

Componentização e Reúso de Software

ComponenteVerso

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Componentes

“Aquilo que entra na composição de alguma coisa.” (Aurélio, 2004)

“que ou o que compõe ou ajuda na composição de algo” (Houaiss, 2006)



Origens



Engenharia de Software

■ The NATO Software Engineering Conferences

(<http://homepages.cs.ncl.ac.uk/brian.randell/NATO/nato1968.PDF>)

- “Crise de Software”
- Nascimento da Engenharia de Software
- McIlroy “Mass Produced Software Components” (Mcilroy, 1968)

Mass Produced Software Components

“Sem dúvida nós produzimos software usando técnicas ultrapassadas. Sem dúvida nós ficamos com o lado curto do palitinho em confrontos com as pessoas de hardware porque eles são os industriais e nós somos os lavradores.” (Mcilroy, 1968)

Tradução do original feita pelo autor: “We undoubtedly produce software by backward techniques. We undoubtedly get the short end of the stick in confrontations with hardware people because they are the industrialists and we are the crofters.” (Mcilroy, 1968)



Mass Produced Software Components

- Analogia com técnicas industriais relevantes:
 - Subassemblies
 - partes intercambiáveis - modularidade
 - máquinas (machine tools) - compiladores e montadores



Componente em UML

- “[...] sistemas de software de tamanho e complexidade arbitrários.”¹
- Componente²:
 - unidade modular
 - com interfaces bem definidas
 - substituível dentro do ambiente

1. “[...] software systems of arbitrary size and complexity” (Cook, 2015)

2. “[...] Component as a modular unit with well-defined Interfaces that is replaceable within its environment.” (Cook, 2015)

Componentes x Composição

“components are for composition”
(Szyperski, 2002)



Composição

“Composition enables prefabricated 'things' to be reused by rearranging them in ever-new composities”. (Szyperski, 2002)



O que é um componente?

“Today, few terms in the software industry are less precise than component software.” (Olsen, 2006)



O que é um componente?

“[...] software components are executable units of independent production, acquisition, and deployment that can be composed into a functioning system.” (Szyperski, 2002)

“The characteristic properties of a component are that it:

is a unit of independent deployment;

is a unit of third-party composition;

has no (externally) observable state.” (Szyperski, 2002)

O que é um componente?

“A Component is:

an opaque implementation of functionality
subject to third-party composition
conformant with a component model”
(Bachmann, 2000)



O que é um componente?

“A software component is a unit of composition with contractually specified interfaces and explicit context dependencies only. A software component can be deployed independently and is subject to composition by third parties.”

(Workshop on Component-Oriented Programming, ECOOP, 1996)



O que é um componente?

Encapsulamento

“A component is simply a **data capsule**. Thus **information hiding** becomes the core construction principle underlying components.”
Wolfgang Pree & Gustav Pomberger in (Broy, 1998)



O que é um componente? Sub-componentes

“A component may **consist of other components.**” Anton Deimel in (Broy, 1998)



O que é um componente?

Interfaces

“A software component is a unit of composition with contractually specified **interfaces** and explicit context dependencies only.”

(Workshop on Component-Oriented Programming, ECOOP, 1996)

“5. A component uses precisely-defined **interfaces** to communicate with other components.”

Anton Deimel in (Broy, 1998)

O que é um componente?

Interfaces

“A component is a system-independent binary entity which implements **one or more interfaces**. An interface is a collection of signatures of services belonging logically together.”

Kai Koskimies in (Broy, 1998)



O que é um componente?

Interfaces

“The component (module) **interface** is described either

textually by means of an **interface description language (IDL)** or

visually / interactively using appropriate tools.”

Wolfgang Pree & Gustav Pomberger in (Broy, 1998)



O que é um componente?

Características Comuns

- Publica sua funcionalidade através de uma interface
 - interface guia relacionamento componente x ambiente
- Entidade concebida para ser composta
 - do latim *componens*, derivado de *componere*, que quer dizer “colocar junto”.
- Componentes podem ser aninhados em outros componentes
 - componentes e sub-componentes

O que é um componente?

Características Desejáveis

- Contém código binário que implementa a funcionalidade declarada na interface
- Serviços acessíveis exclusivamente pela interface (black-box)
- Pacote padrão para distribuição



O que é um componente?

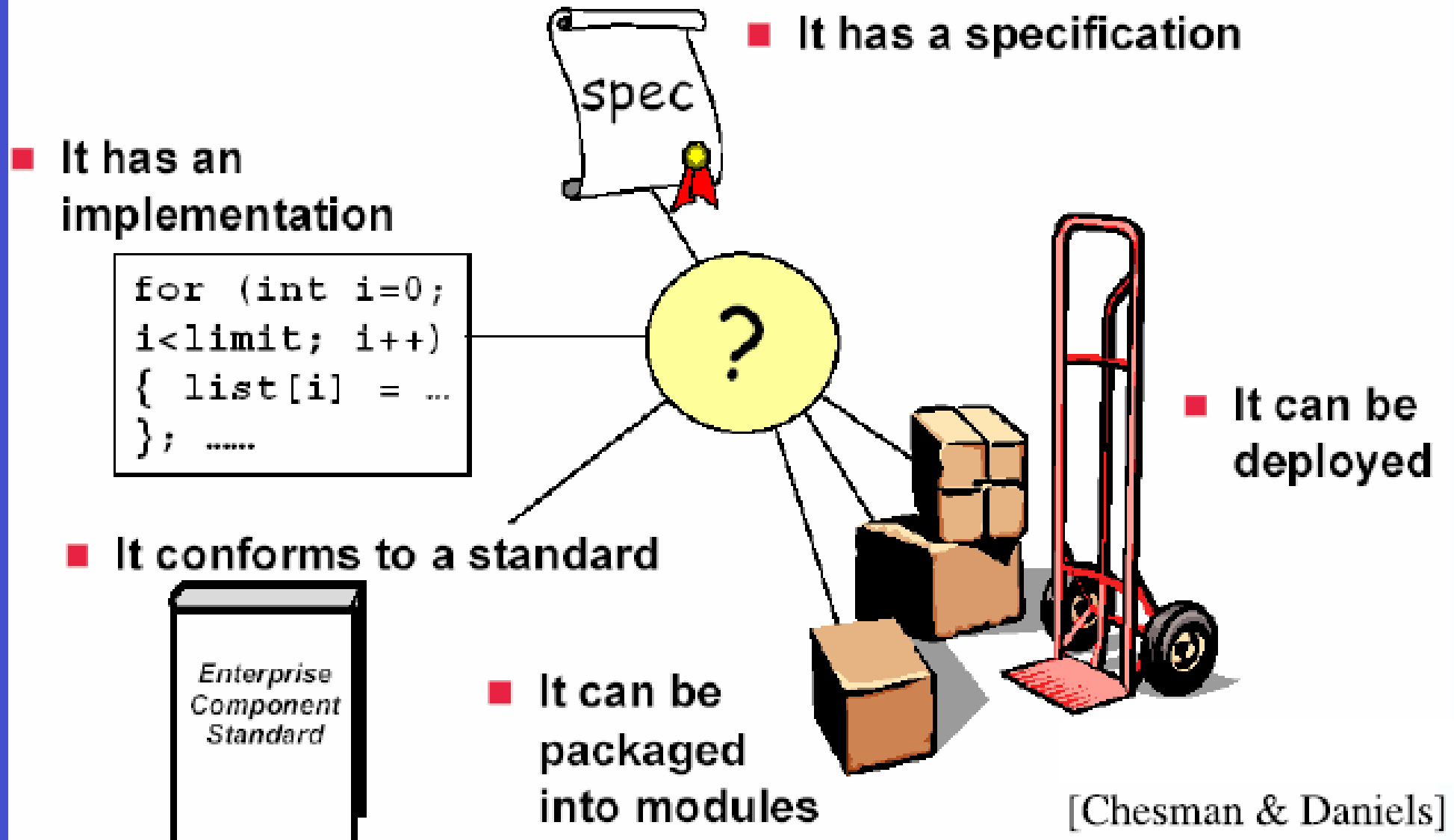
Características de Design

- Intercambiável dentro do ambiente
- Alta Coesão e Baixo Acoplamento



O que é um componente?

