 404 Client Error: Not Found for url: https://gold.ac.uk/API/  
Retrying in 2 seconds...  
Attempt 2 to fetch data...  
Error: 404 Client Error: Not Found for url: https://gold.ac.uk/API/  
Retrying in 2 seconds...  
Attempt 3 to fetch data...  
Error: 404 Client Error: Not Found for url: https://gold.ac.uk/API/  
Retrying in 2 seconds...
```

```
All attempts failed. Using fallback data.  
{'message': 'Fallback data: API is unavailable.'}
```

```
Other options? Load cookies? Session objects? Guesstimates?
```

# Error Handling Strategies

```
import requests
import time

def fetch_data(url):
    """
    Fetch data from the given URL with retries and fallback.
    """
    retries = 3
    delay = 2 # seconds

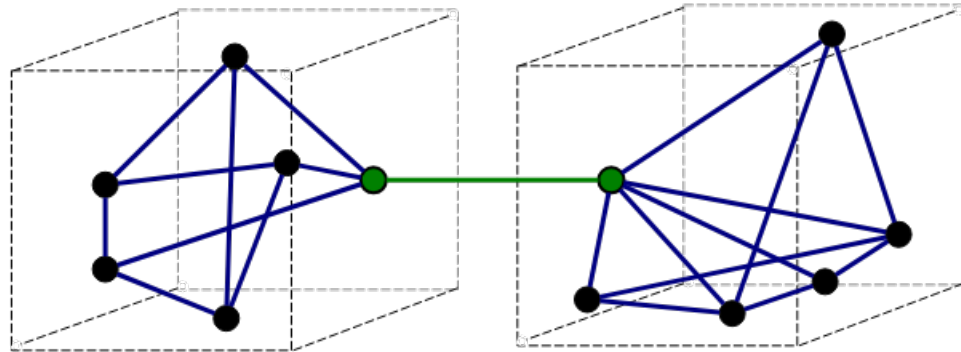
    for attempt in range(retries):
        try:
            print(f"Attempt {attempt + 1} to fetch data from {url}...")
            response = requests.get(url, timeout=5)
            response.raise_for_status() # Raise error for bad responses (4xx or 5xx)
            return response.json() # Return data if successful
        except requests.RequestException as e:
            print(f"Error: {e}. Retrying in {delay} seconds...")
            time.sleep(delay)

    # Fallback mechanism
    print("All attempts failed. Using fallback data.")
    return {"message": "Fallback data: API is unavailable."}
```

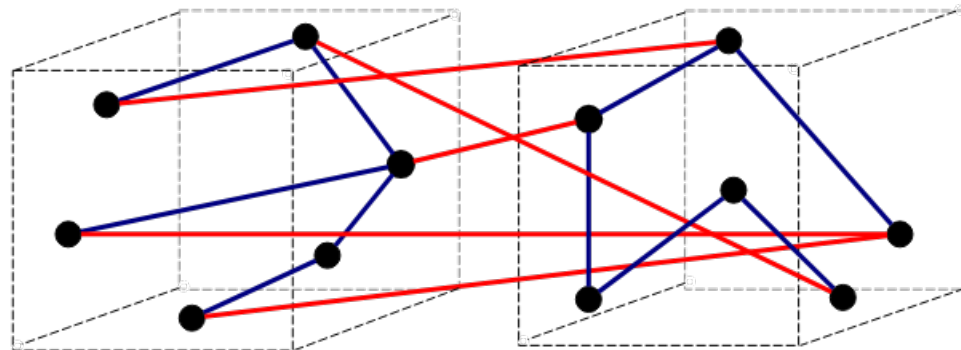


# Scalability Awareness

- Consider the impact of module design on scalability.



a) Good (loose coupling, high cohesion)



b) Bad (high coupling, low cohesion)

# Real-World Practices

- Peer code reviews improve code quality and team collaboration.

