

Jump Starting Code Development to Minimize Defects

Class 2: Managing Design Processes

December 11, 2018
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Course Overview

Topics:

- Errors, Defects and Bugs
- **Managing Design Processes**
- The Jump Start Development Process
- Mastering Application Tracing
- Advanced Techniques

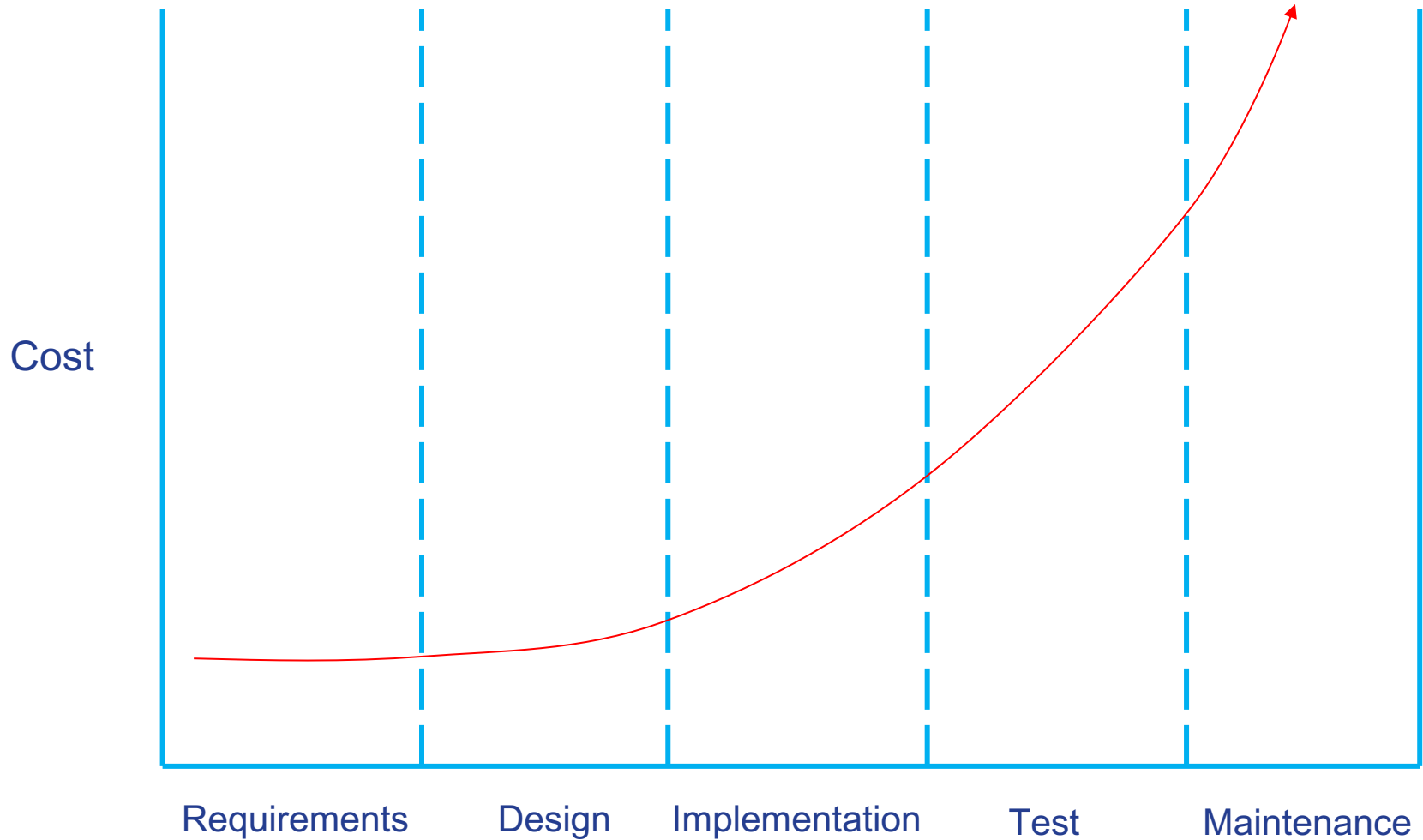
Session Overview

- The cost of defects
- Defect prevention
- TBD
- Design Cycle Tune-up

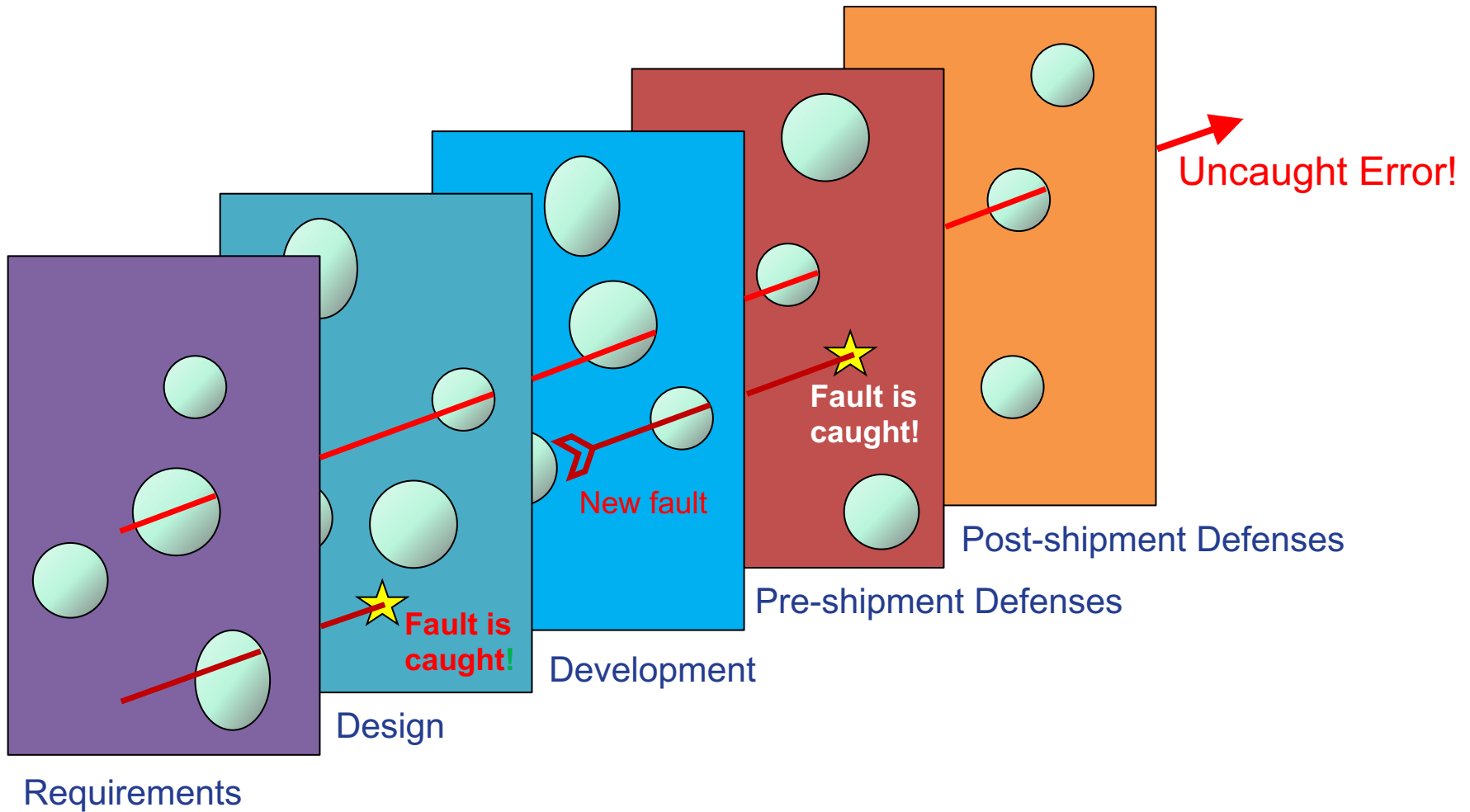


Presented by:

The Cost of Defects



Defect Prevention



Design Cycle Tune-up



Design Cycle Tune-up

General

- Software is developed in a modular, decoupled manner with reuse in mind
- Leverage 3rd party components to ease time and quality pressures
- Software metrics are regularly tracked and used to improve processes
- Development activities are well thought out and executed in a methodical manner

Design Cycle Tune-up

Requirements

- Clearly defined and communicated before design commences
- SRS developed and maintained
- Feature additions and changes are well documented
- Software metrics from previous projects are used to estimate time and costs