(Cheesman & Daniels, 2000)

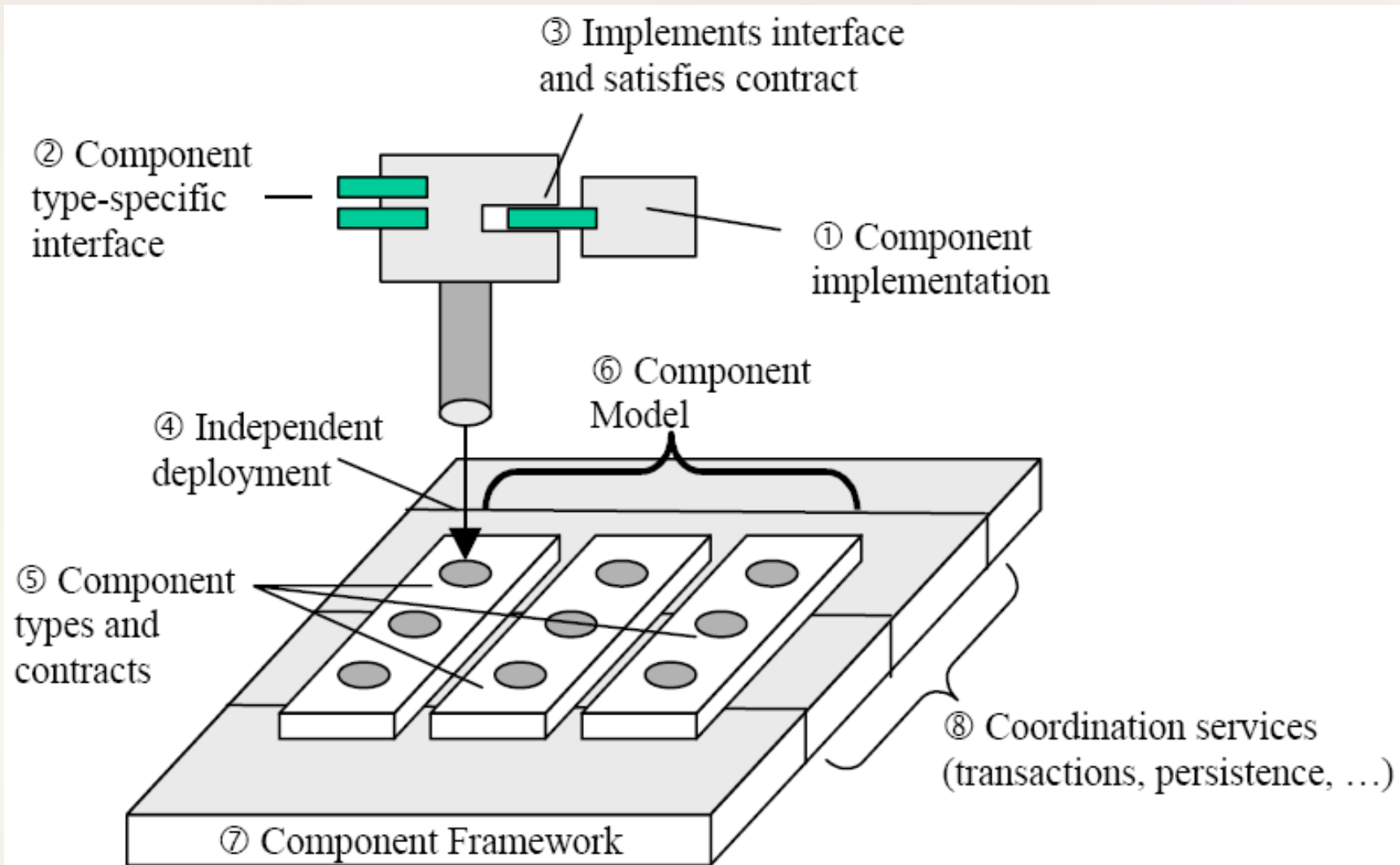


Analizando Modelos de Componentes

- Especificação / Padrão
- Implementação
- Empacotamento / Distribuição



The Component-Based Design Pattern



(Bachmann, 2000)

Componente Verso



Cenário 1 Salesforce



Salesforce

<https://www.salesforce.com>



Q 0800 891 1887 Contato  | Login 

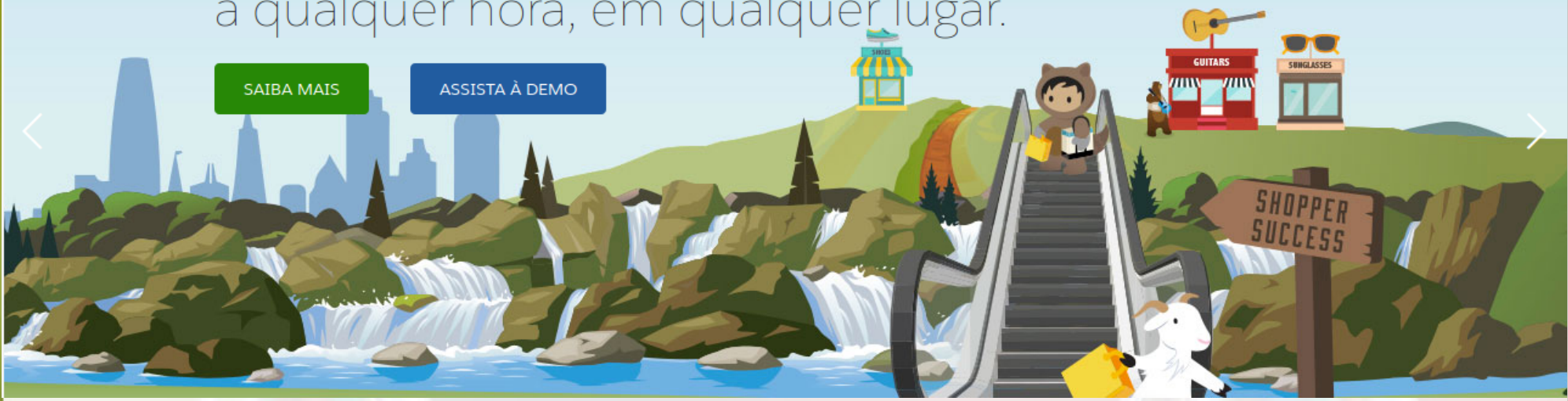
[Produtos](#) [Soluções](#) [Serviços e Suporte](#) [Eventos](#) [Historias de Sucesso](#) [Sobre Nós](#)

PLATAFORMA DE COMMERCE

Aprimore as experiências de cliente e impulse as taxas de conversão, a qualquer hora, em qualquer lugar.

SAIBA MAIS

ASSISTA À DEMO



Salesforce

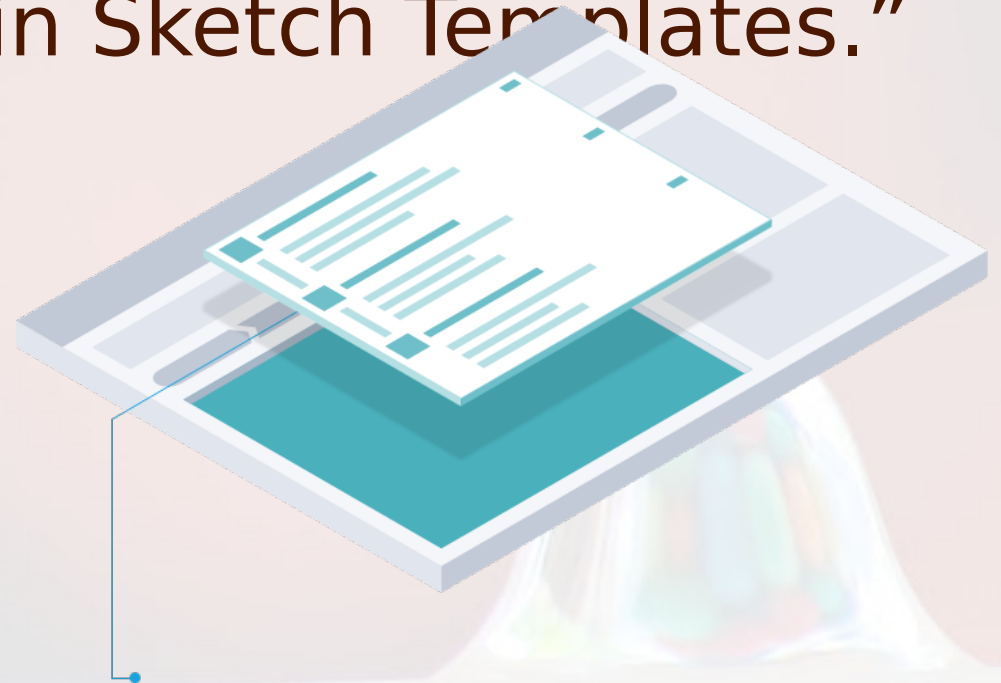
- Plataforma de CRM na nuvem
- Customer Relationship Management (CRM) - Gestão de Relacionamento com o Cliente



Lightning Components

<https://lightningdesignsystem.com>

- “Components are the building blocks of Salesforce applications, enabling designers and developers with ready-to-go interface elements available in HTML and CSS code, or in Sketch Templates.”



Lightning Component Reference

<https://developer.salesforce.com/docs/component-library/overview/components>

The screenshot shows the Salesforce Lightning Component Reference page. At the top, there is a dark blue navigation bar with the Salesforce logo and 'developers' text on the left, and 'PRODUCTS', 'RESOURCES', 'COMMUNITY', 'BLOG', and 'TRAILHEAD' in the center. On the right of this bar are a search box, a 'Login' button, and a 'Sign Up' button. Below this is a secondary navigation bar with 'Component Reference' (highlighted), 'Developer Guide', 'Locker Console', 'Locker API Viewer', and 'Playground'. On the far right of this bar is a 'Link to your org' link. The main content area is divided into a left sidebar and a main grid. The sidebar has a 'Quick Find' search box and two sections: 'Lightning Web Components' with sub-items 'lightning' and 'lightningsnapin', and 'Aura' with sub-items 'lightning', 'aura', 'force', 'forceChatter', 'forceCommunity', 'lightningcommunity', 'lightningsnapin', and 'ltng'. The main grid is titled 'Components' and shows '232 results • Filtered by None'. It has a 'Filters' section and a grid of component preview cards. The cards include: 1) An accordion component with three sections: 'Accordion Title A', 'Accordion Title B', and 'Accordion Title C' (expanded). 2) A component with a grid of four colored buttons labeled 'JD', 'TP', 'RE', and 'CR'. 3) A component with a single button labeled 'LABEL'. 4) A component with a button labeled '> RECORD NAME'. 5) A component with a button labeled 'ENTITY > RECORD NAME'. 6) A component with a 'Base' dropdown set to 'Neutral' and a 'Brand action' button, with 'Destructive' and 'Success' buttons below. 7) A component with 'Refresh', 'Edit', and 'Save' buttons. The bottom of the page features a decorative, colorful abstract graphic.

