Best Practices: Technically-Related

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Using Modeling to Prepare for Changing Healthcare Needs

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The Challenges of Complexity

- Complexity of software development is a major barrier to effective delivery of value
- Complexity leads to systems that are late, over budget, and of substandard quality
- Complexity has extensive impact in both human & technical spheres

Avoiding Debugging

- Defensive Programming
- Offensive Programming

Offensive Programming: Try to Get Broken Program to Fail Early, Hard

- Asserts: Actually quit the program
- Fill memory allocated with illegal values
- Fill object w/illegal data just before deletion
- Set buffers at end of heap, so that overwrites likely trigger page fault
- Setting default values to be illegal in enums
- We will talk about Assertions & Error Handling later this week

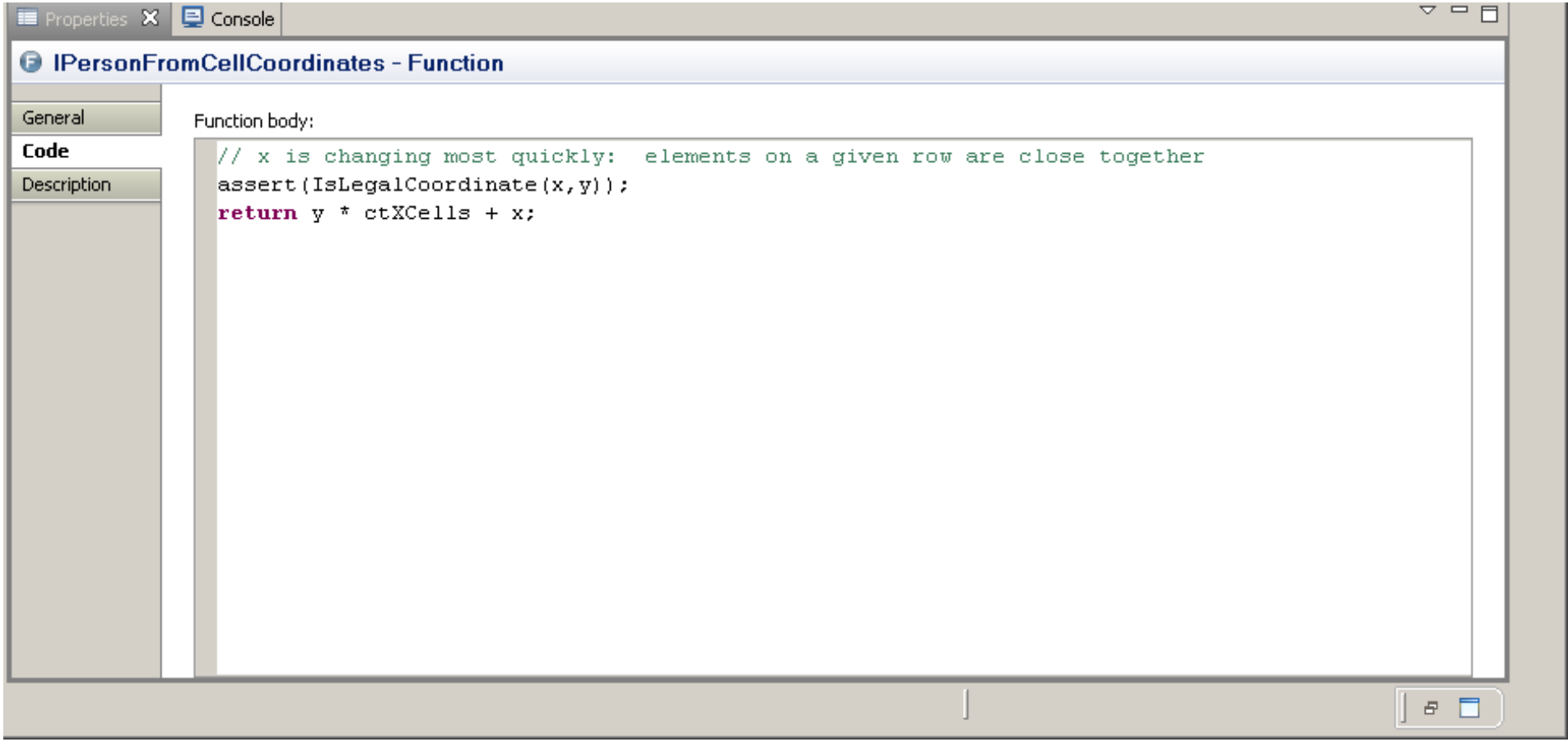
What is an “Assertion”?

