

CPF Software Design Review

Gene Massion

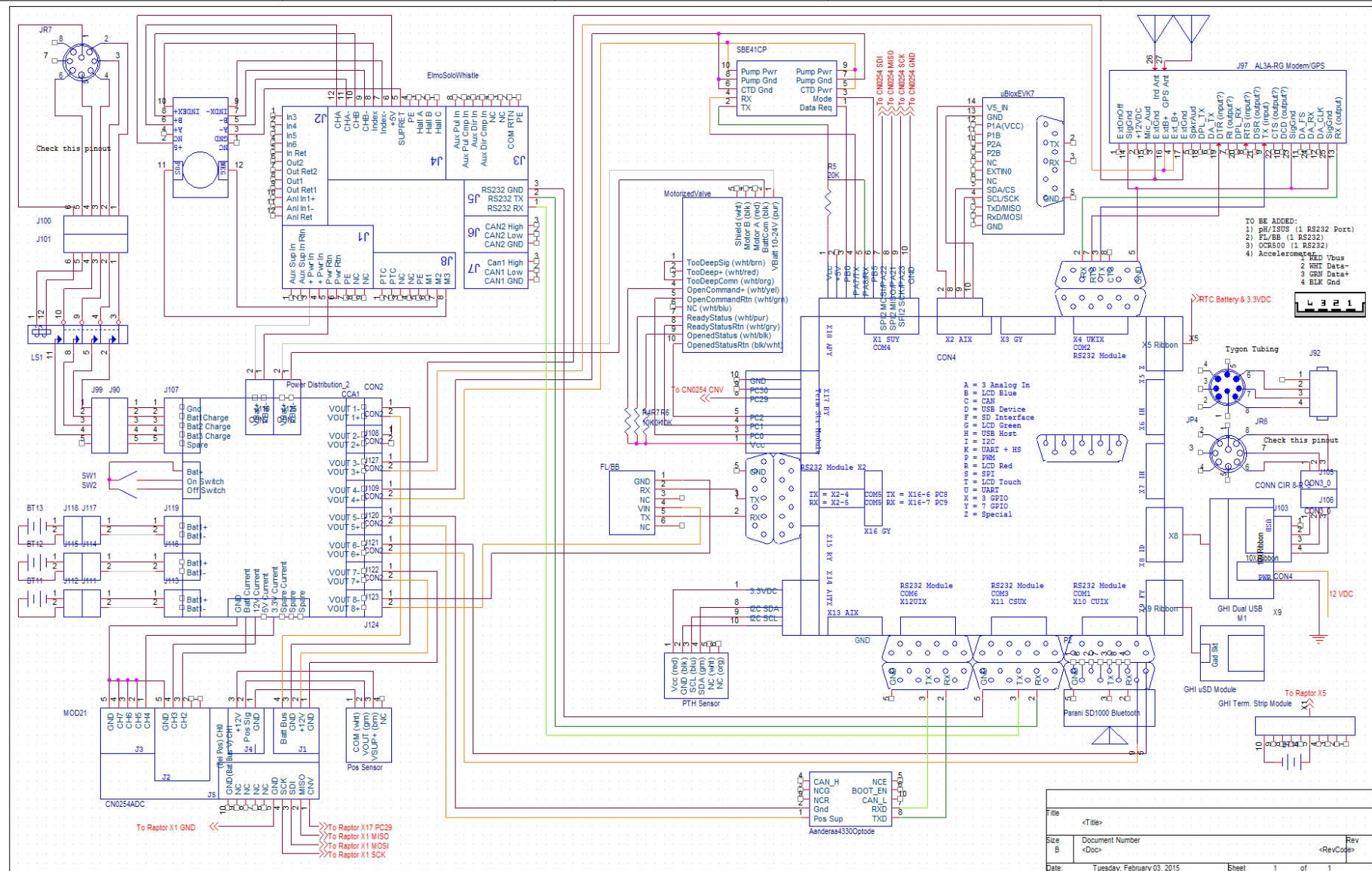
2015 March 13 (Friday)