Lighting Modelo

■ Especificação / Padrão

- Webcomponents Model
- Lightning Web Components

■ Implementação

- Javascript / CSS / HTML

■ Empacotamento / Distribuição

- npm



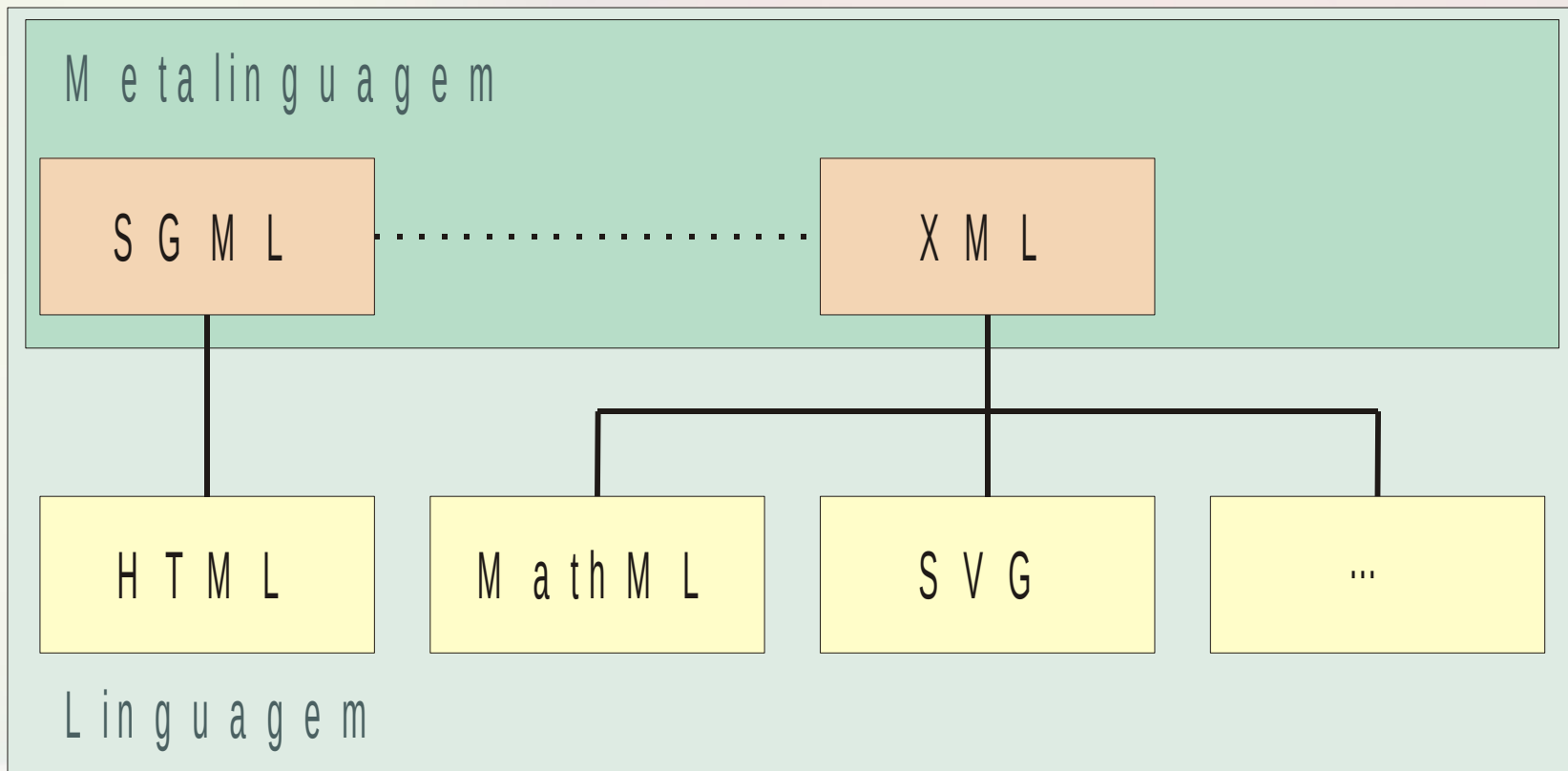
Lighting Modelo

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 - npm



HTML

- Hypertext Markup Language
- Publishing language
- Written in SGML



Linguagem de Marcação

- Utiliza marcadores para agregar informações adicionais a documentos.
- Tomemos como exemplo a seguinte frase:

Horácio escreveu o livro Vida dos Dinossauros.

- Desejamos agregar informações que identifiquem quem é o **autor** e qual a **ação** realizada.

Linguagem de Marcação

- Os marcadores se diferenciam do conteúdo pelos símbolos “<” e “>” (seguem o mesmo princípio de HTML):

```
<autor>Horácio</autor> <ação>escreveu o livro Vida dos Dinossauros</ação>
```

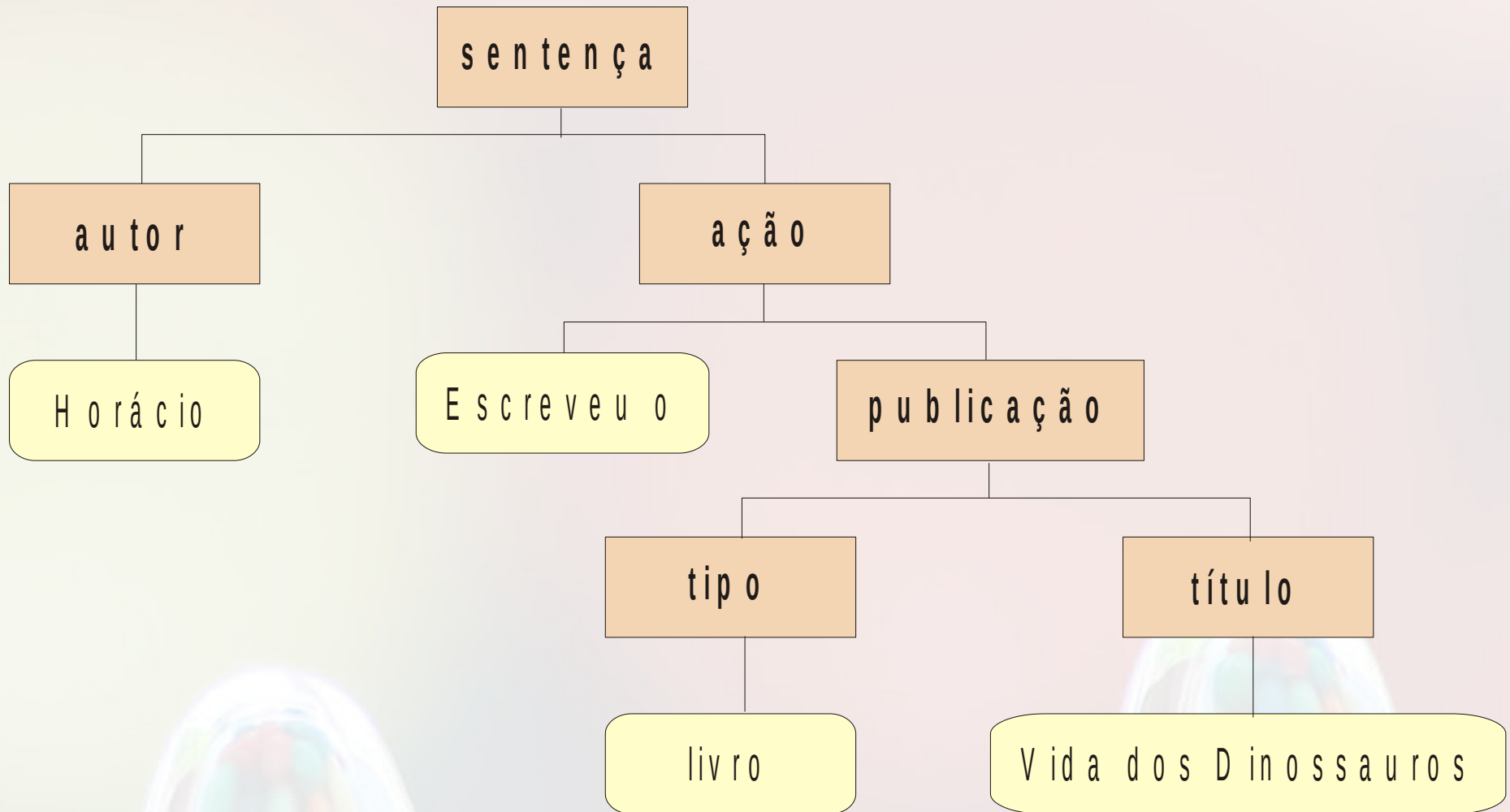
- Os marcadores delimitam unidades estruturais denominadas **elementos**.