## ☐ Readability and Maintainability

- ☐ Is the code easy to read and understand?
- ☐ Are variable and function names descriptive?
- ☐ Are comments clear and helpful?
- ☐ Is the code properly formatted and indented?

## ☐ Functionality

- ☐ Does the code meet the requirements?
- ☐ Are all edge cases considered and handled?
- ☐ Are error conditions properly handled and reported?

## ☐ Code Structure and Organization

- ☐ Is the code modular and follows best practices?
- ☐ Are there any duplicated or unnecessary code?
- ☐ Are functions and classes appropriately structured?

## ☐ Performance

- ☐ Are there any potential performance bottlenecks?
- ☐ Are loops and iterations optimized?
- ☐ Are proper data structures and algorithms used?

## ☐ Error Handling and Exception Handling

- ☐ Are errors properly handled and logged?
- ☐ Are exceptions used effectively to handle errors?

## ☐ Testing

- ☐ Are there sufficient unit tests covering functionality?
- ☐ Do the tests provide good code coverage?
- ☐ Do the tests pass and provide expected results?

## ☐ Security

- ☐ Are sensitive data properly handled and protected?
- ☐ Is the code secure against common vulnerabilities?

## ☐ Documentation

- ☐ Is the code adequately documented?
- ☐ Are there any missing or outdated comments?

## Code Review Checklist Template



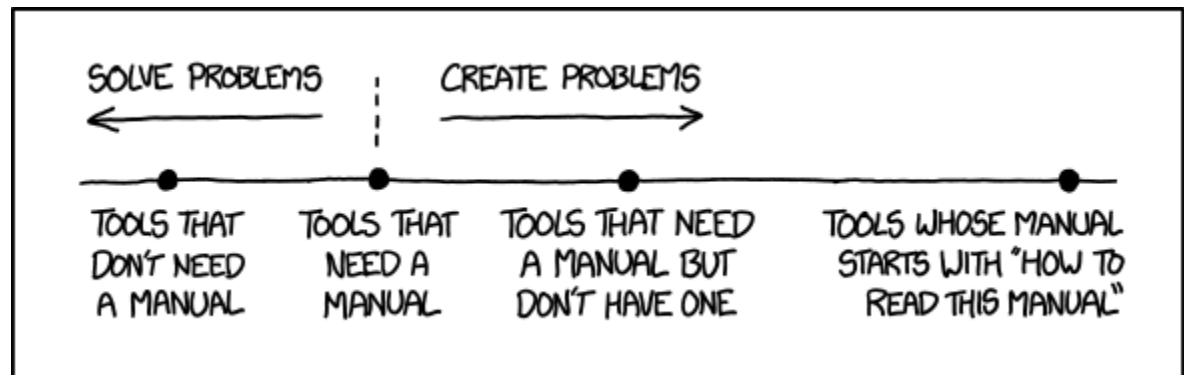
Create beautiful Code Snippets with Ease  
snappify.com

# Code Reviews

- Use GitHub or GitLab to conduct effective peer reviews.
- When you write a new bit of code you have to explain it to the team.
- One person 'chairs' the code review, takes notes, actions.
- One or more person assigned to critique, but others can also ask questions for clarity.

# Documentation

- Document code clearly.
- Unit tests document functionality (or at least perceived expectations.)
- Comments are your friend e.g. docstrings.



