
Subject: Re: Good article on shuttle systems S/W development
Posted by [Mirko Vukovic](#) on Wed, 24 May 2000 07:00:00 GMT
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In article <392936A6.1E44B16D@ncep.noaa.gov>,
Paul van Delst <pvandelst@ncep.noaa.gov> wrote:
> Thought some of you might be interested in this - an article about S/W
> development at the "on-board shuttle group".
> --
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>
For my first widget program, I followed the methodology of OO modeling
and design by Rumbaugh, Blaha et al. Somewhat complex, several hundred
lines. The only mistakes were those in variable spelling.

Knuth's book on Literate programming shows his error log for the TeX
program. Very instructional. I decided to keep a similar one for a
later application, and sure enough, I could see patterns in errors I was
making (the most annoying ones were the self-inflicted ones, where by
fixing carelessly one piece, the code would be affected 10 lines down.
However, I eventually got the point, and even those started to go away.

As I read in some book, quick and dirty allways ends up long and
expensive. Even the shortest program will grow into a bigger
application.

My two cents

Mirko

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