Estrutura Hierárquica

- Marcações podem ser agrupadas hierarquicamente.
- Cada documento tem uma única raiz.
- A interpretação de cada marcador está subordinada a seu contexto.

```
<sentença>  
  <autor>Horácio</autor>  
  <ação>escreveu o  
    <publicação>  
      <tipo>livro</tipo>  
      <título>Vida dos Dinossauros</título>  
    </publicação>  
  </ação>  
</sentença>
```

Modelo de Dados XML



Elemento Vazio

- Não contém outros elementos ou texto aninhados

```
<esgotado/>
```

Atributos

- Elementos podem conter atributos
- Não há dois atributos de mesmo nome no mesmo elemento

```
<autor cpf="487.526.548-74" nascimento="12/5/1960"> Horácio </autor>
```

Lighting Modelo

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Web Components



Web Components

- Iniciativa do WebApps WG de criar um modelo de componentes para a Web (Cooney & Glazkov, 2013)
- Subdividido em:
 - Templates
 - Decorators
 - Custom Elements
 - Shadow DOM
 - Imports

WebComponents

<https://www.webcomponents.org>



WEBCOMPONENTS.ORG Keep calm and #UseThePlatform

Getting started Community Chat

Publish element

toolbar

FORM

LAYOUT

NOTIFICATION

IMAGE

TOOLBAR

Results for "toolbar"

10 Elements



ibm-toolbar

Horizontal toolbar containing items that can be used for label, navigation, search and actions

★ 16 🗑️ 5



markdown-toolbar-element

Markdown formatting buttons for text inputs.

★ 62 🗑️ 12



paper-toolbar

A Material Design toolbar/appbar

★ 39 🗑️ 37



toolbar-search

★ 2 🗑️ 2

Google Polymer

<https://www.polymer-project.org>



Polymer Project



Google Polymer

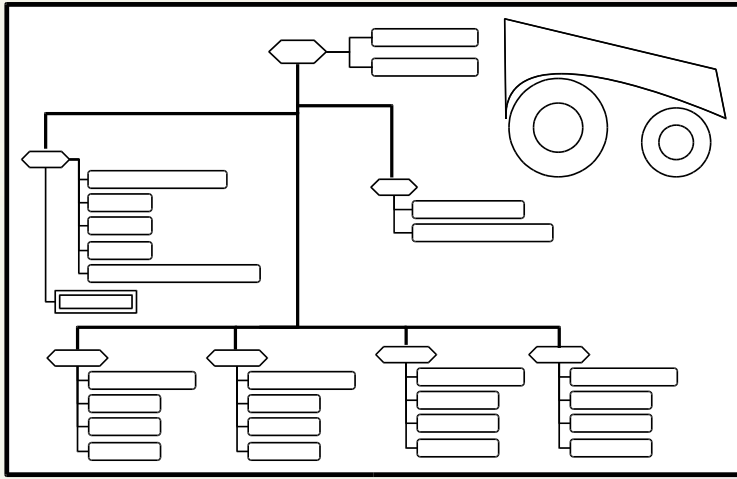
<http://www.polymer-project.org/>



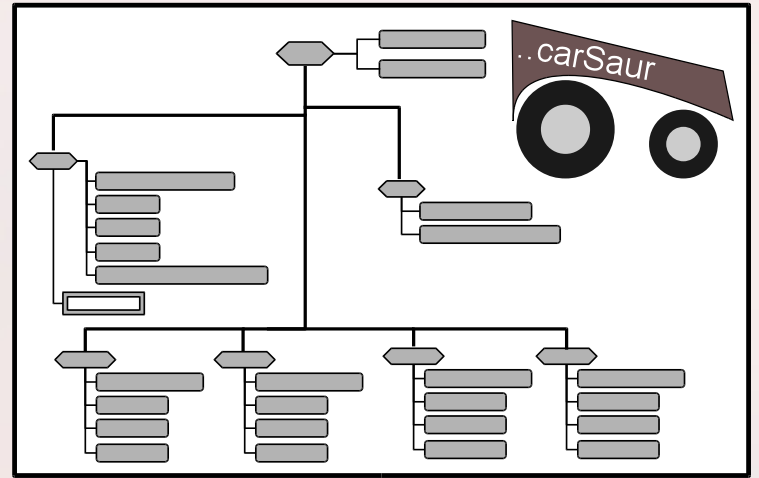
Template



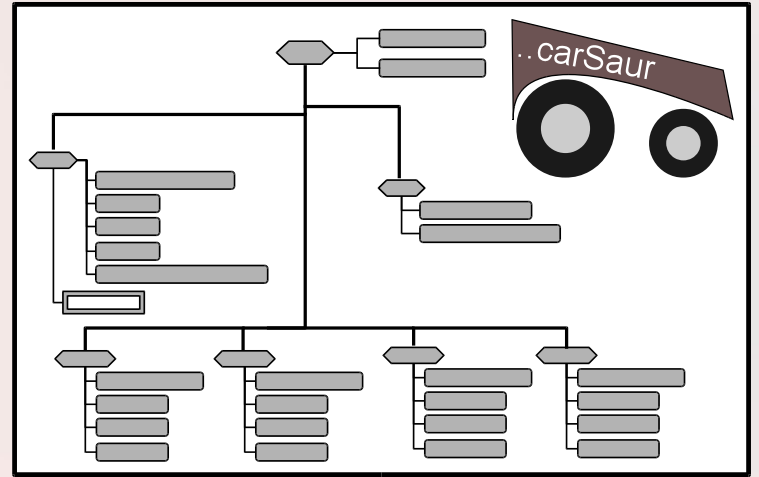
<template>



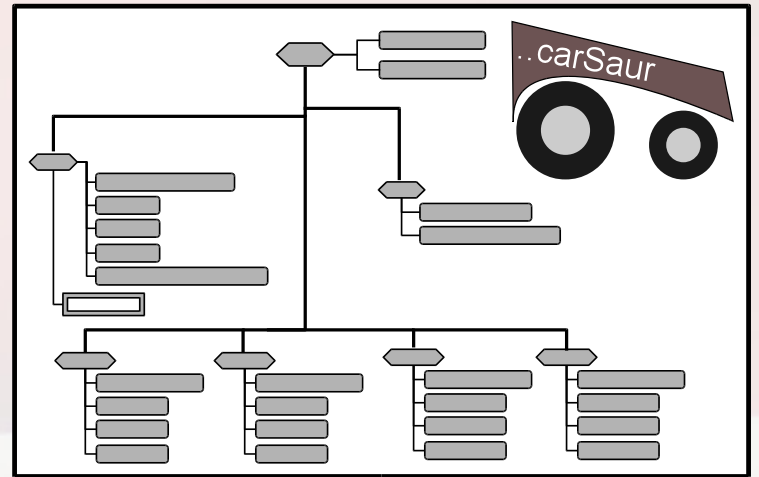
cloneNode()



cloneNode()



cloneNode()



Template

```
<template id="imageSet">
  <style scoped>
    .tyre {
      fill: #1a1a1a;
    }
    .rim {
      fill: #cccccc;
    }
    .frame {
      fill: #6c5353;
      stroke: #000000;
      stroke-width: 1px;
    }
    .nameStyle {
      fill: white;
      font-size: 28px;
      font-family: Arial;
    }
  </style>
```

```
<svg ...>
  ...
</svg>
</template>

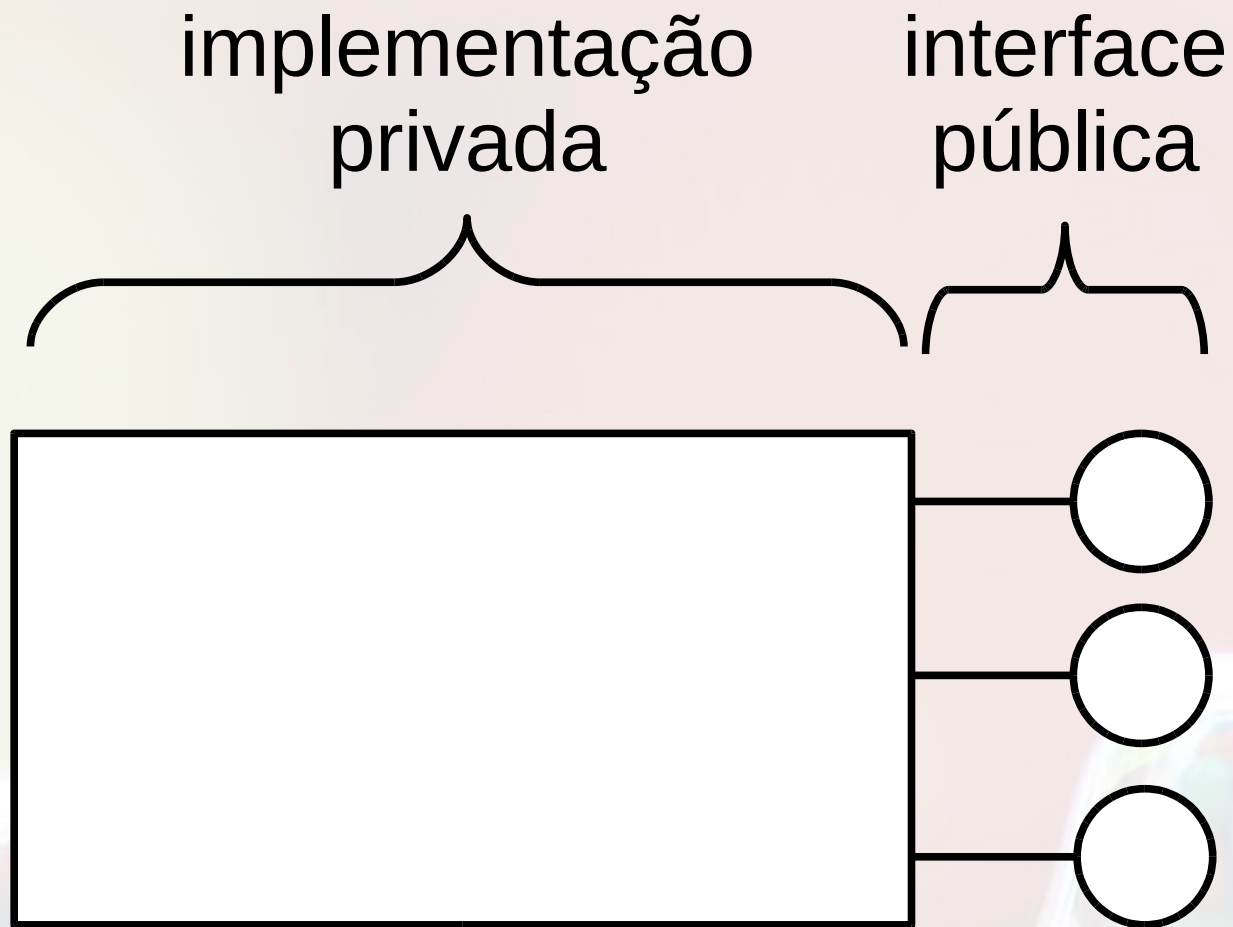
<div id="myCar">
  <!-- empty -->
</div>
```

```
var carComponent = document.querySelector("#carComponent");
var myCar = document.querySelector("#myCar");
myCar.appendChild(carComponent.content.cloneNode());
```

