



Aphorisms in Computer Science

Where you stand is where you sit



- Requirements Engineering is more difficult now, because all systems that were easy to specify, have been built some time ago.
 - Tom DeMarco '01
- Requirements deficiencies are the primary source of project failures.
 - Robert Glass
- There are no wrong programs. Such a program is simply a different program
 - W. L. van der Poel

Modularization



- Every module is characterized by its knowledge of a design decision which it hides from all others. Its interface is chosen to reveal as little as possible about its inner workings.
- Only what is hidden can be changed without risk.
 - David L. Parnas '72

Dijkstra-isms



- The *goto* statement as it stands is just too primitive; it is too much an invitation to make a mess of one's program
 - E. W. Dijkstra '68
- Testing can show the presence, but not the absence of errors
 - E.W. Dijkstra

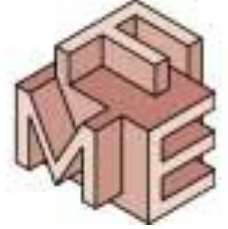
On validation and static verification

- We can conclude from experience that inspections increase productivity and improve final program quality.
 - M. E. Fagan '76



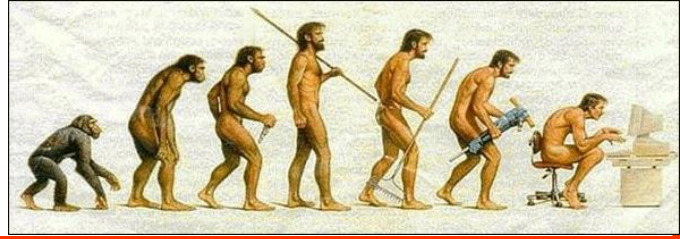
- Users don't observe errors or faults. They observe execution failures.
 - H. Mills '90
- Smaller changes have a higher error density than larger ones.
 - Basili-Möller
- Error prevention is better than error removal.
 - Mays

Formal Methods



- Formal methods significantly reduce design errors, or eliminate them early.
 - Bauer-Zemanek
- Proving programs solves the problems of correctness, documentation and compatibility.
 - C. A. R. Hoare

Software Evolution - 1

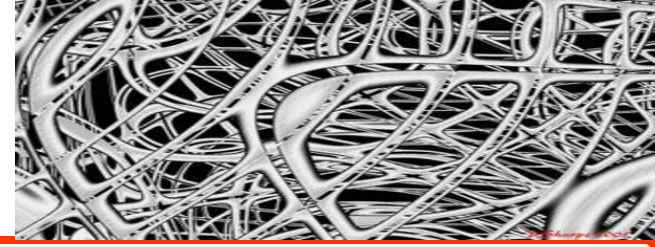


- The term *evolution* describes a process of progressive change in the attributes of entities. This may include:
 - improvement in some sense,
 - adaptation to a changing environment,
 - loss of not-required or undesired properties , or,
 - the emergence of new ones.
- M.M. Lehman '94

Software Evolution - 2

- A system that is used will be changed.
 - An evolving system increases its complexity, unless work is done to reduce it.
 - System evolution is determined by a feedback process.
- M. M. Lehman

Complexity - 1



- The software field is not a simple one and, if anything, it is getting more complex at a faster rate than we can put in order.
 - Barry W. Boehm '79
- Building software will always be hard. There is inherently no silver bullet.
 - F.P. Brooks, Jr '87

Complexity - 2

- Programmers are always surrounded by complexity; we cannot avoid it. Our applications are complex because we are ambitious to use our computers in ever more sophisticated ways.
 - C.A.R. Hoare '81
- Simple, elegant solutions are more effective, but they are much harder to find than complex ones
 - N. Wirth '85

Complexity - 3

- If you have a procedure with 10 parameters, you probably missed some.
 - Alan Perlis
- The software is done.
We are just trying to get it to work.
 - Statement in Executive Program Review
- Good, fast, cheap. Pick any two.
 - Old software engineering aphorism

Work power



- The best engineers or scientists do not work for a company, a university or a laboratory; they really work for themselves.
 - W. S. Humphrey '97