- An “Assertion” is a “sanity check” during program execution (model simulation) to confirm that one’s assumptions hold true
- This helps identify
  - Mistaken understanding (on our or others’ part)
  - Logic errors
  - Inconsistencies in reasoning

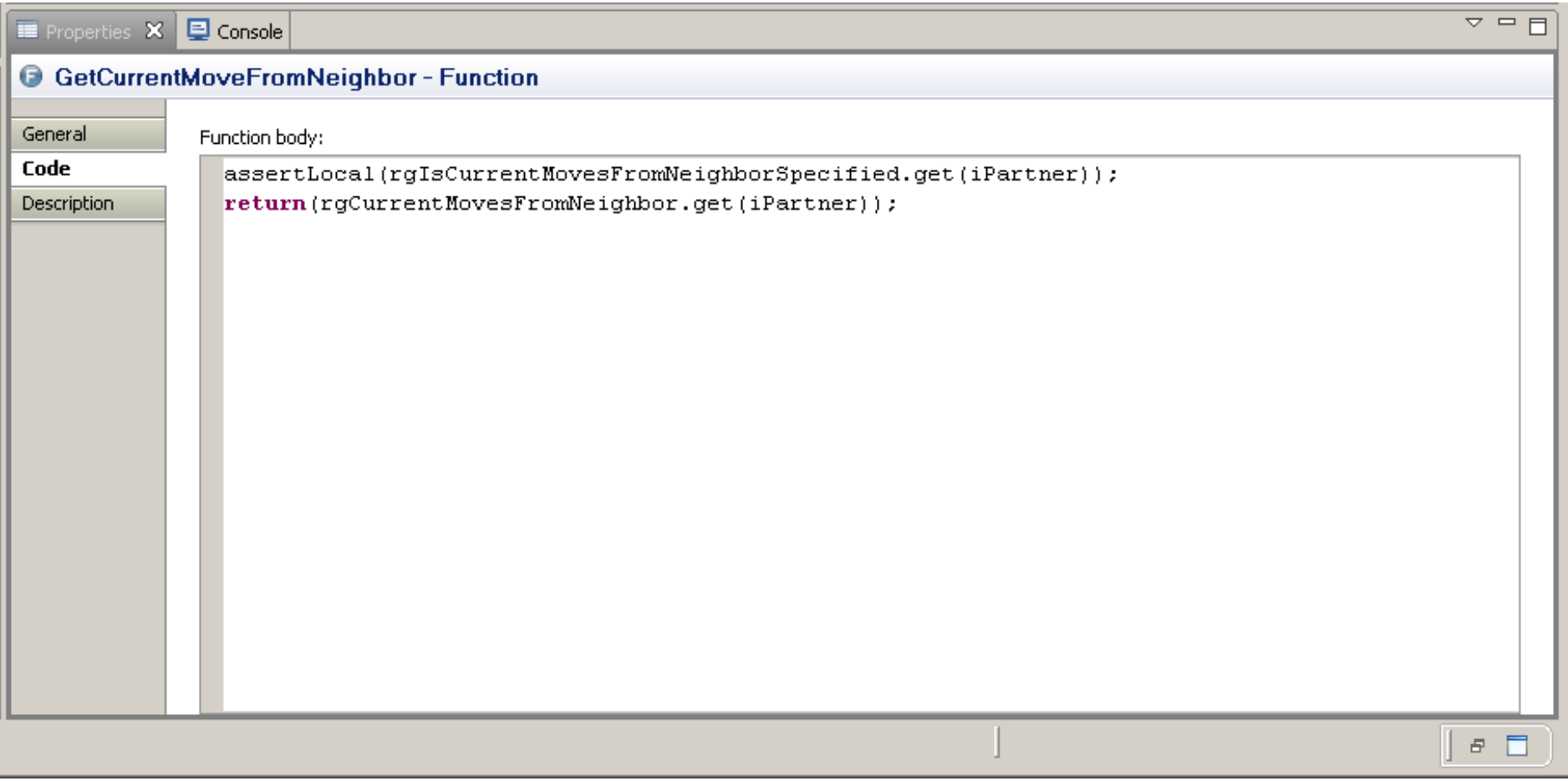
Assertion Goal: Fail Early!