Design Cycle Tune-up

Design

- A software architecture is developed and maintained
- Flow charts, state charts and other diagrams are developed before writing a single line of production code
- Scalability and reuse are built into the software design
- Application models are built and tested to prove out the design before construction

Design Cycle Tune-up

Construction

- Code reviews are regularly scheduled and held
- Static code analysis is performed with each revision of committed software
- We use a detailed style guide so that all software is uniform
- We utilize doxygen to or other documentation tools to generate documentation automatically with each version

Design Cycle Tune-up

Testing

- Unit tests are created and performed with each committed firmware version
- Failures, faults, and defects are clearly documented and assigned priority for resolution
- System level test cases are traceable back to the original requirement that spawned the feature
- Complete test coverage of the code base is clearly executed and documented before release

Design Cycle Tune-up

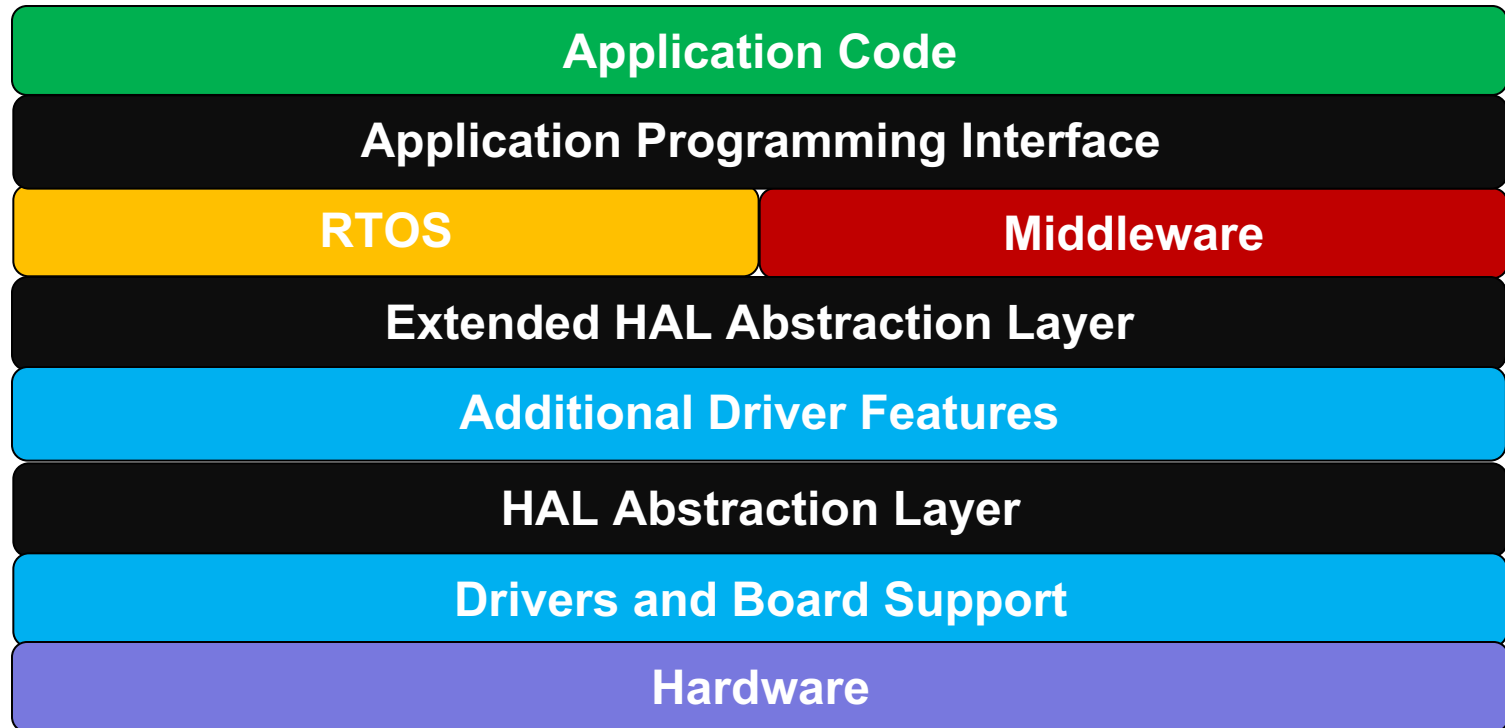
20 Questions

- Ranked 1 – 5
- Total score 100

What area was the weakest?