Software Architecture



- Software architecture involves the description of elements from which systems are built, interactions amongst those elements, patterns that guide their composition, and constraints on these patterns
 - Mary Shaw '96
- Architecture wins over technology
 - Morris-Ferguson

Performance



- The price/performance ratio of processors is halved every 18 months.
 - Moore
- The capacity of magnetic devices increases by a factor of ten every decade.
 - Hoagland
- Wireless bandwidth doubles every 2.5 years.
 - Cooper



Hello World

Hello World

from

the GNU archives



Hello world - 1

High School/Jr.High

```
10 PRINT "HELLO WORLD"  
20 END
```

First year in College

```
program Hello(input, output)  
begin  
  writeln('Hello World')  
end.
```

Senior year in College

```
(defun hello  
  (print  
    (cons 'Hello (list 'World))))
```

Hello World - 2

New professional

```
#include <stdio.h>
void main(void) {
    char *message[] = {"Hello ", "World"};
    int i;
    for(i = 0; i < 2; ++i)
        printf("%s", message[i]);
    printf("\n");
}
```

Hello World - 3a

Seasoned professional

```
#include <iostream.h>
#include <string.h>
class string
{
private:
    int size;
    char *ptr;
public:
    string() : size(0), ptr(new char('\0')) { }
```

Hello World - 3b

Seasoned professional (continued)

```
string(const string &s) : size(s.size)
{
    ptr = new char[size + 1];
    strcpy(ptr, s.ptr);
}
~string( ) { delete [] ptr; }
```

friend

```
ostream &operator <<(ostream &, const string &);
string &operator=(const char *);
};
```

Hello World - 3c

Seasoned professional - continued(2)

```
ostream &operator<<(ostream &stream, const string &s)
{ return(stream << s.ptr); }
string &string::operator=(const char *chrs)
{ if (this != &chrs)
  { delete [] ptr;
    size = strlen(chrs);
    ptr = new char[size + 1];
    strcpy(ptr, chrs);
  }
  return(*this);
}
```

Hello World - 3d

Seasoned professional - continued(3)

```
string &string::operator=(const char *chrs)
{ if (this != &chrs)
  { delete [] ptr;
    size = strlen(chrs);
    ptr = new char[size + 1];
    strcpy(ptr, chrs);
  }
  return(*this);
}
```

Hello World - 3e

Seasoned professional - continued(4)

```
int main()
{
    string str;
    str = "Hello World";
    cout << str << endl;
    return(0);
}
```


Hello World - 4

System Administrator

```
#include <stdio.h>
#include <stdlib.h>
main() {
    char *tmp; int i=0; /* on y va bourin */
    tmp=(char *)malloc(1024*sizeof(char));
    while (tmp[i]="Hello Wolrd"[i++]);
    /* Ooopps y'a une infusion ! */
    i=(int)tmp[8];
    tmp[8]=tmp[9];
    tmp[9]=(char)i;
    printf("%s\n",tmp);
}
```

Hello World - 5

Apprentice Hacker

```
#!/usr/local/bin/perl
$msg="Hello, world.\n";
if ($#ARGV >= 0) {
    while(defined($arg=shift(@ARGV))) {
        $outfilename = $arg;
        open(FILE, ">" . $outfilename) || die "Can't write $arg:
        $!\n";
        print (FILE $msg);
        close(FILE) || die "Can't close $arg: $!\n";
    }
} else { print ($msg); }
1;
```

Hello World - 6

Experienced Hacker

```
#include <stdio.h>
#include <string.h>
#define S "Hello, World\n" main()
    {exit(printf(S) == strlen(S) ? 0 : 1);}
```

Seasoned Hacker

```
% cc -o a.out ~/src/misc/hw/hw.c % a.out Hello, world.
```

Guru Hacker

```
% cat Hello, world.
```

Hello World - 7

New Manager (do you remember?)

```
10 PRINT "HELLO WORLD"  
20 END
```

Middle Manager

```
mail -s "Hello, world." bob@b12 Bob, could you please write  
me a program that prints "Hello, world."? I need it by tomorrow.  
^D
```

Senior Manager

```
% zmail jim I need a "Hello, world." program by this afternoon.
```

Hello World - 8

Chief Executive

% letter

letter: Command not found.