- Alert programmer to misplaced assumptions as early as possible
- Benefits
  - Documents assumptions
  - Reduces likelihood that error will slip through
    - Helps discourage “lazy” handling of only common case
    - Forces developer to deal explicitly with bug before continuing
  - Reduces debugging time
  - Helps improve thoroughness of tests

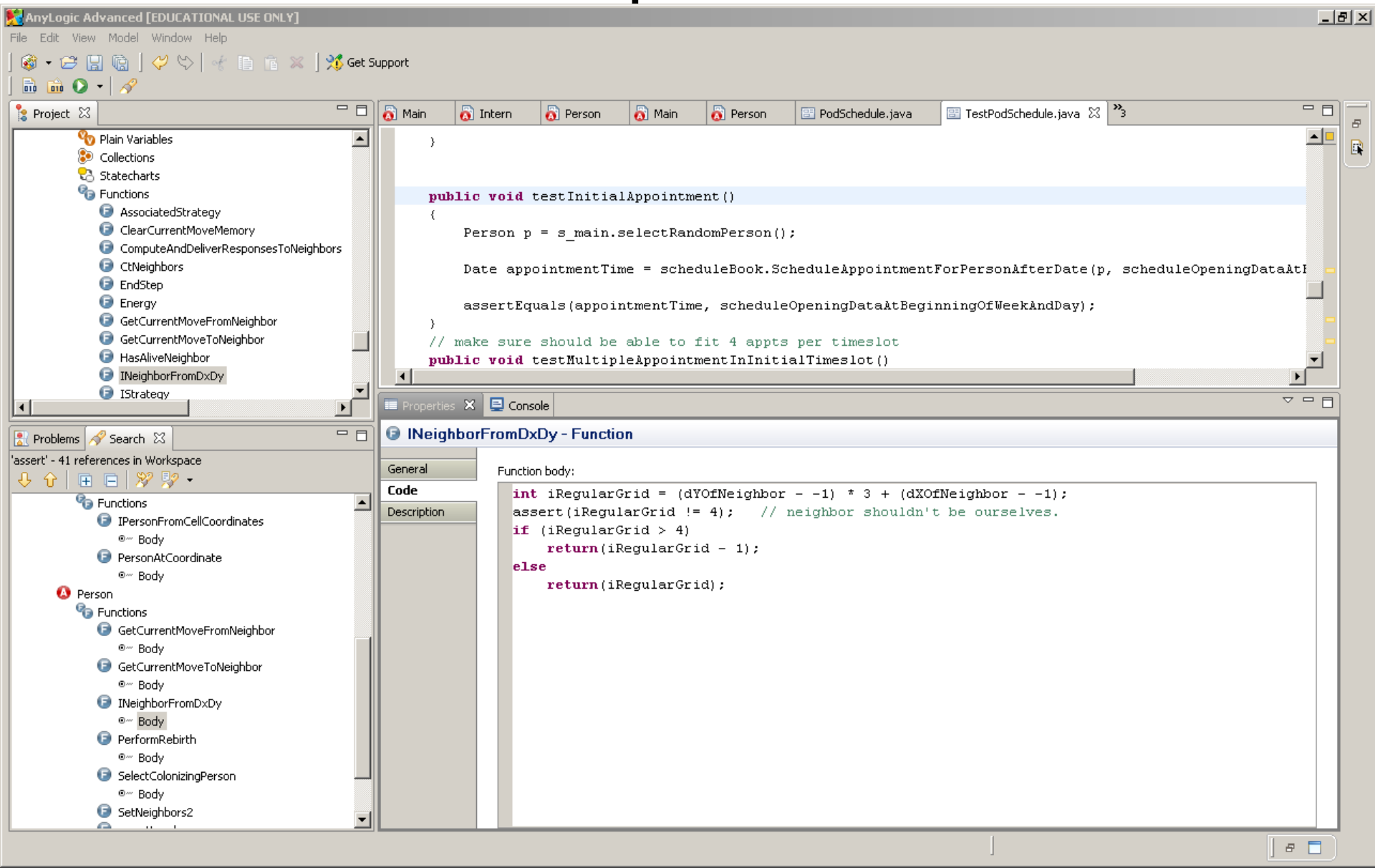
Assertions Regarding Coordinates



