



# INTERNATIONAL ATOMIC ENERGY AGENCY



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SECOND COLLEGE ON MICHOPROCESSORS: TECHNOLOGY AND APPLICATIONS IN PHYSICS

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SOFTWARE TOOLS

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These are preliminary lecture notes, intended only for distribution to participants. Missing or extra copies are available from Room 230.

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Two talks.

Aim of good programming methods.

- 1. Programming Methods
- abstractions in programming languages
- 2. Program Development Cycle
- Overview
- tools.

Readability

Modifyability

 We will discuss those programming methods that help us towards these aims.

- 1. Aim of good Program Development Method
- Write program that is required.
- Maintainability through documentation.
- 2. The Programming Cycle.
- The computer tools that you will use.

Programming languages, Abstractions.

Unstructured programming.
Structured programming.
Procedural abstraction.

- Structure Charts.

  Module/package abstraction.

  [Task structure]
- [Filters]

Programming languages, Abstractions.

Program Structure.

Unstructured data.

Structured data.

[Relational Database]

- [Data model]

Data hiding.

[Data flow]

- [Data flow diagrams]

Structure implies readability.

Programming Methods

Readability implies correspondance between time and text.

Program Structure.

Example from Pascal.

 Program can be dissected into parts each of which has a start and end point. if <test> then <br/> <body>

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Example from Pascal.

Example from Pascal.

if i=0 then

count := count + 1

if <test> then

<body-1>

else

<body-2>

Example from Pascal.

if x>y then

begin max:=x; min:=y end

else

begin max:=y; min:=x end

case (expression) of

value-1: <body-1>

value-2: <body-2>

end

Example from Pascal.

case month of

1,3,5,7,8,10,12:

NrDays: =31;

4,6,9,11:

NrDays: =30;

2:

if leapyear then

NrDays: =29

else

NrDays: =28

end

for var=\first value\ to \last value\ do

⟨body⟩

Example from Pascal.

for month=1 to 12 do
 writeln(month, daysin(month))

while <test> do <br/> <body>

Prove to yourself that your loops will terminate.

Example from Pascal.

while power<10 do

power := power \* 10

repeat

⟨body⟩

until <test>

Prove to yourself that your loops will terminate.

Prove to yourself that your loops will terminate.

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Example from Pascal.

Data Structure.

repeat

read(character)

until character ◊ ' '

♦ is unequal

Structure implies readability.

Readability implies correspondance between naming, operations and meaning.

Prove to yourself that your loops will terminate.

Example from Pascal.

Boolean type

or and

not

write #

Char type

chr

read # write #

Integer type

+ - X

div mod

abs sqr odd

read # write #

etc.

Overdrawn := balance < 0

if (char>='A') and (char<='Z') then

write(char)

number := number div 10

Example from Pascal.

type month = (Jan, Feb, Mar, Apr, May, Jun, Jul, Aug, Sep, Oct, Nov, Dec );

case month of

Jan, Mar, May, Jul, Aug, Oct, Dec:

NrDays:=31;

Apr, Jun, Sep, Nov:

NrDays: =30;

Feb:

if leapyear then

NrDays: =29

else

NrDays: =28

end

An ARRAY is a data structure composed of a fixed number of components, all of An array component is the same type. selected by an INDEX.

line = array[1..80] of char;

read(line);

for i:=10 to 20 do

Programming Methods

write(line[i])

Example from Pascal.

A RECORD is a data structure composed of a fixed number of components (fields), which may be of different types. FIELDS are selected by name.

date = record

day: 1..31;

month: Months;

year: integer

end

date.day := 2;

date.month := May;

date.year := 1983;

A PROCEDURE consists of a block of code which may be invoked, with or without parameters, elsewhere in the program.

It is the programmers means of building abstractions which do not exist in the programming language.

It effects readability

 since it divides programs into small parts each of which can be understood easily.

Divide and conquer.

program printtables;
tables = array[1..12;1..12] of integer;
procedure MultiplicationTable;

procedure PrintTable;

begin
 MultiplicationTable;
 PrintTable;
end.

Top Down Programming.

A program which is designed from the highest level concentrates on the function of the procedures from the highest level. It is therefore easy to read and modify.

A program which is designed from the lowest level (bottom up) concentrates on the roles that different procedures play and is difficult to read.

A compromise is obtained in the Module or Package abstraction where new operations on data items can be grouped together.

Complete Development Cycle

## Requirements

yes/no answers when finishedSpecification

- In what way will the requirements be satisfied

#### Data Model

- Properties of the data

Programs/structure charts

- documentation of the program

[tasks/data flow diagrams]

N.B. In perfect world this is not cyclic however the concrete world of the data model may effect your ideas on the specification or requirements.