% mail To: ^X ^F ^C

% help mail help: Command not found.

% damn!

!: Event unrecognized

% logout

Hello World - 9

Research Scientist

```
PROGRAM HELLO  
PRINT *, 'Hello World'  
END
```

Older research Scientist

```
        WRITE (6, 100)  
100 FORMAT (1H ,11HHELLO WORLD)  
        CALL EXIT  
        END
```

Hello World in RMI-context - 1

```
package examples.hello;
import java.rmi.Naming;
import java.rmi.RemoteException;
import java.rmi.RMISecurityManager;
import java.rmi.server.UnicastRemoteObject;
public class HelloImpl extends UnicastRemoteObject
implements Hello {
    public HelloImpl() throws RemoteException {
        super();
    }
    public String sayHello() {
        return "Hello World!";
    }
}
```

Hello World in RMI-context - 2

```
public static void main(String args[]) {
    // Create and install a security manager
    if (System.getSecurityManager() == null) {
        System.setSecurityManager(new RMISecurityManager());
    }
    try {
        HelloImpl obj = new HelloImpl();
        // Bind this object instance to the name "HelloServer"
        Naming.rebind("//myhost/HelloServer", obj);
        System.out.println("HelloServer bound in registry");
    }
    catch (Exception e) {
        System.out.println("HelloImpl err: " + e.getMessage());
        e.printStackTrace(); } }
```


Hello World in RMI-context - 3b

```
public void init( ) {
    try { obj = (Hello)Naming.lookup("//" +
        getCodeBase().getHost() + "/HelloServer");
        message = obj.sayHello();
    } catch (Exception e) {
        System.out.println("HelloApplet exception:"+e.getMessage());
        e.printStackTrace();
    }
}

public void paint(Graphics g) {
    g.drawString(message, 25, 50);
}
}
```

Hello World in RMI-context - 3a

```
package examples.hello;                                // Applet code
import java.applet.Applet;
import java.awt.Graphics;
import java.rmi.Naming;
import java.rmi.RemoteException;
public class HelloApplet extends Applet {
    String message = "blank";
// "obj" is the identifier that we'll use to refer
// to the remote object that implements the "Hello" interface

    Hello obj = null;
    public void init() {                                // see next slide
```

hello, world

in various languages

Algol Family

Algol-60

```
'BEGIN' 'COMMENT' Hello World in Algol 60;  
OUTPUT(4,('(Hello World!)',/))'END'
```

Algol-68

```
( # Hello World in Algol 68 # print(("Hello World!",newline))
```

Assembler-Intel

```
; Hello World for Intel Assembler (MSDOS)
```

```
mov ax,cs
```

```
mov ds,ax
```

```
mov ah,9
```

```
mov dx, offset Hello
```

```
int 21h
```

```
xor ax,ax
```

```
int 21h
```

```
Hello: db "Hello World!",13,10,"$"
```

Assembler-Linux

;; Hello World for the nasm Assembler (Linux)

```
SECTION .data
```

```
    msg db "Hello, world!",0xa ;  
    len equ $ - msg
```

```
SECTION .text
```

```
    global main
```

```
main: mov eax,4      ; write system call  
      mov ebx,1      ; file (stdout)  
      mov ecx,msg    ; string  
      mov edx,len    ; strlen  
      int 0x80       ; call kernel  
      mov eax,1      ; exit system call  
      mov ebx,0  
      int 0x80       ; call kernel
```

awk

```
# Hello World in awk
```

```
BEGIN {  
    print "Hello World!"  
    exit  
}
```

BrainFxxx

Hello World in BrainF***. No comment character exists.

```
+++++[>++++>++++>++++<<<-  
]>+>+.+++++.+++>+<<+++++.>+.+-  
----->+.
```


C-ANSI

```
/* Hello World in C, Ansi-style */
```

```
#include <stdio.h>
#include <stdlib.h>
int main(void) {
    puts("Hello World!");
    return EXIT_SUCCESS;
}
```

```
// Hello World in Microsoft C# ("C-Sharp")
```

```
using System;
```

```
class HelloWorld
```

```
{
```

```
    public static int Main(String[] args)
```

```
    {
```

```
        Console.WriteLine("Hello, World!");
```

```
        return 0;
```

```
    }
```

```
}
```