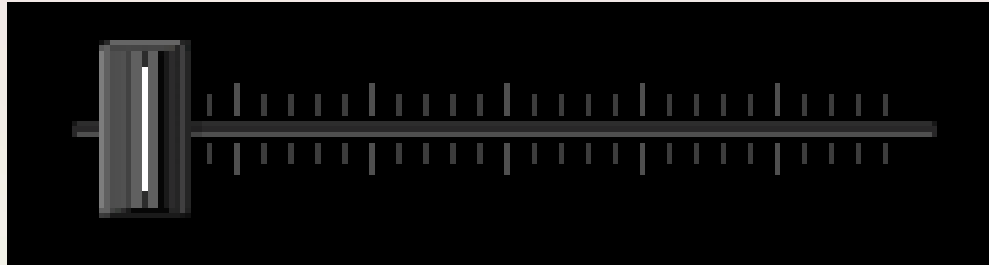

Shadow DOM



Modelo de Componente

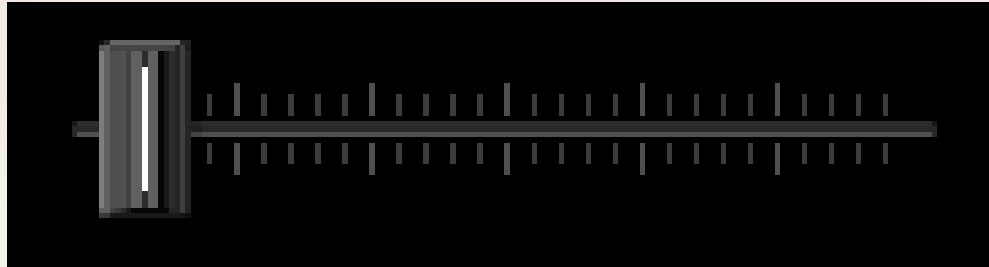


Shadow DOM Interface

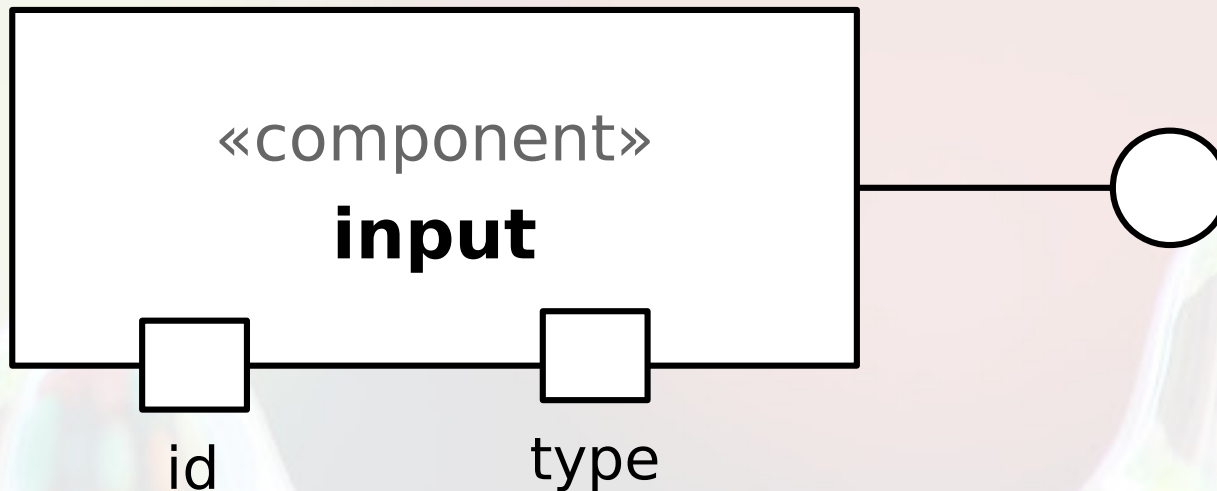


```
<input id="volume" type="range"/>
```

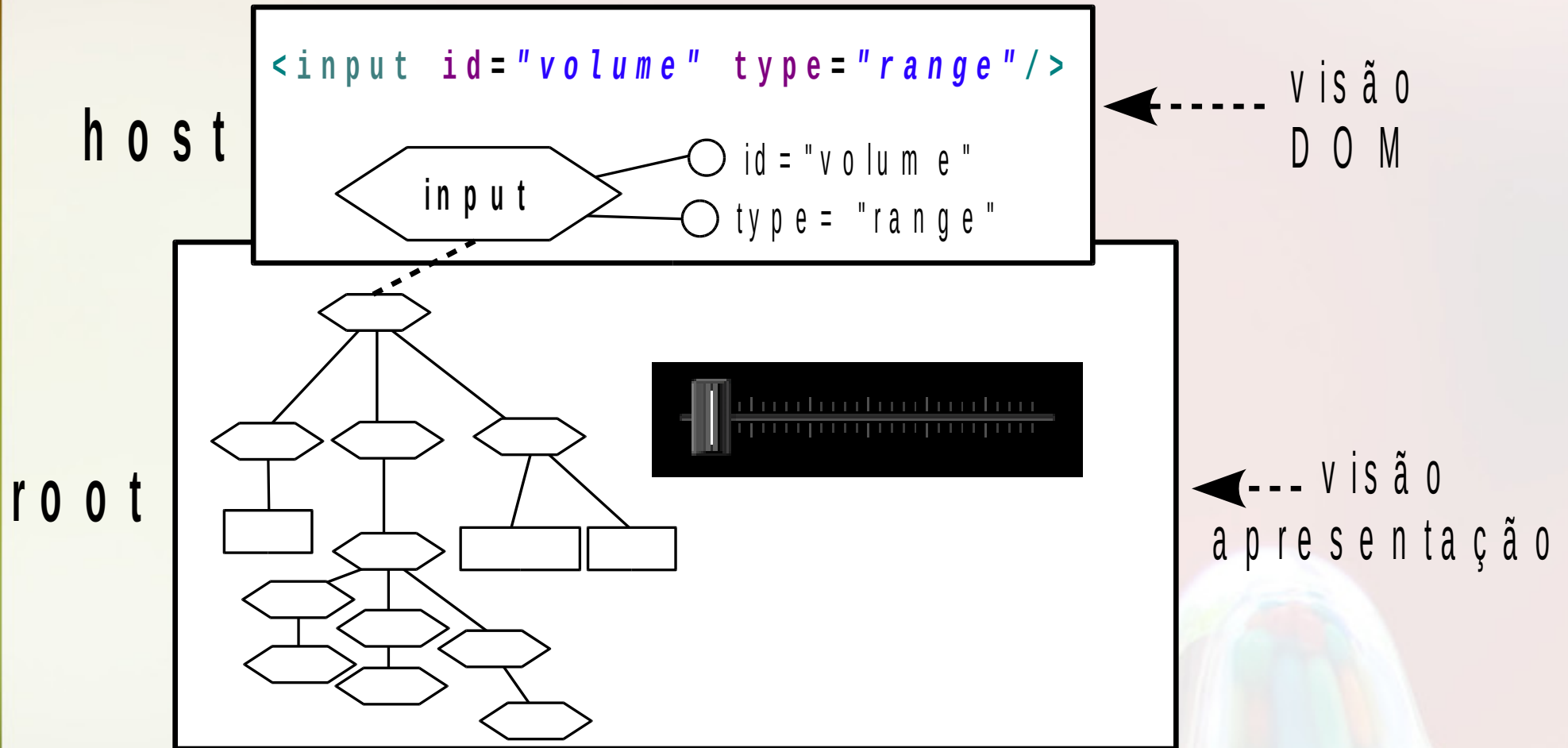
Atributos como Propriedades



```
<input id="volume" type="range">
```