Confirming that Something Has Been Computed Before it is Used

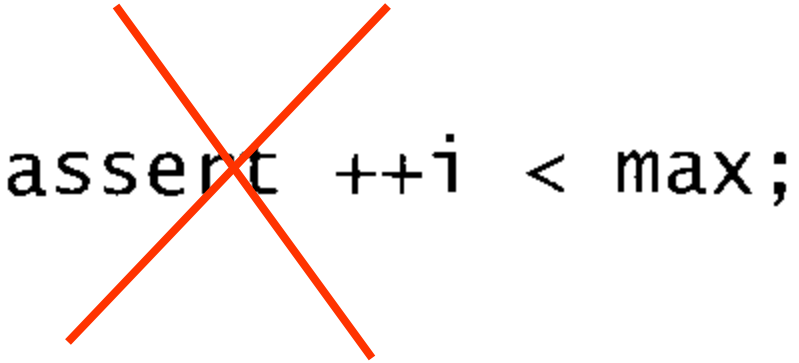


Checking Assumption Regarding Computation



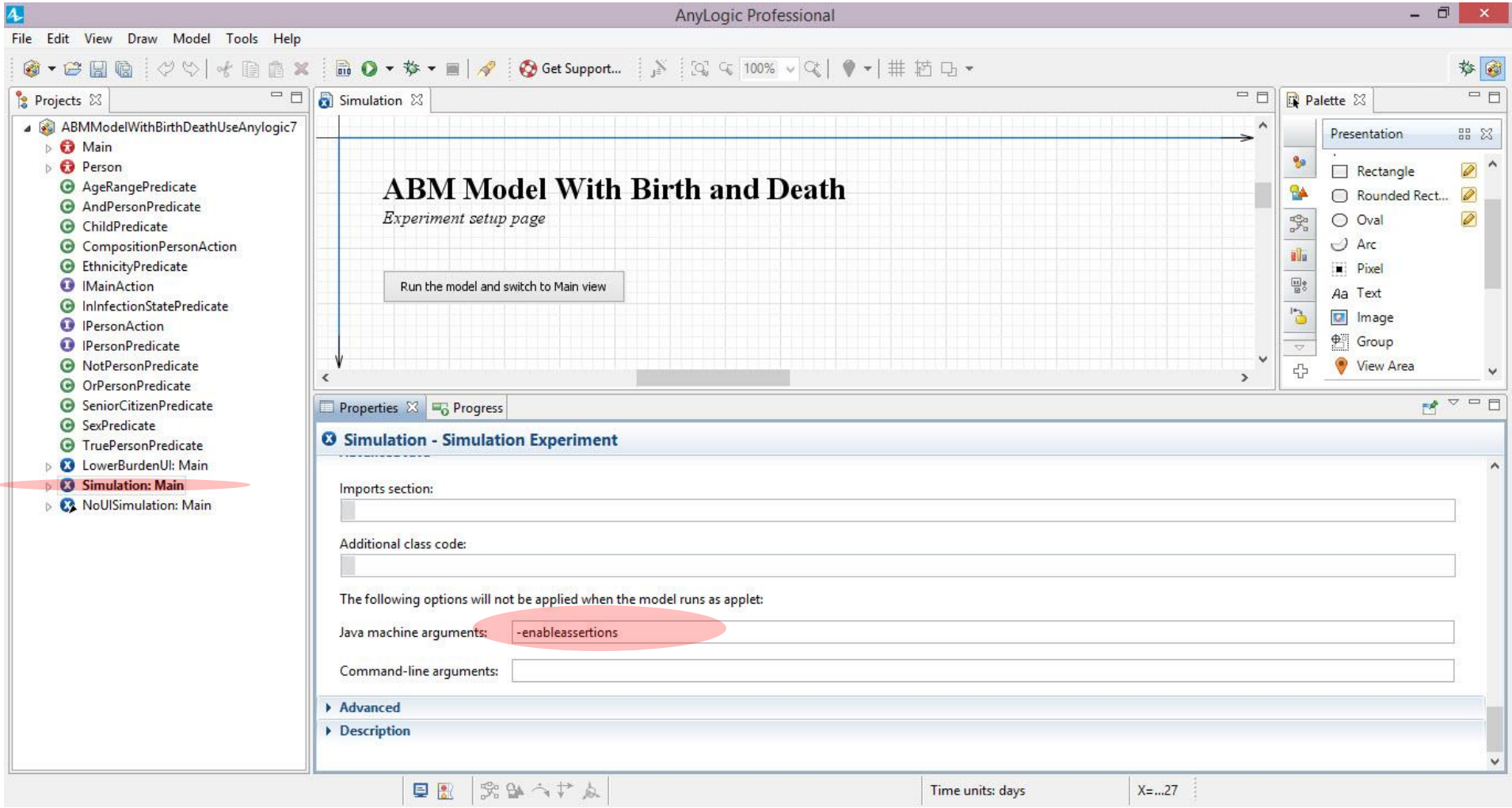
Avoid Side Effects in Assertions

- Because assertions may be completely removed from the program, it is unsafe to rely on side effects occuring in them



Arnold et al. The Java Programming Language, Fourth Edition. 2006.