C++

// Hello World in C++ (pre-ISO)

```
#include <iostream.h> main()
{
    cout << "Hello World!" << endl;
    return 0;
}
```

// Hello World in ISO C++

```
#include <iostream>
#include <ostream>
int main() {
    std::cout << "Hello World!" << std::endl;
}
```

Fjölñir

;; Hello World in Fjölñir (Icelandic programming language)

```
"hello" < main
{
  main -> stef(;)
  stofn skrifastreng("Halló Veröld!"),
  stofnlok
}
*
```

"GRUNNUR"

;

LaTeX + TeX

LaTeX

```
% Hello World! in LaTeX
\documentclass{article}
\begin{document}
Hello World!
\end{document}
```

TeX

```
% Hello World in plain TeX
\immediate\write16{Hello World!}
\end
```

Turing Machine

Hello World as a Turing machine.

State	Read		Write	Step	Next state
1	empty		H	>	2
2	empty		e	>	3
3	empty		l	>	4
4	empty		l	>	5
5	empty		o	>	6
6	empty		blank	>	7
7	empty		W	>	8
8	empty		o	>	9
9	empty		r	>	10
10	empty		l	>	11
11	empty		d	>	12
12	empty		!	>	STOP

Cobol

* Hello World in Cobol

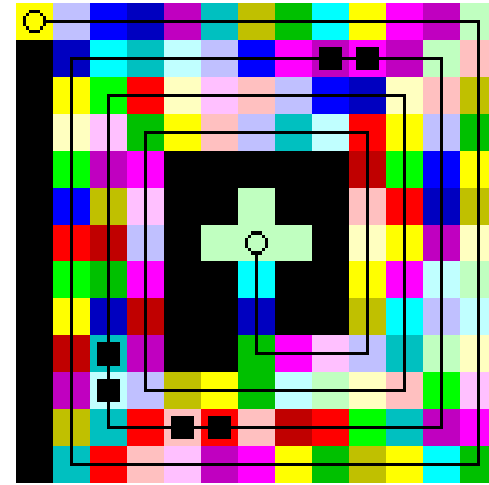
```
IDENTIFICATION DIVISION.  
PROGRAM-ID. HELLO.  
ENVIRONMENT DIVISION.  
DATA DIVISION.  
PROCEDURE DIVISION.  
MAIN SECTION.  
DISPLAY "Hello World!" STOP RUN.
```

Ook

Hello World in Ook. No comments possible.

```
Ook. Ook? Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook.
Ook. Ook. Ook. Ook. Ook! Ook? Ook? Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook.
Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook? Ook! Ook! Ook? Ook! Ook? Ook.
Ook! Ook. Ook. Ook? Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook.
Ook. Ook. Ook! Ook? Ook? Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook.
Ook! Ook! Ook? Ook! Ook? Ook. Ook. Ook. Ook. Ook! Ook. Ook. Ook. Ook. Ook. Ook. Ook.
Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook! Ook. Ook! Ook. Ook. Ook. Ook. Ook.
Ook. Ook. Ook! Ook. Ook. Ook? Ook. Ook? Ook. Ook? Ook. Ook? Ook. Ook. Ook. Ook.
Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook! Ook? Ook? Ook. Ook. Ook.
Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook? Ook! Ook! Ook? Ook! Ook? Ook. Ook! Ook.
Ook. Ook? Ook. Ook? Ook. Ook? Ook. Ook? Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook.
Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook! Ook? Ook? Ook. Ook. Ook.
Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook.
Ook? Ook. Ook? Ook. Ook? Ook. Ook? Ook. Ook? Ook. Ook! Ook. Ook. Ook. Ook. Ook. Ook.
Ook! Ook. Ook! Ook! Ook! Ook! Ook! Ook! Ook! Ook! Ook! Ook! Ook! Ook! Ook! Ook! Ook.
Ook! Ook! Ook! Ook! Ook! Ook! Ook! Ook! Ook! Ook! Ook! Ook! Ook! Ook! Ook! Ook! Ook!
Ook! Ook. Ook. Ook? Ook. Ook? Ook. Ook. Ook. Ook! Ook. Ook! Ook? Ook! Ook! Ook? Ook!
Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook. Ook.
Ook. Ook. Ook. Ook. Ook! Ook.
```


