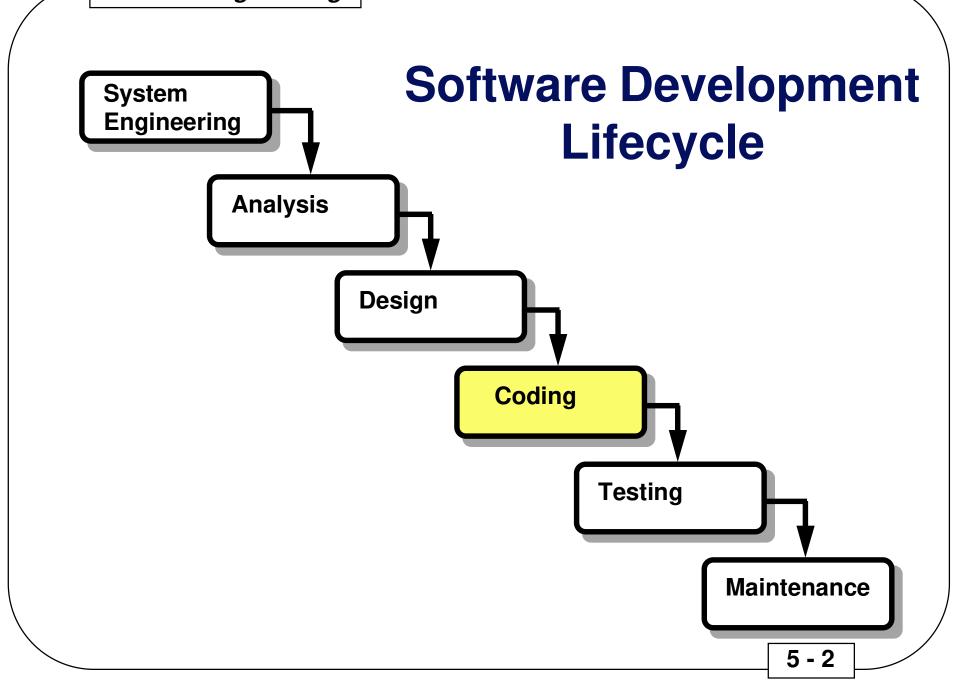
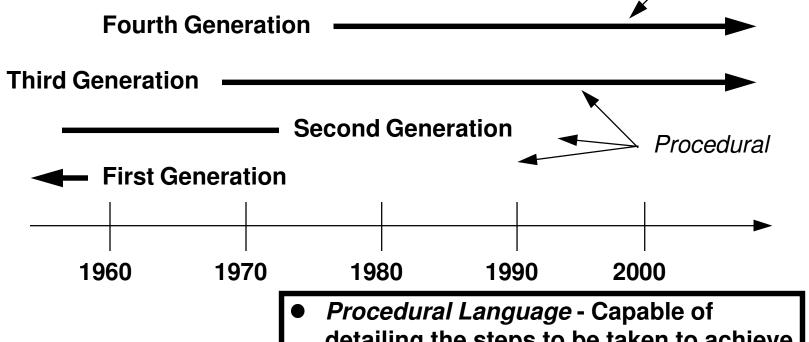
PROGRAMMING LANGUAGE ISSUES

- Procedural vs. Nonprocedural
- Goals of Software Engineering
- Language-Specific Issues
 - Control Structures
 - Data Typing
 - O Subprograms and Collections
 - Structured Programming
 - Object-Oriented Programming
 - Application Domains
- Compiler-Specific Issues

- Organizational Issues
 - Culture and Psychological View
 - Education and Training,
 Resources Required, and
 Cost
- Language Selection
 - Trends by Application Domain
 - Criteria for Selection
 - O Assessment