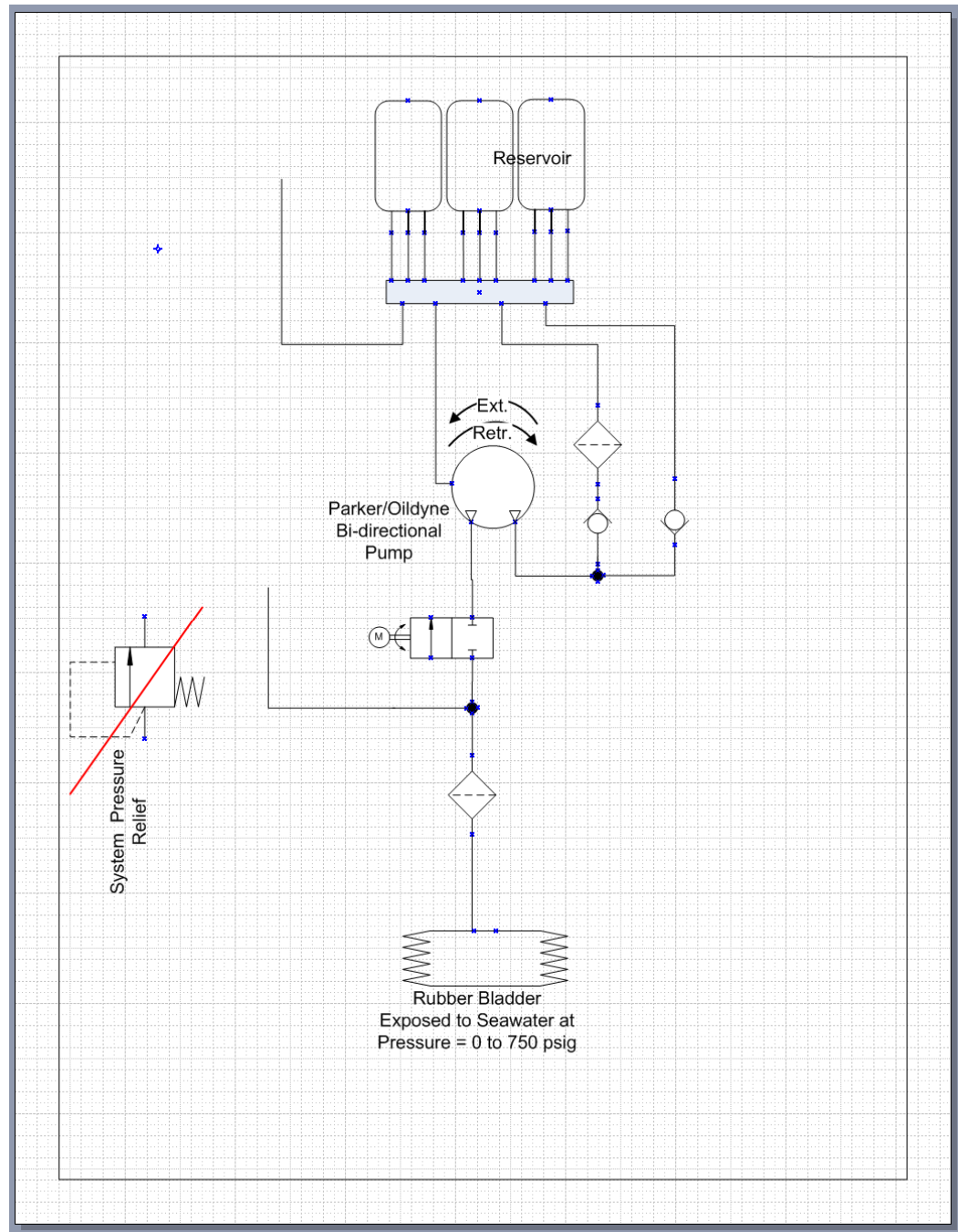
Goals

- Review the architecture and identify areas that need more work
- Pay particular attention to further developing an effective test strategy
- Pay particular attention to the right amount of error detection and correction

Outline

- Quick overview of the system
- Top level scan of the software
- Line by line review of Program.cs
- Overview of the other classes with particular attention to key methods
- We'll keep track of action items as we go through the design review (that would be you Laughlin)