What area was the strongest?

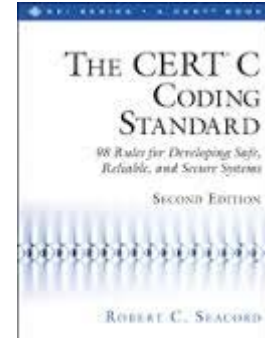
Design Process Tip #1



Design Process Tip #2

The Purpose of a Coding Standard

- ▶ Consistency (Same style for all developers)
- ▶ Readability (Improves maintainability)
- ▶ Acceptance of language “inclusions”
- ▶ Project Organization
- ▶ Provide guard rails for “safe” programming



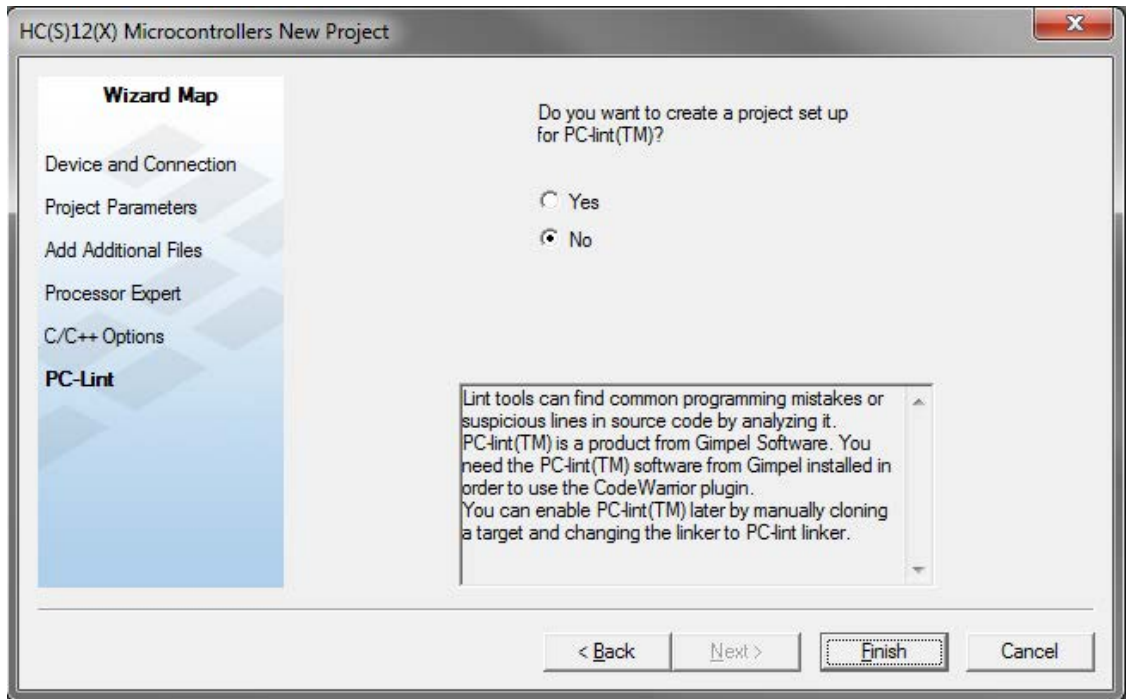
MISRA C:2012
Guidelines for the use of the
C language in critical systems
March 2013



Design Process Tip #3

Ways to Perform Code Analysis

- ▶ Complexity Measurements
- ▶ Lines of Code
- ▶ Comment Density
- ▶ Assertion Density
- ▶ Static Code Analysis
- ▶ Dynamic Code Analysis
- ▶ Worst Case Stack Usage
- ▶ Automated Tools (i.e. Code Standard Compliance)



Design Process Tip #4

Limiting Function Complexity

- ▶ Helps to ensure readability
- ▶ Bounds number of test cases
- ▶ Forces breaking up into smaller more manageable pieces
- ▶ Reduces bugs

