

CS 3110

Modular Programming

Prof. Clarkson

Fall 2018

Today's music: "Giorgio By Moroder" by Daft Punk

Moog modular synthesizer



Based in Trumansburg, NY, 1953-1971

Game changing! picked up by the Beatles, the Rolling Stones...

Review

Previously in 3110:

- how to build *small* programs

Today:

- language features for building *large* programs: structures, signatures, modules
- PSA: Free flu shot clinic WSH 10-3

Attendance question

What's the largest program you've ever worked on, by yourself or as part of a team?

- A. 10-100 LoC
- B. 100-1,000 LoC
- C. 1,000-10,000 LoC
- D. 10,000-100,000 LoC
- E. 100,000 LoC or bigger

Attendance question always weighted $\geq 50\%$ of points for the day

Scale

- My solution to A1: 100 LoC
- OCaml: 200,000 LoC
- Unreal engine 3: 2,000,000 LoC
- Windows Vista: 50,000,000 LoC

<http://www.informationisbeautiful.net/visualizations/million-lines-of-code/>

...can't be done by one person

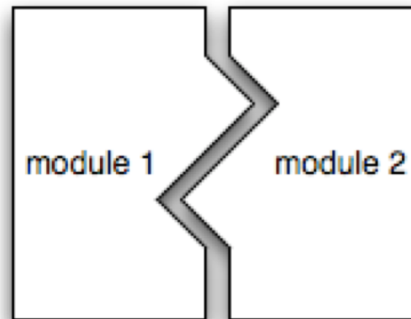
...no individual programmer can understand all the details

...too complex to build with OCaml we've seen so far

Modularity

Modular programming: code comprises independent *modules*

- developed separately
- understand behavior of module in isolation
- reason locally, not globally



Java features for modularity

- **classes, packages:** organize identifiers (classes, methods, fields, etc.) into namespaces
- **interfaces:** describe related classes
- **public, protected, private:** control what is visible outside a namespace
- **subtyping, inheritance:** enables code reuse

OCaml features for modularity

- **structures:** organize identifiers (functions, values, etc.) into namespaces
- **signatures:** describe related modules
- **abstract types:** control what is visible outside a namespace
- **functors, includes:** enable code reuse

...the OCaml *module system*

STRUCTURES

Structures

- Collections of definitions
- **Evaluated** in order
- Structure value can be bound to module name
- Structure values are second class

SIGNATURES

Signatures

- Collections of declarations (and some definitions)
- Not **evaluated**; just **type checked**
- Signature type can be bound to module type name

Type checking

If you give a module a type...

```
module Mod : Sig = struct ... end
```

Then type checker ensures...

1. **Signature matching:** everything declared in **Sig** must be defined in **Mod**
(OK to add new definitions to **Mod** that aren't declared in **Sig**)
2. **Encapsulation:** nothing other than what's declared in **Sig** can be accessed from outside **Mod**

ABSTRACT TYPES

Exposure is bad

- Client code shouldn't need to know what the representation type is
- Rule of thumb: clients will exploit knowledge of representation if you let them
- Client code shouldn't get to know what the representation type is

COMPILATION UNITS

OCaml features for modularity

- **structures:** organize identifiers (functions, values, etc.) into namespaces
- **signatures:** describe related modules
- **abstract types:** control what is visible outside a namespace
- **functors, includes:** enable code reuse

Upcoming events

- Team #1 boot-up happens now
 - Two very brief written assignments due Sunday night
 - A2 due next week

This is game changing.

THIS IS 3110