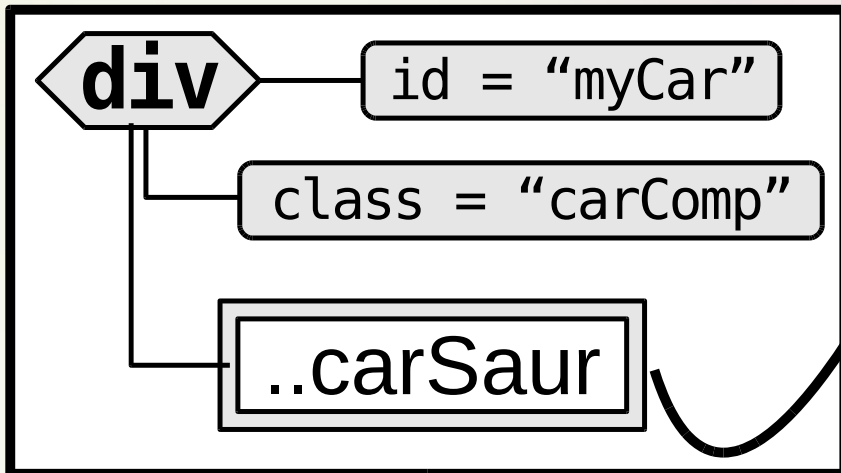


Shadow DOM Implementação



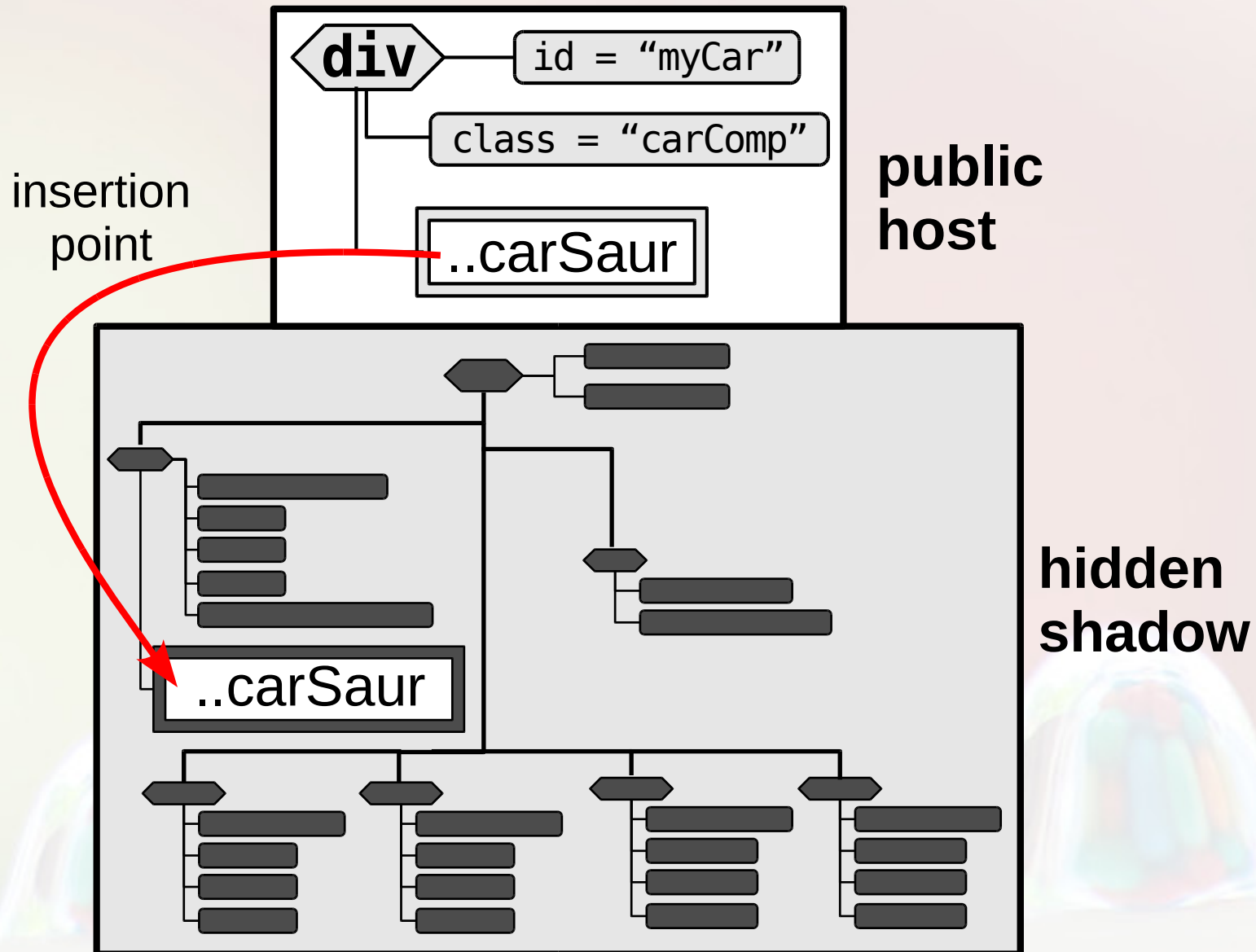
Shadow DOM - Carro Interface

```
<div id="myCar" class="carComp">..carSaur</div>
```



`..carSaur`

Shadow DOM - Carro Implementação



Shadow Car

```
<template
id="carComponent">

  <style scoped>
    ...
  </style>

  <svg ...>
    ...
  </svg>

  <div id="textCarName"
      class="nameStyle"
      width="181px">
    <content></content>
  </div>
</template>
```

```
function applyTemplate()
{
  var myCar =
document.querySelector("#myCar");

  var carComponent =
document.querySelector("#carComponent")
  .content;

  var myCarShadow =
    myCar.webkitCreateShadowRoot();
    // standard: createShadowRoot()

  myCarShadow.appendChild(carComponent);
}
```

```
<div id="myCar" class="carComp">..carSaur</div>
```


Shadow Car

```
<template
id="carComponent">

  <style scoped>
    ...
  </style>

  <svg ...>
    ...
  </svg>

  <div id="textCarName"
      class="nameStyle"
      width="181px">
    <content
select="#carName">
    </content>
  </div>
```

```
function applyTemplate()
{
  var myCar =
document.querySelector("#myCar");

  var carComponent =
document.querySelector("#carComponent")
  .content;

  var myCarShadow =
    myCar.webkitCreateShadowRoot();
    // standard: createShadowRoot()

  myCarShadow.appendChild(carComponent);
}
```

```
<div id="myCar" class="carComp">
  <div id="carName">..carSaur</div>
</div>
```

Lighting Modelo

■ Especificação / Padrão

- Webcomponents Model
- Lightning Web Components

■ Implementação

- Javascript / CSS / HTML

■ Empacotamento / Distribuição

- npm



Empacotamento - npm

<https://www.npmjs.com>

npm packaged modules npm Enterprise Products Solutions Resources Docs Support

npm Search Join Log In

Need private packages and team management tools? [Check out npm Orgs. »](#)

@salesforce-ux/a11y-components
1.1.6 • Public • Published 4 months ago

Readme 3 Dependencies 0 Dependents 16 Versions

The Accessibility Patterns Components

npm v1.0.0 coverage repository not found

This repository includes:

- Accessibility Patterns Components (found in the `src/Components/`)
- A demo site (in `src/Pages/`)
- Tests for the Accessibility Patterns Components (in `src/Components/__tests__/`)

install

```
> npm i @salesforce-ux/a11y-components
```

± weekly downloads

46

version	license
1.1.6	MIT

npm

- “npm is the world’s largest software registry. Open source developers from every continent use npm to share and borrow packages, and many organizations use npm to manage private development as well.” npm site (03/08/2019)

npm

Especificação do Pacote

Especificação JSON

```
{  
  "name": "asdruboides",  
  "version": "1.0.0",  
  "description": "Big asdruboides package",  
  "main": "index.js",  
  "repository": {  
    "type": "git",  
    "url": "https://github.com/user/santanche.git"  
  },  
  "author": "Asdrubal <asdrubal@xyz.com>",  
  "license": "MIT"  
}
```

<https://docs.npmjs.com/files/package.json>

JSON

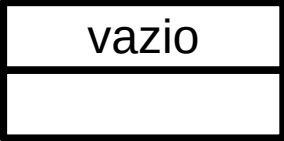
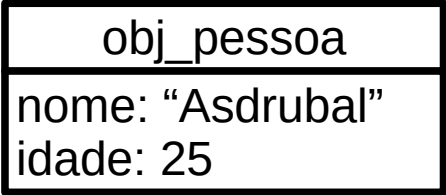
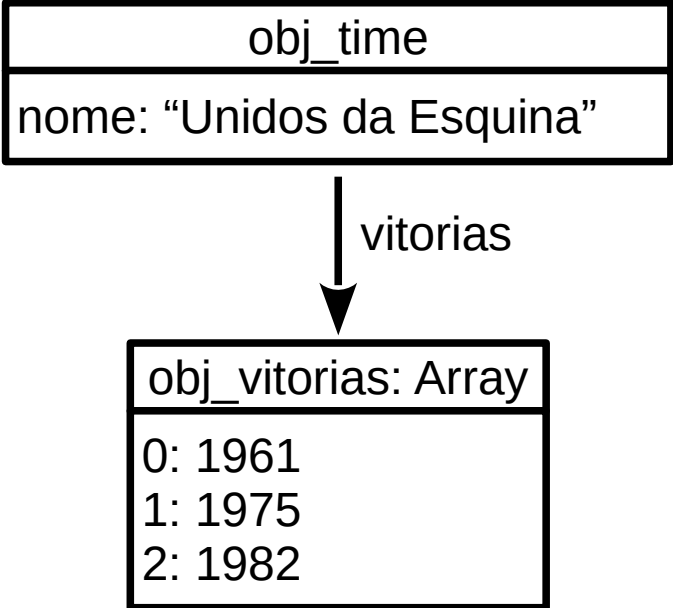
JavaScript