File Functional Summary

```
File Function Count.....:      5
Total Function LOC.....:     35
Total Function eLOC.....:     17
Total Function lLOC.....:     14
Total Function Params ..:      7
Total Cyclo Complexity :      8

-----
Max Function LOC .....:     21
Max Function eLOC .....:     11
Max Function lLOC .....:      8

-----
Max Function Parameters:      2
Max Function Returns ..:      1
Max Interface Complex. :      3
Max Cyclomatic Complex.:      4
Max Total Complexity ..:      6

Total Function Pts LOC :      0.5
Total Function Pts eLOC:      0.3
Total Function Pts lLOC:      0.2
Total Function Return ..:      5
Total Function Complex.:      20

-----
Average Function LOC ..:      7.00
Average Function eLOC ..:      3.40
Average Function lLOC ..:      2.80

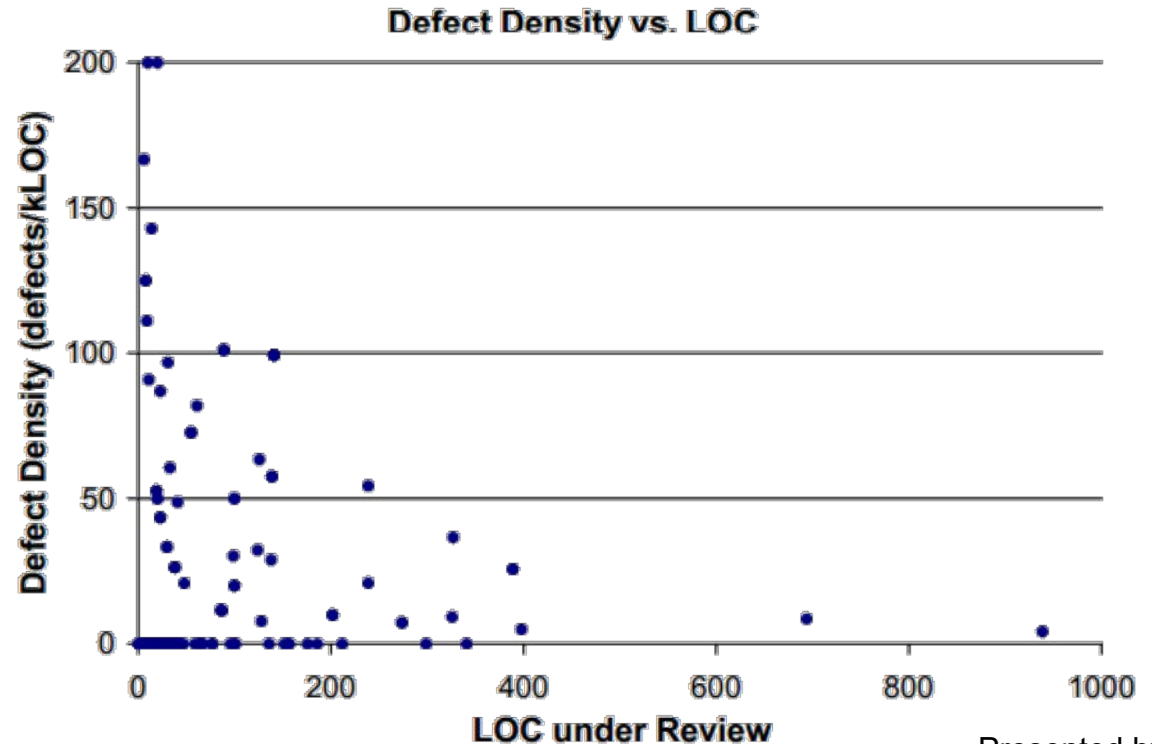
-----
Avg Function Parameters:      1.40
Avg Function Returns ..:      1.00
Avg Interface Complex. :      2.40
Avg Cyclomatic Complex.:      1.60
Avg Total Complexity ..:      4.00
```

End of File: <C:\SPO2 Module\Common\drivers\src\pwm.c>

Design Process Tip #5

A few tips for performing a code review

- ▶ Pace - less than 300 LOC / hour
- ▶ Keep to 60 – 90 minutes
- ▶ Expect 15 defects / hour
- ▶ Inspection rates will vary



Presented by:

Additional Resources

- Download Course Material for
 - C/C++ Doxygen Templates
 - Example source code
 - Blog
 - YouTube Videos
- Embedded Bytes Newsletter
 - <http://bit.ly/1BAHYXm>



From www.beningo.com under

- Blog > CEC – Jump Starting Code Development to Minimize Defects