Hello World in Piet

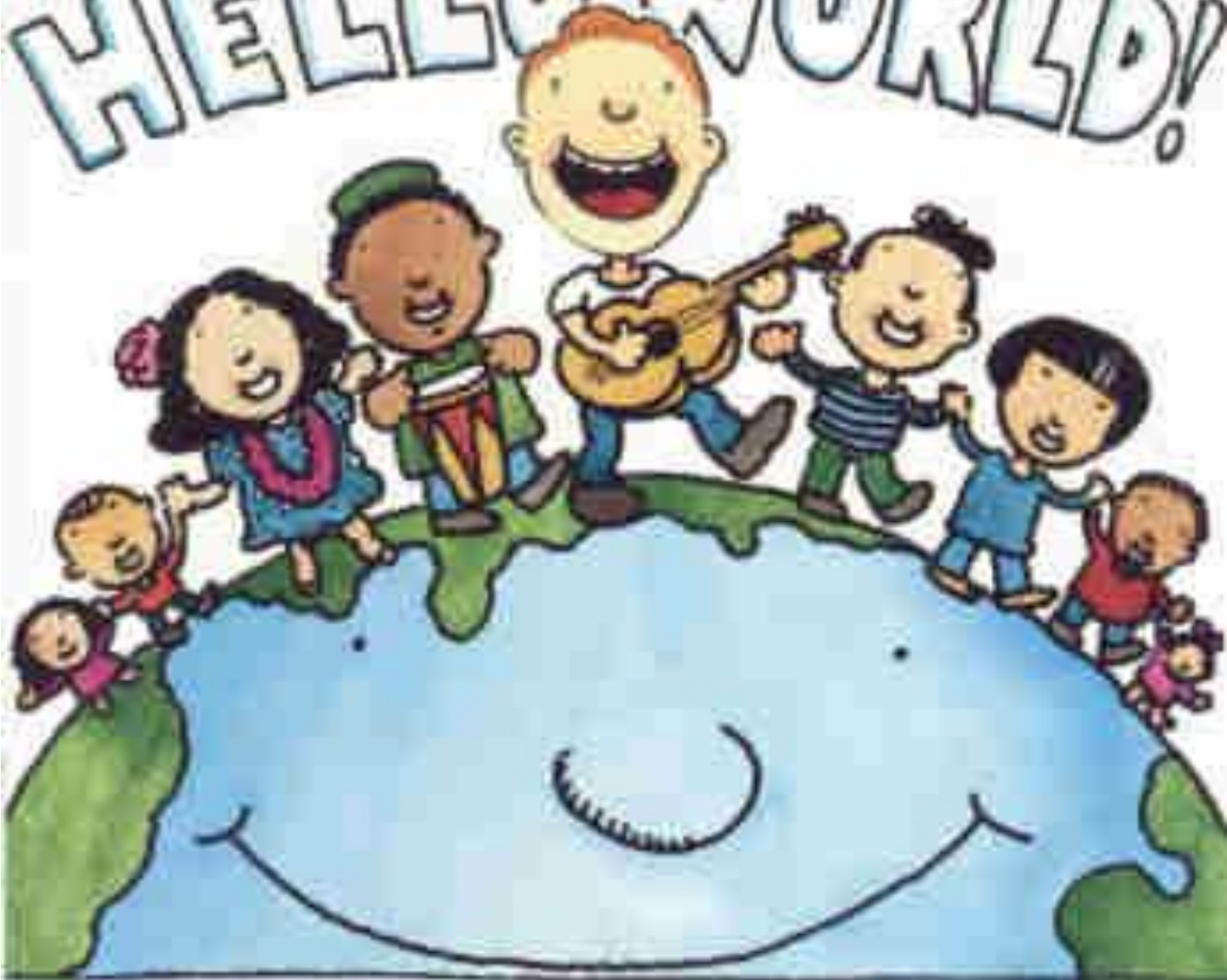


"Piet" is an esoteric programming language invented by David Morgan-Mar (www.dangermouse.net/esoteric/piet.html).