Procedural Vs. Nonprocedural Languages Non-Procedural



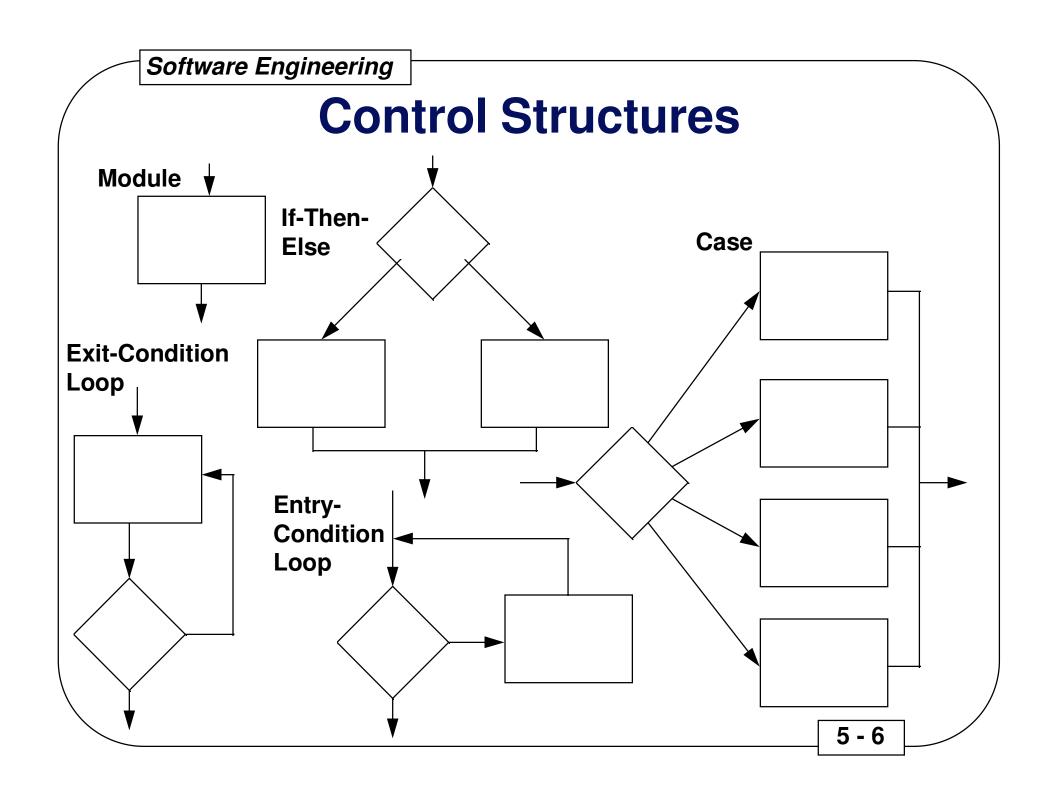
- detailing the steps to be taken to achieve desired results
- Non-Procedural Language Capable of detailing the desired results (the language translator creates the steps)

Software Engineering **Goals of Software Engineering Efficiency** Understandability Well-Engineered Software Modifiability Reliability

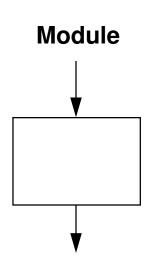
5 - 4

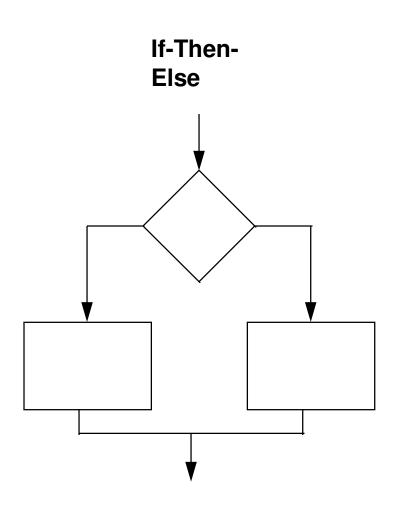
Language-Specific Issues

- Control Structures
- Data Typing
- Subprograms and Collections
- Structured Programming
- Object-Oriented Programming
- Application Domains



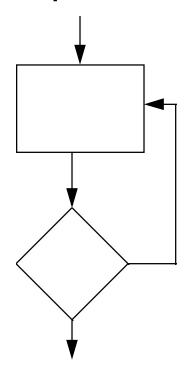
Control Structures, Continued



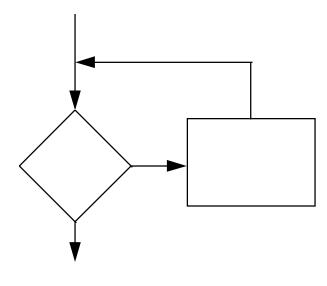


Control Structures, Continued

Exit-Condition Loop



Entry-Condition Loop



Scalar Type	es	Data Typing
Character/Byte		
Integer		
Float		
Double Float		
Aggregate Types		
Array		
Record		

