Chapter 9

Program and Transaction Design

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Topics

- Designing the Program
- Program Navigation
- Designing the Transaction
- Round-Trip Engineering

Designing the program

- Design
  - Architectural design
  - Detailed design
  - Program design
    - One application program at a time
    - Extends the GUI design
    - Uses a database subschema
    - Defines database procedural parts - stored procedures
    - Spans the client and the server processes
Class cohesion and coupling

- **Class cohesion**
  - Degree of inner self-determination of the class
  - Measure of the strength of the class independence
  - One action, a single goal
  - The stronger the better

- **Class coupling**
  - Degree of connections between classes
  - Measures the class interdependence
  - The weaker the coupling – the better

- Better cohesion induces worse coupling and vice versa

Cohesion and coupling heuristics

- Two classes to either be not dependent on one another or one class to be only dependent on the public interface of another class
- Attributes and the related methods to be kept in one class
- A class to capture one and only one abstraction - unrelated information to be kept in separate classes
- The system intelligence to be distributed as uniformly as possible

Kinds of class coupling

- X inherits from Y
- X has an attribute of class Y
- X has a template attribute with a parameter of class Y
- X has a method with an input argument of class Y
- X has a method with an output argument of class Y
- X knows of a global variable of class Y
- X knows of a method containing a local variable of class Y
- X is a friend of Y
Coupling and BCDE approach

- BCDE specifies four layers of classes
- Objects communicate within a layer and between the adjacent layers

**Intra-layer coupling**
- desirable
- localizes software maintenance and evolution to individual layers

**Inter-layer coupling**
- to be minimized
- communication interfaces to be carefully defined

- The Law of Demeter to be obeyed

The Law of Demeter

**Message target** can only be one of the following objects
1. The method's object itself (i.e. this in C++ and Java, self and super in Smalltalk)
2. An object that is an argument in the method's signature
3. An object referred to by the object's attribute (including an object referred to within a collection of attributes)
4. An object created by the method
5. An object referred to by a global variable

**The Strong Law of Demeter**
- Rule 3 limited to attributes defined in the class - inherited attributes not to be used to identify the target object

Accessor methods and mindless classes

**Accessor methods**
- observers (get)
- mutators (set)

- Object state can only be accessed through accessor methods in its interface

**Mindless class**
- puts too many accessor methods in its interface
- allows other objects to freely view and modify its information content
- sometimes difficult to avoid

- "On an object-oriented farm there is an object-oriented milk. Should the object-oriented cow send the object-oriented milk the uncow_yourself message, or should the object-oriented milk send the object-oriented cow the unmilk_yourself message?"
Accessor methods - example

- Add a student to a course offering.
- Check
  - what are the prerequisite courses for the course offering
  - if the student satisfies the prerequisites
- Consider that
  - the enrol() message is sent by the boundary object :EnrolmentWindow
  - Three entity classes are involved – CourseOffering, Course, and Student
- At least four solutions possible

Accessor methods - solution 1

- Policy maker
  - Mindless

Accessor methods - solution 2

- Policy maker
  - Mindless
Accessor methods - solution 3

(a) CourseOffering:
- Enrolment
  - Window
    - enrol()

(b) CourseOffering:
- CourseOffering
- getPrereq()
- getAcadRec()
- enrol()

(c) Student:
- Student

Policy maker
(the "God" class)

Accessor methods - solution 4

(a) CourseOffering:
- Enrolment
  - Window
    - enrol()
    - (OK) enrol()

(b) CourseOffering:
- CourseOffering
- getPrereq()
- getAcadRec()
- enrol()

(c) Student:
- Student

The control object

Mixed-instance cohesion

- The consequence of the lack of dynamic classification
- A class with mixed-instance cohesion
  - "has some features that are undefined for some objects of the class"
  - features (methods and attributes) do not apply to all object of the class
  - e.g. not all objects of the Employee class get allowance; only Manager objects do (i.e. employees who are managers).
Mixed-instance cohesion

This design has no mixed-instance cohesion provided that:
- extra fees are paid even if a part time student elects to take daytime course offerings.

But what if a DayPrefPartTimeStudent is forced to take an evening course offering because there are no more places available in daytime course offerings?