Enabling Assertions in AnyLogic



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Enabling Assertions in Java

- 2 ways
  - Usual: Via java runtime command line

    `-enableassertions/-ea[`*descriptor*`]`
    - e.g.

      `-enableassertions:com.acme.Plotter`

      `-enableassertions:com.acme...`

    `-disableassertions/-da[`*descriptor*`]`
  - Less common: via reflection (ClassLoader)

    `public void setDefaultAssertionStatus(boolean enabled)`

    `public void setPackageAssertionStatus(String packageName, boolean enabled)`

    `public void setClassAssertionStatus(String className, boolean enabled)`

Defensive Programming

- Naming conventions
- Formatting
- Separate
  - Commands (side effects)
  - Queries (pure)
- Avoid manifest constants
- Consolidate condition checks in methods or objects (“specification” pattern)
- Minimize variable lifetime & span between references
- Check return values, value legality
- Always handle all cases (even illegal)
- Always put in { } after if
- Beware empty catch blocks
- Use *finally* blocks
- Don’t reuse temporary variables
- Initialize vars, member data as they are declared or in constructor
- Use pseudocode programming process

Other suggestions

- Strive for transparent code
  - Use variable name conventions
  - Consistent formatting
- Strive for higher abstraction level
  - Spot commonality & place into a separate function or class
  - Encapsulate repetitive actions in methods
  - Move whole & partial conditionals to methods
  - Consider putting body of loop in a method
- Create diverse well-named small functions
- Use enumerations

Bad Smells (Many from McConnell, Code Complete 2.0)

- Duplicate code
- Long routine
- Deep/long if/loops
- Inconsistent interface abstraction
- Lots of special cases
- Poor cohesion
- Too many parameters
- Single update yields changes to many places
- Keep on creating ad-hoc data structures/classes
- Global variables
- Primitive types
- Need to update multiple inheritance hierarchies
- Subclasses not really subtypes
- Related items spread among multiple classes
- Method deals more with other classes than its own
- Need to know implementation of other class
- Unclear name
- Setup & takedown code around call

Style & Convention

- Naming Conventions
- Commenting
- Metadata (e.g. Javadocs)
- Indentation
- Module Naming
- Construct placement
- Compiler Pragma & Mechanisms

Naming Conventions

- Naming conventions are a powerful tool
- Benefits
  - Reduce risk of errors
  - Easier understanding of others' code
  - Easier understanding of code in future
  - Lower risk of name clashes
  - Easier search for desired item (e.g. method/variable/class

Java Naming Conventions

- Distinguish Typographic & Grammatical
- Packages
  - Short lowercase alphabetics (digits rare)
  - Start with organization internet domain name (e.g. ca.usask)
- Classes/interfaces
  - First word of each capitalized (TagHasher)
  - Avoid all but most common abbreviations
  - Generally nouns/noun phrase
  - Interfaces sometimes adjective

Java Naming Conventions 2

- Method & Fields
  - Same as classes but first letter lowercase
  - Const static fields all uppercase, “_” as separ.
  - “Action” methods named with verb
  - “is” for booleans
  - Query: noun/noun phrase or verb w/”get” prefix
  - Converters: “toX”, primitiveValue
- Local variables
  - Same as members but can be short, context-dependent

Booleans

- Base name should give clear sense of condition in question
- Use common convention to indicate boolean
  - “f” prefix (e.g. fOpen)
  - is prefix (e.g. isOpen)
  - “?” suffix (e.g. open? – legal scheme)
- Avoid negation in names (e.g. isNotOpen)

Suggestions

- Use consistent abbreviation conventions
- Provide translation table at top of method to clearly describe purpose of each variable
- Avoid similar names
- Be careful of similar letters
- Avoid overloading predefined names (even if syntactically & semantically allowed)
- Avoid throwaway names for “temporary” vars
- Strive for clarity