- Inventada por Brendan Eich na Netscape
- Incorporada no Internet Explore como Jscript
- ECMAScript → padronização (Ecma, 2011)
- Originalmente para pequenos scripts no navegador
- Limitações de acesso ao hardware local
 - segurança
 - independência de plataforma

Objetos em JavaScript

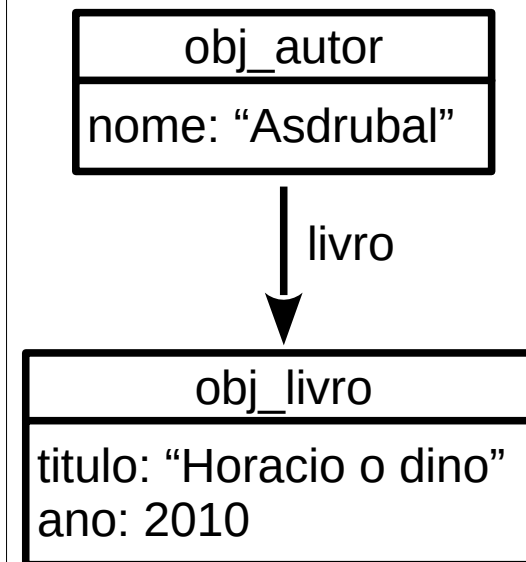


Objetos JS

<pre>{ }</pre>	
<pre>{ "nome": "Asdrubal", "idade": 25 }</pre>	
<pre>{ "nome": "Unidos da Esquina", "vitorias": [1961, 1975, 1982] }</pre>	

Objetos JS

```
{  
  "nome": "Asdrubal",  
  "livro": {  
    "titulo": "Horacio o dino",  
    "ano": 2010  
  }  
}
```



JSON

JavaScript Object Notation

- Padrão aberto de intercâmbio de objetos
- Baseado na notação JavaScript
- Incorporado ao ECMAScript (Ecma, 2011)
- Adotado por diversas linguagens (<http://json.org/>)

PIP e PyPi

<https://pypi.org>

■ PIP

- Python Package Manager

■ PyPi

- Python Package Index

Cenário 2

Apps Google Drive



Apps Google Drive

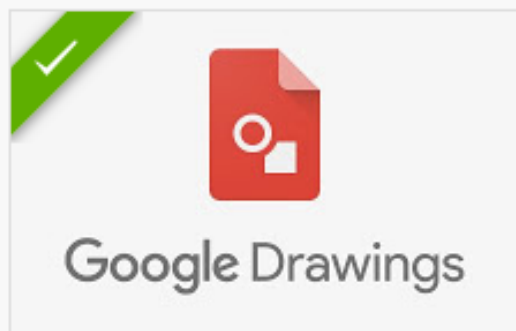
<https://drive.google.com>

Conectar aplicativos ao Google Drive



Todos ▾

Aplicativo de pesquisa



Google Drawings

Desenhos do Google

2.170.288 usuários



DocHub - Edit and Sign PDF ...

★★★★★ (10703)



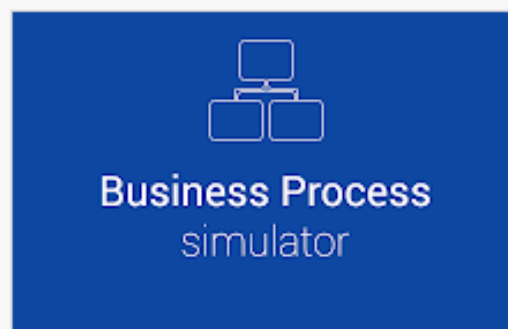
Gestão de Projeto Ganter

448.806 usuários



WeVideo - Criador e Editor d...

1.564.289 usuários



Business Process Simulator

★★★★★ (345)



Fluency Tutor® for Google™

★★★★★ (57)

Google Drive App Modelo

■ Especificação / Padrão

- Serviços REST
- JSON

■ Implementação

- Diversas linguagens

■ Empacotamento / Distribuição

- online

Arquitetura Orientada a Serviços

Arquitetura Orientada a Serviços - *Service Oriented Architecture (SOA)*

Computação Orientada a Serviços

“Computação orientada a serviços é o paradigma da computação que utiliza serviços como elementos fundamentais para o desenvolvimento de aplicações.”
(Papazoglou, 2003)



Service Oriented Architecture (SOA)

Componentes auto-descritivos

Abertos

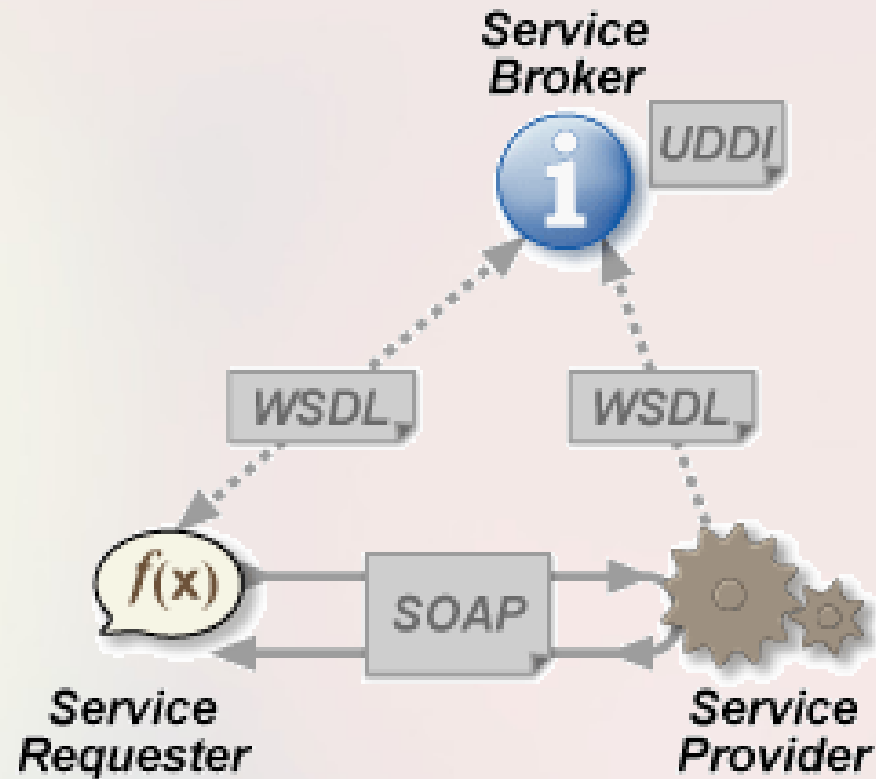
Possibilitam composição rápida e a baixo custo

São providos por provedores de serviços

(Papazoglou, 2003)

“SOA é um estilo arquitetural cujo objetivo é alcançar baixo acoplamento entre agentes de software em interação.” (He, 2003)