# Requirements and Specifications

# Requirements and Specifications

### Requirements

- yes/no

Specification

- What and how.

DO NOT WRITE THE WRONG PROGRAM

Modifyability

- Reduce to a minimum

# Example Requirement

The program must at any time be able to inform the user of the time of day.

# Example Specification

When the program has given a prompt, the user will type 'TIME' followed by carriage return in order to obtain the time. The program will print the time in the following format 'hh:mm:ss' where hh is the hour, mm the minutes and ss the seconds. This will be according to the 24 hour clock.

# Program Development Cycle

# Program Development Cycle

#### Data Model

- Describe the attributes and properties of the data.

car := [REGISTRATION NUMBER, make, model, colour]

### REGISTRATION NUMBER

 is that number issued by the authorities which uniquely identifies the car.

# colour

 is the colour inscribed on the car's papers.

#### Data Model

model := [MAKE, MODEL, engine size, power, body type]

## body type

- will be one of [sedan, wagon, truck]

# Program Development Cycle

## **Editing**

#### The Tools

Edit

Compile

[Link]

Test

The mechanical process.

#### Line Editor

- References by line number.
- Line numbers remain fixed.
- Gaps left so that lines can be inserted.
- Displays current line.

#### Context Editor

- References by strings in text.
- Refer to nth. line in text.
- Displays current line.

#### Full Screen Editor.

- References by pointing.
- Displays many lines.

# Language Oriented Editor

- Helps with and checks syntax of text.

## Editing

# input 100 100= SET I=1 110= SET J=1 120= I=I+1 130 = J = J + 1140= GOTO 120 150= **\***\*\* insert 135 131= I2=I\*\*2 132= J3=J\*\*3 133= IF I2>J3 GOTO 130 134= IF 12=J3 THEN PRINT 12, J3 135= I=I+1 136= GOTO 131 137= **\***\*\* delete 100,110

etc.

# **Editing**

find 'name'
change 'me' to 'you'
next 2
etc.

## Language Translation

A language translator translates a higher level language into a lower level language.

#### It includes

compilers
interactive interpreters
interpreters
preprocessors
[assemblers]

The lowest level consists of the bit patterns which the computer understands and obeys. A load module contains that information.

#### Assembler (known)

There is a one-to-one correspondance between the language text and the machine code that the computer understands.

## op-code (arguments)

Assembler looks up op-code for corresponding bit pattern and format of the instruction.

The format enables it to understand the arguments which are converted into bit patterns.

Normally, two passes since the arguments can refer to things which occur textually later

e.g. JMP LAB

LAB

The user has access to all machine capabilities.

### Compiler

The compiler is free to generate whatever code it wants that will do the job.

User has lost control of the machine but has aids to programming.

Stages of compiling

language text

Lexical Analysis

Syntax Analysis

Code Generation

#### load module

Language can be machine independent e.g. Fortran, Pascal, Basic etc.

## Lexical Analysis

The lexical analyser recognises words and symbols in the text. A compiler turns those into an internal representation.

#### e.q. if i=0 then i:=1;

#### could translate into

reserved word if	8	
symbol i	12 1 '	i,
logical operator =	32	
integer constant 0	2 <b>9</b> 0	
reserved word then	9	
symbol i	12 1 '	i'
assignment operator	40	
integer constant 1	29 1	
semicolon	41	

Syntax Analysis

This turns the output of the lexical analyser into a structure known as the SYNTAX TREE.

e.g. if i=0 then i:=1;

Intermediate code

language text

Lexical Analysis Syntax Analysis Intemediate Code Generator

intermediate code

Code Generator

Code Generator

object code A object code B

From this structure code or intermediate code is generated.

# Run Time Support

Interactive Interpreter

The run-time support is code that contains and initialises the programs environment.

one statement of language text

Lexical Analysis
Syntax Analysis
Perform Operation

e.g. Basic

Interpreters (not interactive)

language text

Lexical Analysis

Syntax Analysis

Interpretive Code Generation

interpretive code

Interpreter

A compiler's intermediate code may be used as an interpretive code.

e.g. Interpretive Pascal (UCSD), ...

Language Preprocessors

text for language A

Language Preprocessor

text for language B

COMPILER

load module

Language A is richer than language B. e.g. MORTRAN, Ratfor, ...

### Testing

Testing shows the presence of bugs.

Testing does NOT show the absence of bugs.

- 1. Exercise your program in everyway that you can in order to remove all 'infant mortallity' bugs.
- 2. Read your program looking for cases not accounted for, checks not made and errors still present.
- 3. Get someone-else to read your program.

Other Tools

Debuggers - ROSY is a typical microprocessor debugger. High level language debuggers with assertions are beginning to appear.

Document Formatters - many.

MAKE YOUR PROGRAM READABLE