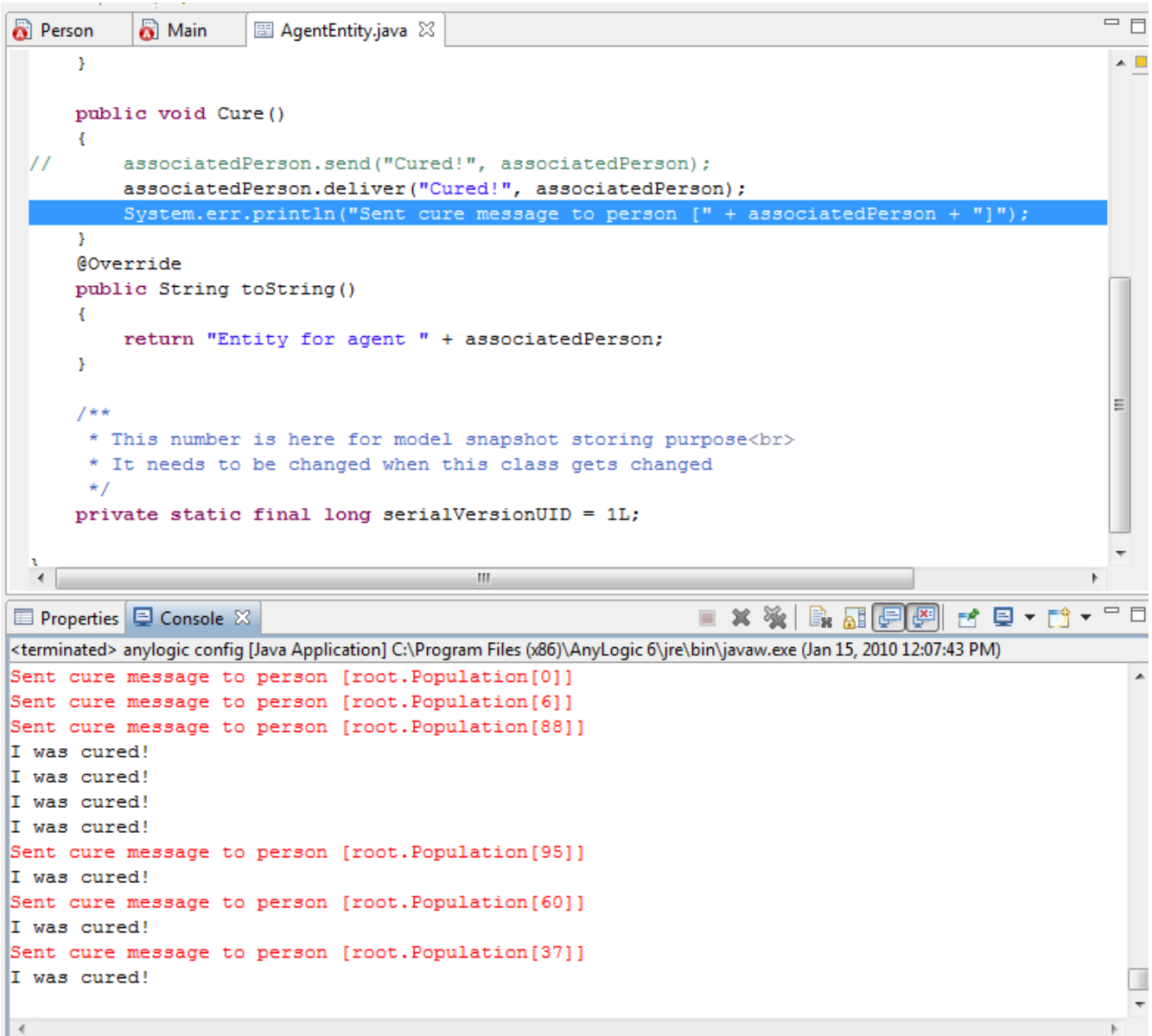
Use Modifiers

- Use “final” (including for parameters in Java) to prevent side-effects
  - This is exposed through the Anylogic interface
  - Examples
    - Prevent modification to *this* in method
    - Prevent assignment to parameter
- *Declaring variables as static* can prevent needless memory use

Output to the Console

- System.err.println(String)
  - System.err.println("Sent cure message to person [" + associatedPerson + "]");
- traceln(String)

Use in AnyLogic



Internals of AnyLogic files: XML

C:\Usask\Classes\ABMCMCC2009\Models\HybridABMNetworkModeling1\HybridABMNetworkModeling1 Anylogic 6_2_2.alp - Notepad++

File Edit Search View Encoding Language Settings Macro Run TextFX Plugins Window ?

AnalyzeTBCaseContacts.R | EraseFileInDirectory.pl | FindMissingBrowseFiles.pl | CINFilesToCSV2.pl | CreateDataDictionaryFromSpreadsheetIThinkEquations

```
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***********************************************
                AnyLogic Project File
***********************************************
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            </AgentProperties>

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