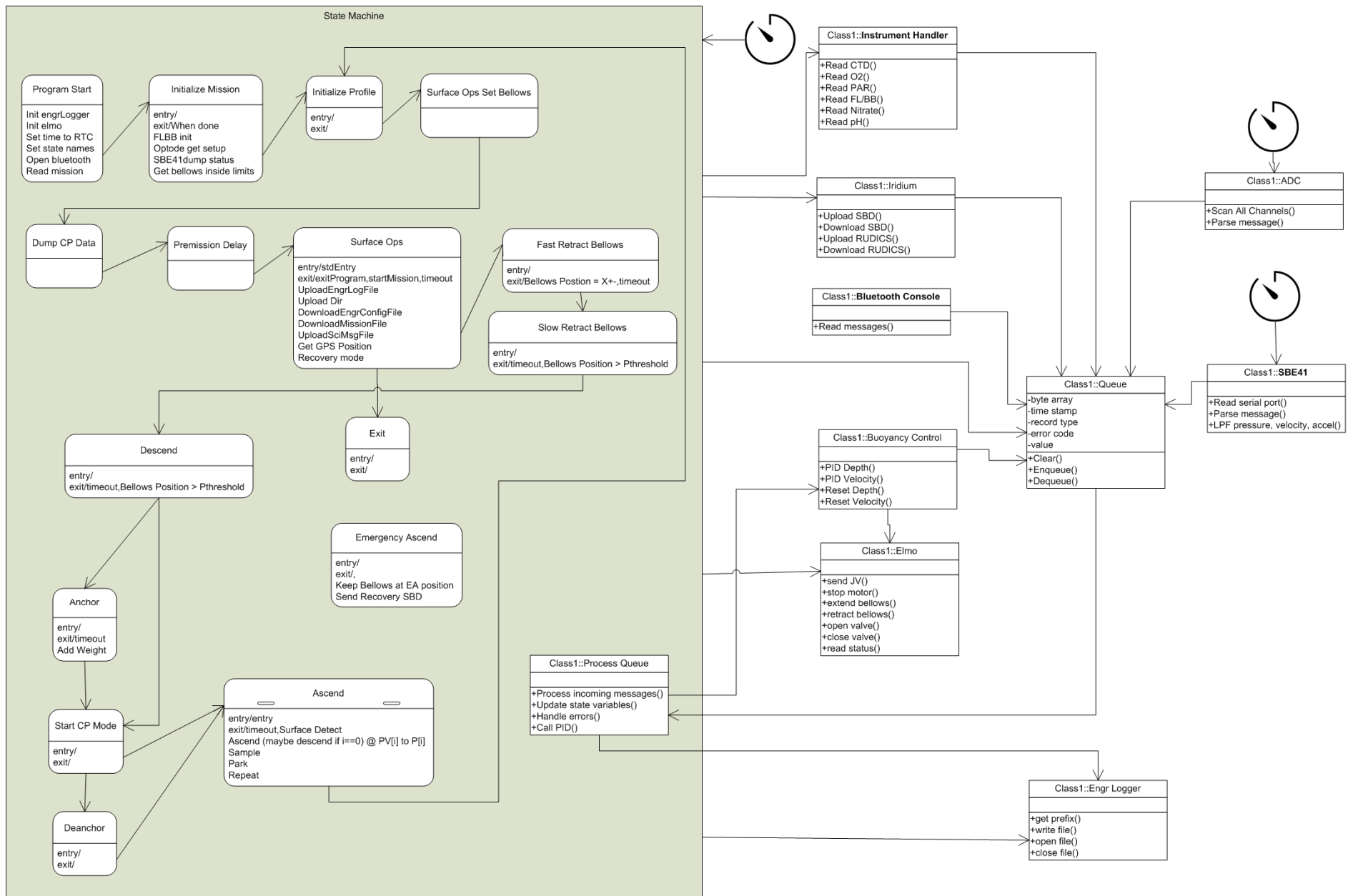


Design “Rules”

- Assume GM is responsible for maintaining the code forever i.e., find the simplest possible solution
- We have a pretty good understanding of the requirements i.e., we don’t need to design for some killer unknown future need
- Everything must run-to-completion
 - No “blocking” calls
 - Short Thread.Sleep(<1 sec) may be acceptable
 - Every state should transition when done or after a defined timeout period
- Log everything and decimate when required
 - Reading and analyzing log file should be nearly effortless

Garbage Collection (GC)

- C# doesn't require (or support) memory allocation/deallocation but it does GC
- GC happens whenever it wants and can take minutes if there is a lot of garbage
- Value types aren't subject to GC (I'm pretty sure)
 - int, float, double, bool, char and struct
- Reference types are subject to GC if they aren't referenced anymore
 - Any variable that requires a “new” definition: arrays, StringBuilder, DateTime, TimeSpan, objects, ...
- Declaring a reference type as static prevents GC
- Strings are just plain bad, const or readonly strings are OK
- StringBuilders are OK if they don't have to get redimensioned



- Line by line review of the main Program.cs and critical classes e.g. EngrLogger, StructQueue, SBE41 and maybe a few others