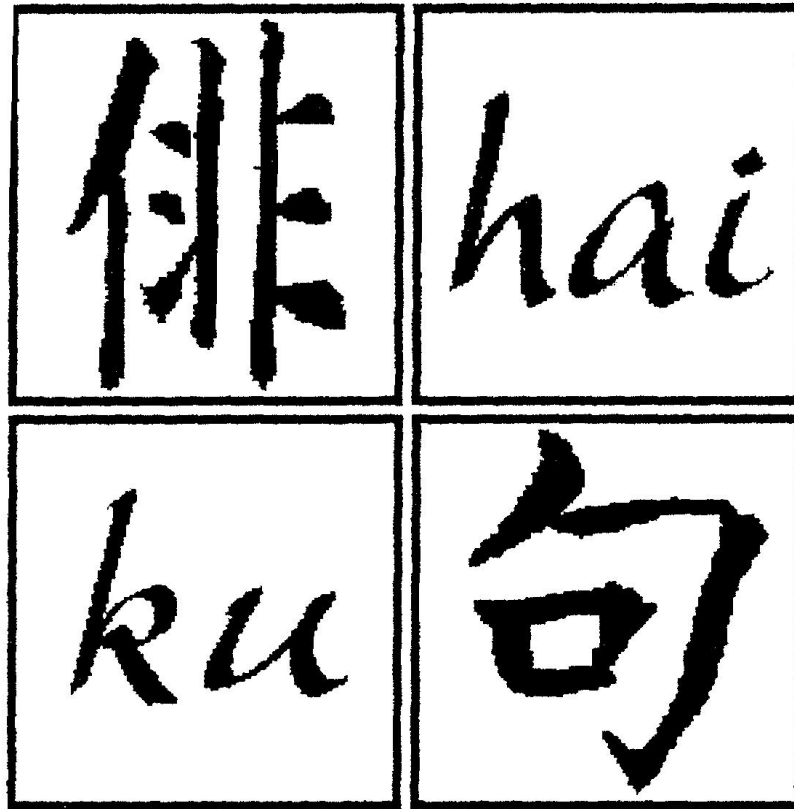
He writes: "Piet is a programming language in which programs look like abstract paintings. The language is named after [Piet Mondrian](#), who pioneered the field of geometric abstract art."

RED GRAMMER

HELLO WORLD!



Haikus instead of error messages



<http://archive.salon.com/21st/cha/1998/02/10cha2.html>

俳	hai
句	ku

Three things are certain:
Death, taxes, and lost data.
Guess which has occurred.

-- David Dixon

Everything is gone;
Your life's work has been destroyed.
Squeeze trigger (yes/no)?

-- David Carlson

俳	hai
句	ku

I'm sorry, there's -- um --
insufficient -- what's-it-called?
The term eludes me ...

-- Owen Mathews

Windows NT crashed.
I am the Blue Screen of Death.
No one hears your screams.

-- Peter Rothman

俳	hai
句	ku

Seeing my great fault
Through darkening blue windows
I begin again

-- Chris Walsh

The code was willing,
It considered your request,
But the chips were weak.

-- Barry L. Brumitt

俳	hai
句	ku

Printer not ready.
Could be a fatal error.
Have a pen handy?

-- Pat Davis

A file that big?
It might be very useful.
But now it is gone.

-- David J. Liszewski



Errors have occurred.
We won't tell you where or why.
Lazy programmers.

-- Charlie Gibbs

Server's poor response
Not quick enough for browser.
Timed out, plum blossom.

-- Rik Jespersen



Chaos reigns within.
Reflect, repent, and reboot.
Order shall return.

-- Suzie Wagner

Login incorrect.
Only perfect spellers may
enter this system.

-- Jason Axley



This site has been moved.
We'd tell you where, but then we'd
have to delete you.

-- Charles Matthews

wind catches lily
scatt'ring petals to the wind:
segmentation fault

-- Nick Sweeney



ABORTED effort:
Close all that you have.
You ask way too much.