Subprograms and Collections

Subprograms

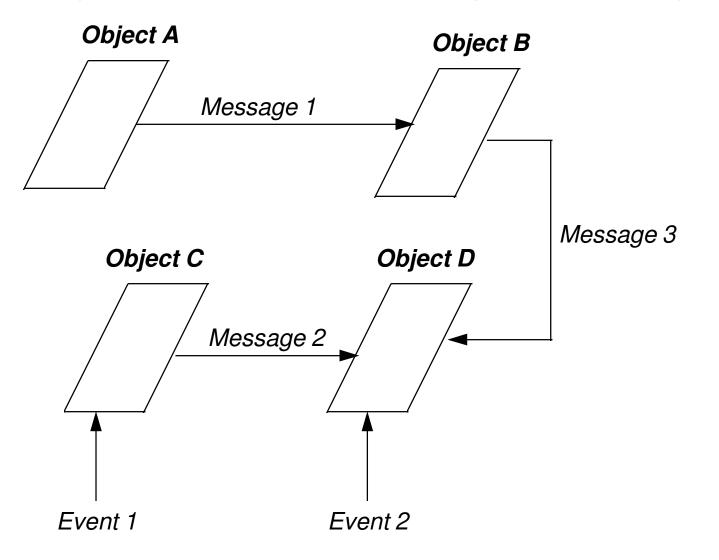
- Functions return a specific value, like the sin of an angle
- Procedures perform a series of operations, returning zero or more values, like reading a line from a file

Collections

- Package a group of data, subprograms, and other software constructs
- Class a group of data and subprograms related to a number of similar objects

Software Engineering **Structured Programming** 5 - 11

Object-Oriented Programming



Application Domains

Application Domain

Available Tools

Influences

Influence and Support

Development Methodology

Determines

Required Language Features

Software Engineering **Compiler-Specific Issues** Code Code **Size Speed** C В В C Α Α -- Compiler ---- Compiler --Compiler **Speed** В -- Compiler --5 - 14

Organizational Issues

- Culture and Psychological View
- Education and Training,
 Resources Required, and Cost

Culture and Psychological View



5 - 16



Education and Training, Resources Required, and Cost



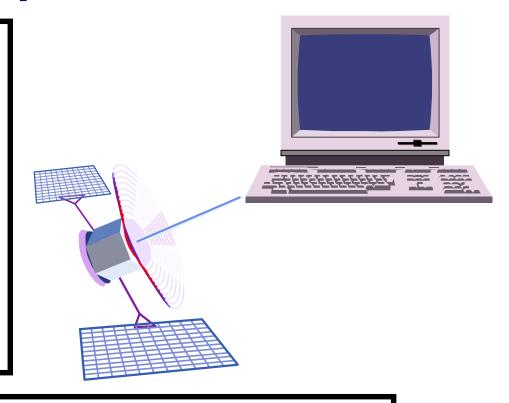
Language Selection

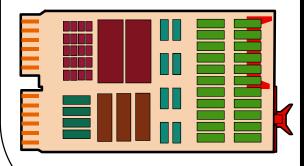
- Trends by Application Domain
- Criteria for Selection
- Assessment

Trends by Application Domain

Some Application Domains

- Systems Software
- Real-Time Software
- Embedded Software
- Business Software
- Engineering/Scientific Software
- Personal Computer Software
- Artificial Intelligence Software





Software Development Across Domains

- Structured
- Object-Oriented
- Fourth Generation

Criteria for Selection

Some Criteria --

- 1. Application domain
- 2. Algorithmic and computational complexity
- 3. Environment in which the software will execute
- 4. Performance considerations
- 5. Data structure complexity
- 6. Knowledge of software development staff
- 7. Availability of a good compiler or cross-compiler
- 8. Life cycle costs of software development

Assessment

Assessing a Programming Language - Develop a Yardstick and a Buy-In

- Determine criteria for selection
- Set weights for each criterion
- Interact with your organization get a buy-in for the above
- Select an assessment team from various representative groups in your organization
- Perform the assessment analytically
- Brief organization on the results of the assessment and discuss - get a buy-in for the fairness of the assessment
- Reassess if necessary
- Select language and brief the organization