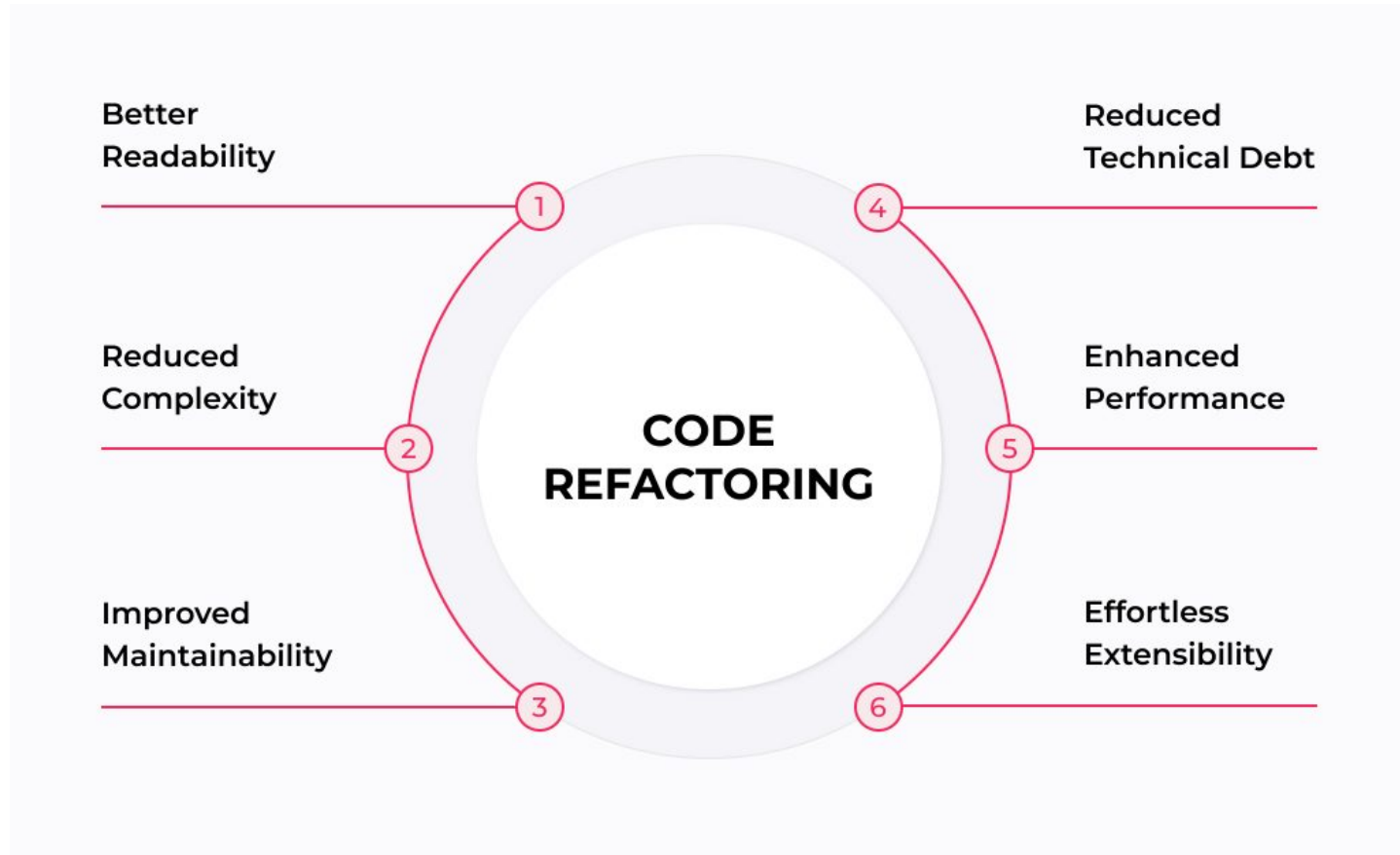
# Documentation

NEVER HAVE I FELT SO  
CLOSE TO ANOTHER SOUL  
AND YET SO HELPLESSLY ALONE  
AS WHEN I GOOGLE AN ERROR  
AND THERE'S ONE RESULT  
A THREAD BY SOMEONE  
WITH THE SAME PROBLEM  
AND NO ANSWER  
LAST POSTED TO IN 2003



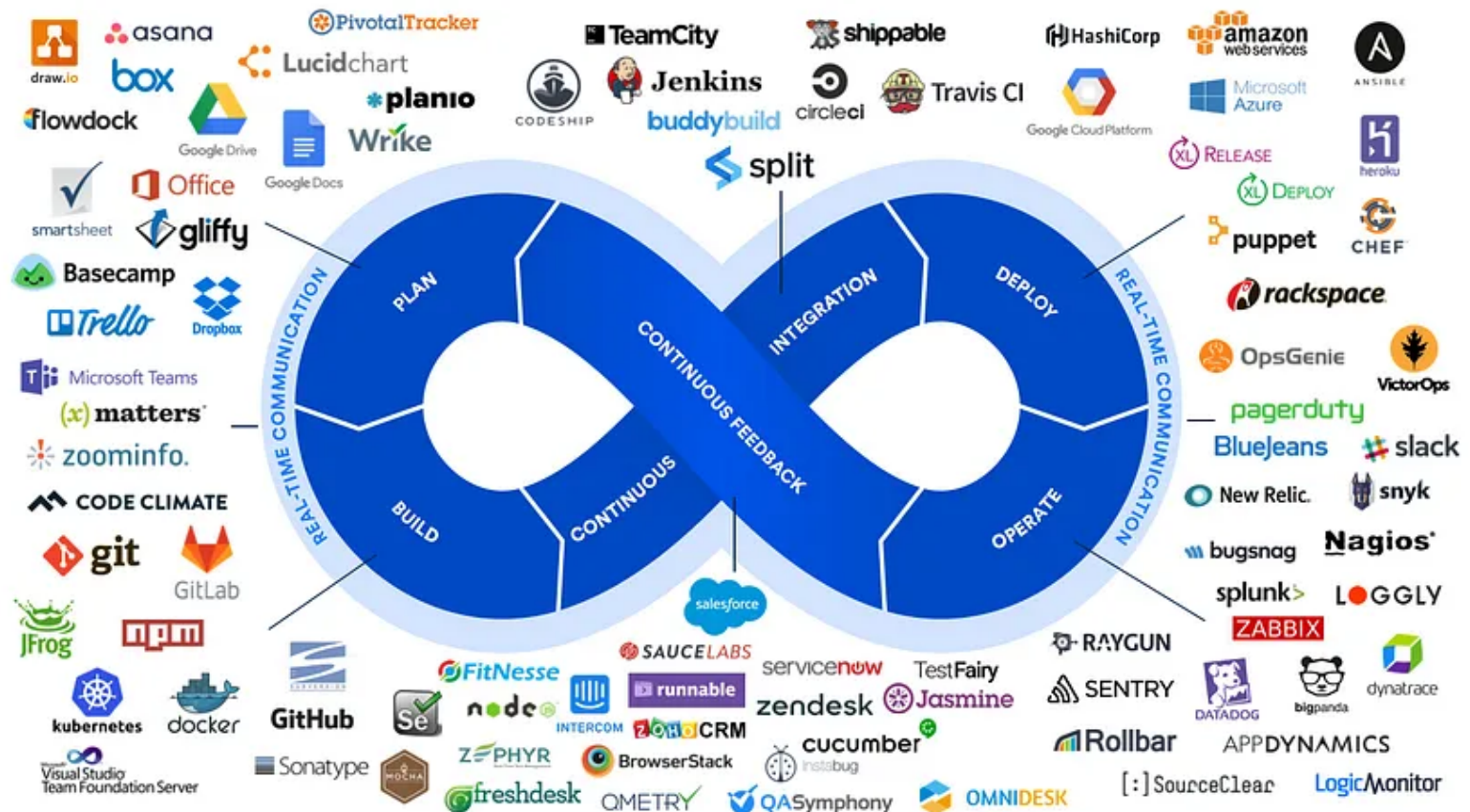
# Future-Proofing Code

- Refactor to manage technical debt and maintain code quality.



# Introduction to DevOps

- Learn about DevOps culture and tools for collaboration.



# Final Thoughts

- Most people don't know what they're doing.
- Criticality of self is vital.
- Empirical testing will get you 80% of the way there.