-- Mike Hagler

First snow, then silence.
This thousand dollar screen dies
so beautifully.

-- Simon Firth



With searching comes loss
and the presence of absence:
"My Novel" not found.

-- Howard Korder

The Tao that is seen
Is not the true Tao, until
You bring fresh toner.

-- Bill Torcaso



The Web site you seek
cannot be located but
endless others exist

-- Joy Rothke



Stay the patient course
Of little worth is your ire
The network is down

-- David Ansel





A crash reduces
your expensive computer
to a simple stone.

-- James Lopez

There is a chasm
of carbon and silicon
the software can't bridge

-- Rahul Sonnad



Yesterday it worked
Today it is not working
Windows is like that

-- Margaret Segall

To have no errors
Would be life without meaning
No struggle, no joy

-- Brian M. Porter



You step in the stream,
but the water has moved on.
This page is not here.

-- Cass Whittington

No keyboard present
Hit F1 to continue
Zen engineering?

-- Jim Griffith



Hal, open the file
Hal, open the damn file, Hal
open the, please Hal

-- Jennifer Jo Lane

Out of memory.
We wish to hold the whole sky,
But we never will.

-- Francis Heaney

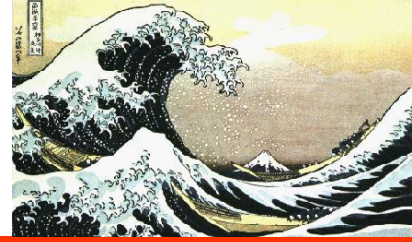


Having been erased,
The document you're seeking
Must now be retyped.

-- Judy Birmingham

The ten thousand things
How long do any persist?
Netscape, too, has gone.

-- Jason Willoughby



Rather than a beep
Or a rude error message,
These words: "File not found."

-- Len Dvorkin



Serious error.
All shortcuts have disappeared.
Screen. Mind. Both are blank.

-- Ian Hughes



Self reproducing programs



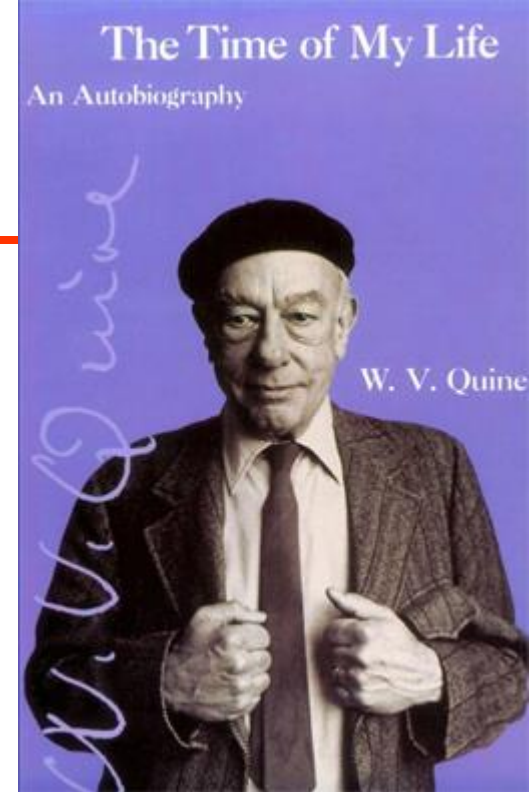
A program that generates a copy of its own source text as its complete output.

Sources:

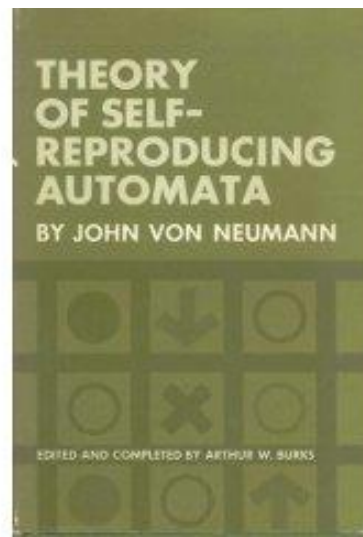
The Quine Page:

<http://www.nyx.net/~gthompso/quine.htm>

<http://www.wvquine.org/>



The Theory:



The oldest Quine:

Lisp or Scheme:

```
((lambda (x)
  (list x (list (quote quote) x)))
 (quote
  (lambda (x)
    (list x (list (quote quote) x))))))
```

Classic Quine in 'C'

/ newlines may be removed for "better" understanding*/*

```
char*f="char*f=%c%s%c;main()  
{printf(f,34,f,34,10);}%c";  
main(){printf(f,34,f,34,10);}
```

Quine in Java

Author: Dario Dariol

```
import java.text.*;
class a{public static void main(String x[]){char b[]={34};
char c[]={123};String s[]=new String[3];
s[0]="import java.text.*;
class a{2} public static void main(String x[]){2}char b[]={2}34};
char c[]={2}123}; String s[]=new String[3];s[0]={1}{0}{1};
s[1]=new String(b);s[2]=new String(c);
System.out.println(MessageFormat.format(s[0],s));}}";
s[1]=new String(b);s[2]= new String(c);
System.out.println(MessageFormat.format(s[0],s));}}
```


Quine in Forth

Author: [Elko Tchernev](mailto:etchernev@acm.org) (etchernev@acm.org) Note: On some ANS Forths the following self-displaying word will work; I'm not sure if this is cheating or not. (Probably is). :

```
ME S" SEE ME" EVALUATE ;
```

Quine in Perl

Author: Christoph Durr

```
$b='$b=%c%s%c;printf$b,39,$b,39;';printf$b,39,$b,39;
```

Author: Markus Holzer

```
#!/usr/local/bin/perl
```

```
$a='#!/usr/local/bin/perl%c$a=%c%s%c;
```

```
printf($a,10,39,$a,39,10);%c';printf($a,10,39,$a,39,10);
```

Author: Robin Houston Note: Last line is blank

```
print<<"x2,\n"
```

```
print<<"x2,\n"
```

Author: Kiriakos Georgiou

```
printf($x,39,$x='printf($x,39,$x=%c%s%c,39);',39);
```

Quine in Perl

Author: Frank Stajano (fstajano@orl.co.uk)

```
l='l=%s;print l%%`l`;print l%`l`
```

Author: Greg Stein (gstein@microsoft.com)

```
x='x=%s\012print x%%`x`' print x%`x`
```

Author: Terry Reedy (tjreedy@udel.edu)

Note: works as an interactive string input. The double quotes could theoretically be removed.

```
"x='x=%s;x%%`x`;x%`x`"
```

Quine in Scheme

Language: Scheme Author: Tanaka Tomoyuki

(tanaka@ucdavis.edu) Note: (Chez Scheme Version 5.0b)

```
(call/cc
```

```
  (lambda (c) (c ((lambda (c) `(call/cc (lambda (c) (c (,c ',c))))))
    '(lambda (c) `(call/cc (lambda (c) (c (,c ',c))))))))
```

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Note: (Chez Scheme Version 5.0b)

```
((lambda (q qq) ((lambda (x) `((lambda (q qq) ,(q x)) . ,(q qq)))
  '(lambda (x) `((lambda (q qq) ,(q x)) . ,(q qq))))
  (lambda (q) `,(q ',q))
  '(lambda (q) `,(q ',q)))
```

Quine in Unix shell

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Note: sh, ksh

```
b=\\;bb=$b$b$b$b;q='\';x='echo
```

```
  "b=$bb;bb=\\$b\\$b\\$b\\$b;q=$b$q;x=$q$x$q";echo $x'
echo "b=$bb;bb=\\$b\\$b\\$b\\$b;q=$b$q;x=$q$x$q";echo $x
```

Author: [Matt Corks](#) njaharve@waterloo.ca

Note: works for bash, ksh, zsh

```
#!/xhbin/bash read foo<<'EOF';eval $foo
echo '#!/bin/bash';echo 'read foo<<'\"EOF\"';eval$foo';
                                                    echo $foo;echo EOF
EOF
```

This museum

- The 'vitrinemuseum' shows early computer hardware as used for various labs at Delft University of Technology.
- Have a look at <http://vitrinemuseum.ewi.tudelft.nl>