Perhaps, some other fee would then apply. Should we specialize further to derive a class UnluckyDayPrefPartTimeStudent and avoid the mixed-instance cohesion again?

We may have to use the IF statement in the code:

```java
method payExtraFee(crs_off) for the class PartTimeStudent
    if evening_preference = "False"
        return
    else
        do it
    end method
```
Designing Client/Server collaboration

Level 1 designer/DBA

Level 2 ad-hoc user/DBA

Level 3 programmer

Level 4 designer/programmer

Level 5 designer/programmer

SQL, data definition language

SQL, data manipulation language

SQL, embedded language

SQL, client DB library

SQL, client DB library

4GL/SQL, application generator

4GL/SQL, application generator

PL/SQL, stored procedures

Stored procedures

SQL query

(from the client application)

Store procedure call

(from the client application)

Parse

Validate syntax and object references

Check authorization

Optimize

Compile

Locate procedure (perhaps in procedure cache)

Check authorization

Substitute parameters

Execute

Trigger = special kind of stored procedure

Stereotyping Activity Diagrams for program navigation

- **States** (rounded rectangles) stereotyped for data objects:
  - tables
  - records
  - etc

- **Activities** (ovals) stereotyped for program objects:
  - stored procedures
  - triggers
  - SQL queries
  - etc.
**Designing the transaction**

- **Transaction**
  - logical unit of work
  - unit of database consistency
  - atomic - all results committed to DB or rollbacked to original DB state

- **Transaction Manager**
  - database recovery
  - concurrency control

- **Short transaction** - conventional DB business applications
Pessimistic concurrency control

- Locks on data objects:
  - **Exclusive (write) lock** – other transactions must wait
  - **Update (write intent) lock** – other transactions can read
  - **Read (shared) lock** – other transactions can read and possibly obtain an update lock on the object
  - **No lock** – other transactions can update an object

Levels of transaction isolation

- Between concurrently executing transactions:
  - **Dirty read possible** – transaction $t_1$ modified an object but it has not committed yet; transaction $t_2$ reads the object
  - **Nonrepeatable read possible** – $t_1$ has read an object; $t_2$ updates the object; $t_1$ reads the same object again
  - **Phantom possible** – $t_1$ has read a set of objects; $t_2$ inserts a new object to the set; $t_1$ repeats the read operation
  - **Repeatable read** – $t_1$ and $t_2$ can still execute concurrently but the interleaved execution of these two transactions will produce the same results as if the transactions executed one at a time (**serializable execution**)
Programmable recovery

- **Undo from user mistake**
  - compensating transaction may be necessary

- **Savepoint**
  - divides a transaction into smaller parts
  - allows rollback to a named savepoint

- **Trigger rollback**
  - special kind of savepoint
  - only the trigger is rolled back and the transaction can take a remedial action

Long transaction

- **In workgroup computing applications**
- Facilitate user cooperation whereas the purpose of short transactions is to isolate the users
- Can span computer sessions

- **Require**
  - version management
  - collaborative concurrency control
  - no automatic rollbacks
- **Short transactions still required during check-in/check-out operations**

Round-trip engineering

- **The combination of**
  - forward engineering
    - generation of code from the design
  - reverse engineering
    - recovery of design from the code

- **Required for**
  - client application programs
  - server database programs
Round-trip engineering with Client

- UML Design Model → Code Generation
- Source Code
- Model Differencing
- Programming
- UML Implemented Model → UML Generation → Modified Code

Round-trip engineering with DB

- Archive
- Initial PDM → Create DB → Initial DB
- Load
- Modify PDM → Modify DB
- Reload
- Current PDM, Synchronize PDM with DB → Current DB, Synchronize DB with PDM

Reengineering from RDB to ORDB

- Existing RDB Implementation
- Analyze RDB
- UML Design Model
- Generate and Test ORDB
- Synchronize UML Model with ORDB
- ORDB Implementation
Summary

- The coupling and cohesion principles can be achieved through the Law of Demeter
- Excessive use of accessor methods can lead to mindless classes
- Mixed-instance cohesion sometimes necessary
- Five levels of SQL interfaces
- Program Navigation Diagrams extend Window Navigation Diagrams
- Conventional DB applications require short transactions
- Some new DB applications work in long transactions
- Round-trip engineering applied to client programs and to database programs