- Some of this stuff is still subjective (e.g. too much code coverage for your tests is generally not desirable.)



# Final Thoughts

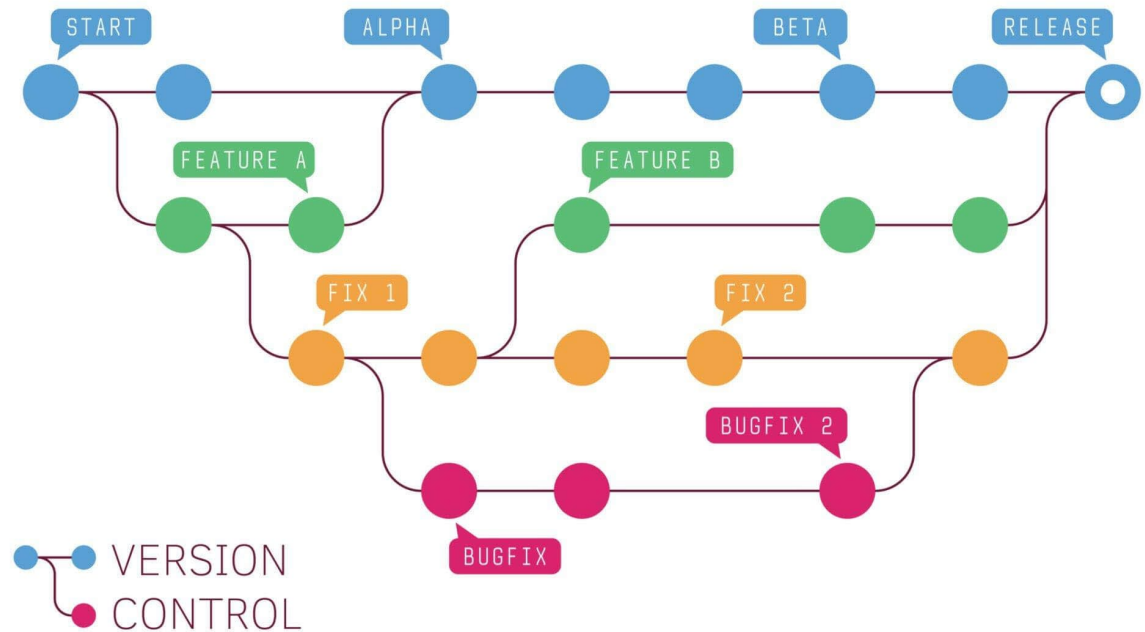
Antoine de Saint-Exupéry (Philosopher and Writer):

*“Perfection is achieved, not when there is nothing more to add, but when there is nothing left to take away.”*

# Final Thoughts

Aristotle (Greek Philosopher):

*“The whole is greater than the sum of its parts.”*



# Final Thoughts

Confucius (Chinese Philosopher):

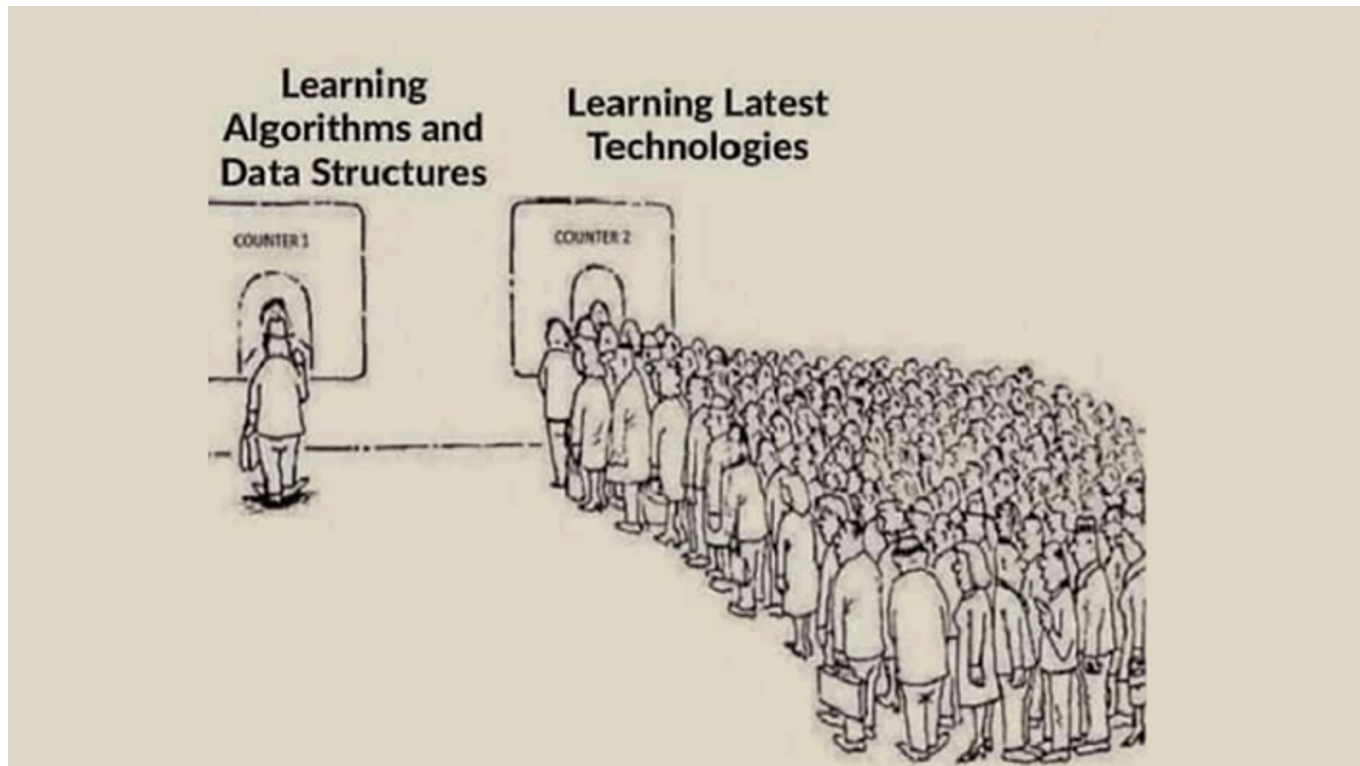
*“Success depends upon previous preparation, and without such preparation, there is sure to be failure.”*



# Final Thoughts

Voltaire (French Philosopher):

*“The best is the enemy of the good.”*



# Final Thoughts

You are just getting started on what *could* be a **very** exciting journey.

**Department of Computing**

Text only

**Degree Programmes**

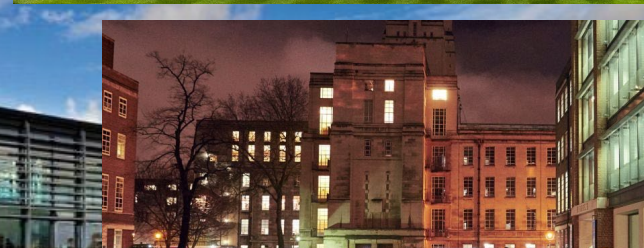
The Department of Computing offers single and joint honours undergraduate degree programmes, as well as MPhil and PhD research degrees. Computing students at Goldsmiths come from many different countries, age groups and backgrounds. There are currently around 400 undergraduate and 12 postgraduate students in the department.

**Undergraduate Degrees**

- [BA Computing and Design for the World Wide Web](#)
- [BSc Computer Science](#)
- [BSc Information Systems](#)
- [BSc Internet Computing](#)

**Postgraduate Degrees**

- [Computer Science and Information Systems MPhil and PhD](#)



# Thank You!

- Coursework deadline is coming up.
- Exams in January.
- I'll see you all again (soon) for Computing Project II...