

As We May Code

The art (and craft) of computer programming in the 21st century

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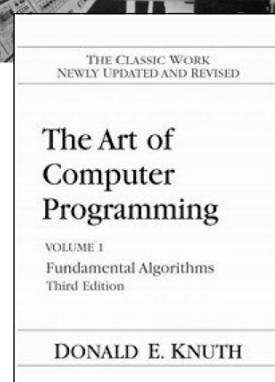
www.hcibook.com/alan/papers/PPIG2008-as-we-may-code/

1968

Donald Knuth

The Art of Computer Programming

so what's changed?



obvious things . . .

languages . . . what we teach

1968 – Fortran, Algol, Cobol

1978 – Fortran, maybe still Cobol

1988 – Pascal, ADA, but never ever Cobol

1998 – C++, Java, VB, but never ever Cobol

2008 – Java, Java, Java, what's Cobol?

but how different are the courses?
variables, arrays, loops, functions, ...
Fortran by any other name ...

The collage consists of several images arranged in a grid:

- Top Left:** A black and white photograph of a person's hands holding a stack of paper. The paper has columns of handwritten text and numbers, resembling a form or ledger.
- Top Middle:** A screenshot of an IBM mainframe terminal window titled "IBM". It displays a grid of data, likely a printout of a database or large file.
- Top Right:** A large grey curved arrow pointing downwards.
- Middle Left:** The text "30 years ago forms & cards".
- Middle Center:** A screenshot of the Eclipse IDE interface. It shows a package explorer on the left with various Java files like "Tartan2007v2.java", a code editor with Java code, and toolbars at the top.
- Middle Right:** The text "15 years ago emacs & listings".
- Bottom Left:** A screenshot of a terminal window titled "Terminal — emacs-i386 — 52x15". It displays a C program named "simple-client.c" with some assembly-like syntax at the bottom.
- Bottom Right:** A large grey curved arrow pointing upwards.
- Bottom Center:** The text "NOW IDEs & NO paper" with a thick black underline under "NO paper".

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what is programming?

The diagram illustrates the components of programming:

- Problem:** find square root
- Primitives:** INTEGER, +, *, IF, GOTO, WHILE, FUNCTION $f(x)$
- Solution:**

```
while ( abs(next-last) > 0.001 ) {  
    last = next;  
    next = ( x + x/last ) / 2;  
}
```

A large curly brace at the bottom groups the Problem and Solution boxes, indicating they are related. A plus sign (+) is positioned between the Problem and Primitives boxes.

what is programming? now

programming then and now

C20

- problem solving
 - mathematics
 - pre-planned
 - top down
 - few well-understood problems
 - specification
 - reuse rare and difficult ...
the odd library

C21

- recipe tinkering
 - library science
 - emergent }
 - bottom up }
 - many partially documented APIs
 - exploration
 - all about libraries APIs and code fragments

remember
NO PAPER!

my code and the world

C20

- algorithmics
 - my code
 - single locus
 - input/output, batch, pipeline
 - procedural
 - sub-classing
 - type inheritance
what you are
 - SE – make systems like algorithms

C21

- systemics
 - plug-ins, services, ...
 - distributed
 - interactional /
transactional
 - events and callbacks
 - mix-ins
 - aggregate inheritance
where you are – context
 - ? make algorithms like
systems?

Wegner

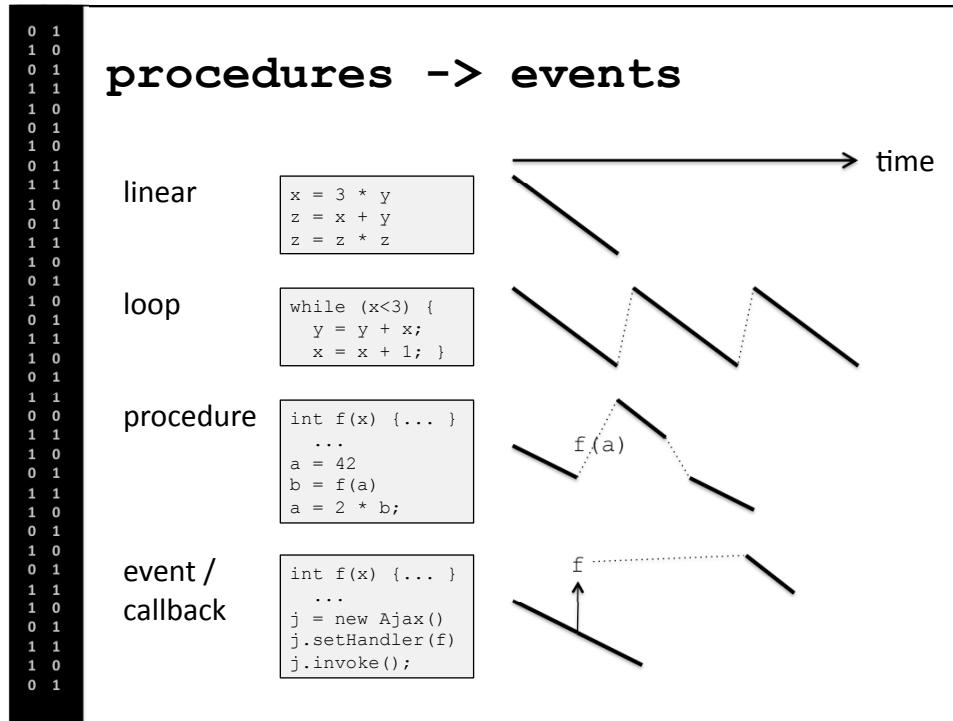
Aspects

Janet@York

Wegner

Aspects

Janet@York



AJAX in action!

```
function getSnipActions(div_id,snipid) {
    tellmeabout_snip(div_id,snipid,actionsCallback)
}
function actionsCallback(div_id,matches) {
    matchesObj = $(div_id);
    var html = formatter.format(matches);
    matchesObj.innerHTML = html;
}

function tellmeabout_snip(id,snipid,callback,includeNoActions) {
    if ( arguments.length < 4 ) includeNoActions = false;
    doAjaxCall(TellmeaboutUrl,{ snipid: snipid, op: 'actions' },
        tellmeaboutResponse,{ id: id, snipid: snipid, callback: callback,
            includeNoActions: includeNoActions });
}
```

The diagram illustrates the structure of a Wordpress plugin function. It shows a main function body with various annotations:

- generic non-inheritance extension framework**: A box at the bottom left with an arrow pointing up to the first opening brace of the function.
- join point**: A box at the bottom center with an arrow pointing up to the `add_filter` call.
- callback**: A box at the bottom right with an arrow pointing up to the argument of the `add_filter` call.

```
function save_status($new_status) {
    if ( $new_status === 'publish' ) {
        return 'private';
    } else {
        return $new_status;
    }
}

add_filter('status_save_pre', 'save_status');
```

bugs and debugging

c20

- algorithm
 - single component
 - unexpected input/event
 - internal – logical failure in own new code
 - lack of skill

c21

- structural
 - feature interaction
 - malicious attack
 - external – error in infrastructure
 - lack of knowledge

ALWAYS

- trial and error vs. systematic
 - quick fix vs. understand problem

in summary . . .

things aren't what they used to be
some better, some worse
but programming is different
and the way we think about it is different