Contents

Preface			xv
List of Figures			ix
List of Table			X
List of Abbreviations		•	xiii
1 Introduction to		Goals of Coding	16
		Characteristics of Programming Language	16
Software Design	1	Coding Standards	17
		Coding Guidelines	18
Unit Introduction	1	Programming Style	19
Software Design Principles	3	Structured Programming	20
Problem Partitioning	4	Why Do We Use Structured Programming?	20
Abstraction	4	Software Reliability	21
Modularity	4	Summary	23
Modular Design	6	Review Questions	23
Strategy of Design	7	Multiple Choice Questions	23
Coupling and Cohesion	8	References	24
Module Coupling	8		
Types of Module Coupling	8	Software Design	
Module Cohesion	9	J Contware Besign	
Differentiate Between Coupling and		Process	31
Cohesion	11		5,65
Function Oriented Design	11	Unit Introduction	31
Design Notations	11	What is Software?	33
Data Flow Diagram	11	Building Models	35
Data Dictionaries	12	Transferring Design Knowledge	40
Structured Charts	12	Constraints with the Design Process	
Pseudo-Code	13	and Product	46
Object-Oriented Design	13	Recording Design Decisions	48
User Interface Design	14	Designing with Others	50
Types of User Interface	14	Summary	53
UI Design Principles	15	Review Questions	53
Coding	15	Multiple Choice Questions	53
		References	54

Design Qualities	61	Prescriptive Models
3		Descriptive Models
Unit Introduction	61	Multiple View Models
Evaluation of Design Quality	64	The Roles of Architecture in Software Design
The 'Ilities'	69	Software Architectural Style
Features of the Quality Design Product	72	The Notion of Software Architectural Style
Some Design Features	73	Summary
Evaluating the Design Phase or Process	79	Review Questions
Summary	82	Multiple Choice Questions
Review Questions	82	References
Multiple Choice Questions	82	
References	83	Typical
		O Architectural Styles
Design Principles	91	Architectural Styles
	Device to	Unit Introduction
Unit Introduction	91	The General Data Flow Style
Basic Rules of Software Design	92	The Pipe-and-Filter Sub-Style
Causes of Difficulties	92	The Batch Sequential Processing Sub-Sty
Vehicles to Overcome Difficulties	95	Computational Model
Basic Rules of Software Design	97	Structural Pattern
Design Processes	98	Independent Components
Generic Design Process: Descriptive Mode	els 98	The General Independent Components Sty
Design Strategies: Prescriptive Models	101	The Event-Based Implicit Invocation
Decompositional Methods	101	Systems Sub-Style
Compositional Methods	101	Computational Model
Structure of Software Design Methods	105	Design Vocabulary
Summary	107	Structural Pattern
Review Questions	107	Properties Derived From the Architecture
Multiple Choice Questions	107	Examples
References	108	The Communicating Processes Sub-Style
•		Computational Model
Software		Design Vocabulary
Soltware		Structural Pattern
Architecture	113	Sub-Types of the Style
		Call and Return
Unit Introduction	113	The General Call and Return Style
The Notion Of Architecture	115	Summary
Architecture in the Discipline of Buildings	115	Review Questions
Architecture in the Discipline of Computer		Multiple Choice Questions
Hardware	119	References
The General Notion of Architecture	123	
The Notion of Software Architecture	124	

7 Using Styles in Design	183	Architectural Design Space	199
Unit Introduction	183	Unit Introduction	199
Choices of Styles	184	Theory of Design Spaces	201
Different Styles Used for a Combination	186	Structure of Design Spaces	201
Hierarchy of Heterogeneous Styles	187	Design Space of Architectural Elements	204
Simultaneously Heterogeneous Designs	187	Behavior Features	204
Keyword Frequency Vector (KFV)		Static Features	205
Case Study	189	Design Space of Architectural Styles	206
Description of an Issue	189	Characteristic Features of Architectural	
Designs in Several Different Styles	189	 Styles 	206
Comparison and Analysis of Data	191	Summary	210
Summary	194	Review Questions	210
Review Questions	194	Multiple Choice Questions	210
Multiple Choice Questions	194	References	211
References	195		
		INDEX	215