Baseada em Mensagens Web Services

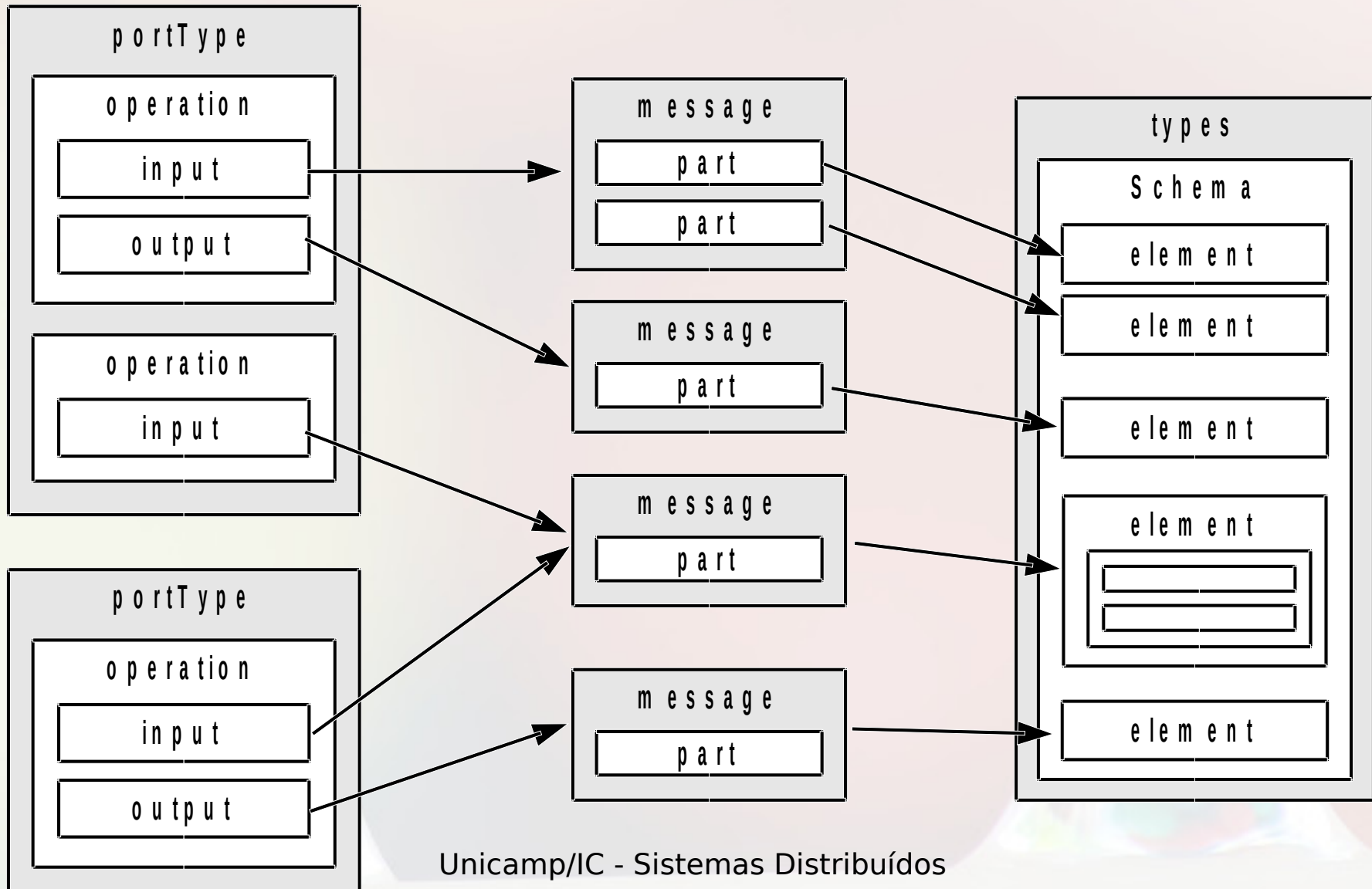


autor: H. Voormann

<http://en.wikipedia.org/wiki/Image:Webservices.png>

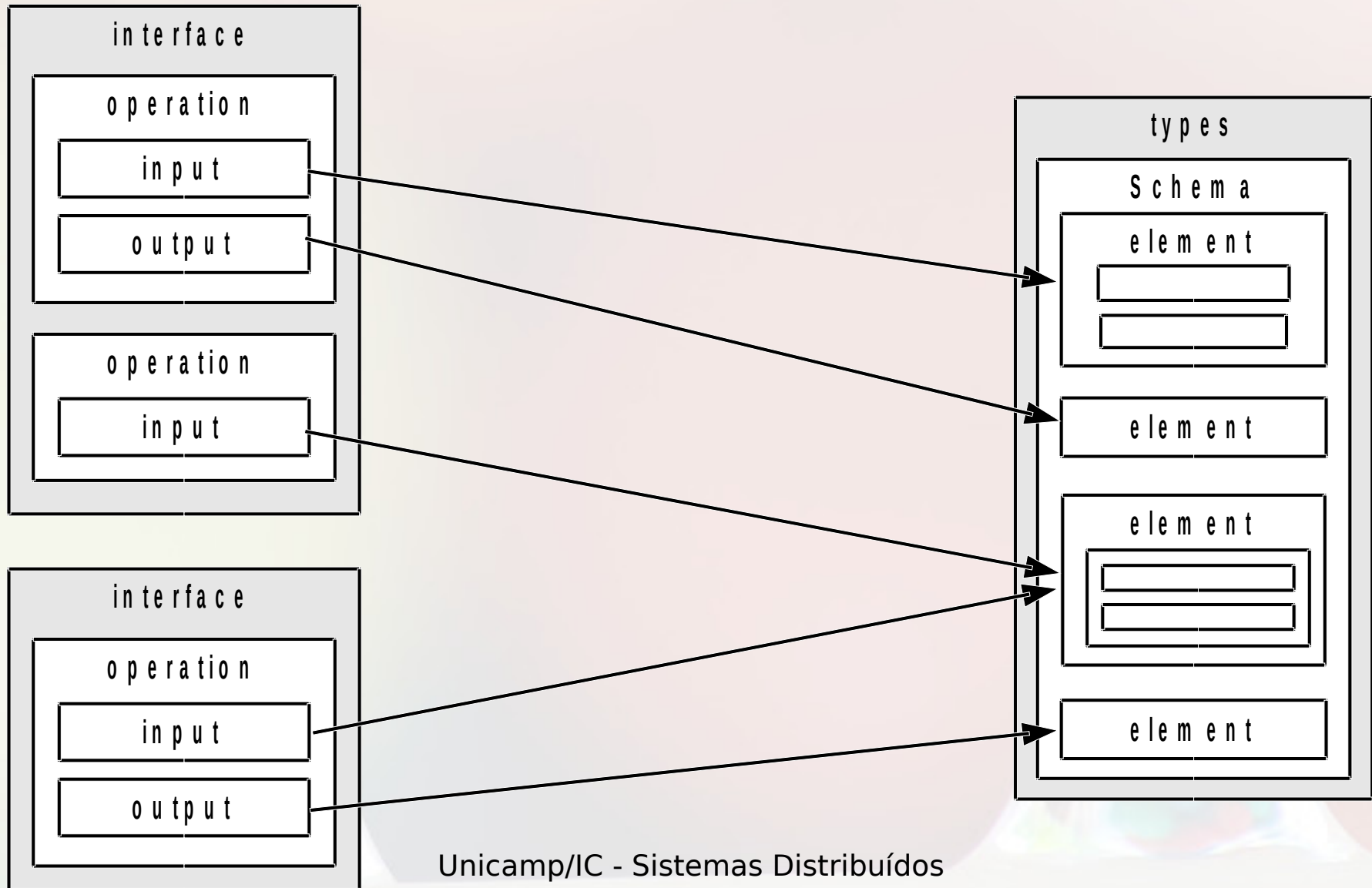
Web Services

WSDL 1



Web Services

WSDL 2



Simplificação REST e JSON

Google API Explorer

<https://developers.google.com/apis-explorer/>



Search for services, methods, and recent requests...

Loading...



APIs Explorer



Services

All Versions

Request History

	Abusive Experience Report API	v1	Views Abusive Experience Report data, and gets a list of sites that have a significant number of abusive experiences.
	Accelerated Mobile Pages (AMP) URL API	v1	This API contains a single method, batchGet. Call this method to retrieve the AMP URL (and equivalent AMP Cache URL) for given public URL(s).
	Access Approval API	v1beta1	An API for controlling access to data by Google personnel.
	Access Context Manager API	v1	An API for setting attribute based access control to requests to GCP services.
	Ad Exchange Buyer API	v1.4	Accesses your bidding-account information, submits creatives for validation, finds available direct deals, and retrieves performance reports.
	Ad Exchange Buyer API II	v2beta1	Accesses the latest features for managing Authorized Buyers accounts, Real-Time Bidding configurations and auction metrics, and Marketplace programmatic deals.
	Ad Experience Report API	v1	Views Ad Experience Report data, and gets a list of sites that have a significant number of annoying ads.
	Admin Reports API	reports_v1	Fetches reports for the administrators of G Suite customers about the usage, collaboration, security, and risk for their users.
	AdSense Host API	v4.1	Limited Availability Generates performance reports, generates ad codes, and provides publisher management capabilities for AdSense Hosts.
	AdSense Management API	v1.4	Accesses AdSense publishers' inventory and generates performance reports.
	Analytics Reporting API	v4	Accesses Analytics report data.

Cloud Translation API v3beta1

<https://developers.google.com/apis-explorer/#search/translate/translate/v3beta1/translate.projects.translateText>



Search for services, methods, and recent requests...



APIs Explorer



Services

All Versions

Request History

Learn more about using the Cloud Translation API by reading the [documentation](#).

Search Result > Cloud Translation API v3beta1 > translate.projects.translateText

Authorize requests using OAuth 2.0: OFF

parent

projects/componentes-2019

Required. Target project or location to make a call. Format: `projects/{project-id}` or `projects/{project-id}/locations/{location-id}`. For global calls, use `projects/{project-id}/locations/global` or `projects/{project-id}`. Non-global location is required for requests using AutoML models or custom glossaries. Models and glossaries must be within the same region (have same location-id), otherwise an INVALID_ARGUMENT (400) error is returned. (string)

fields

Selector specifying which fields to include in a partial response. [Use fields editor](#)

Request body

```
{
  "sourceLanguageCode": "pt"
  "targetLanguageCode": "en"
  "contents":
  [
    "0 dinossauro pulou na"
  ]
}
```

bold red = required

Authorize and execute

[Execute without OAuth](#)

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Cenário 3

Moodle Plugins



Moodle Plugins

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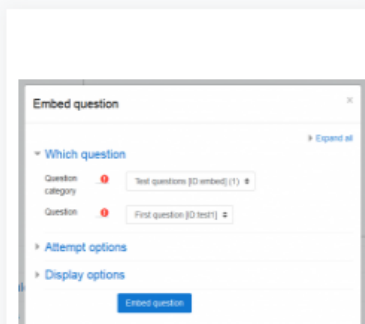
JSXGraph

JSXGraph is a cross-browser JavaScript library for interactive geometry, function plotting, charting, and data visualization



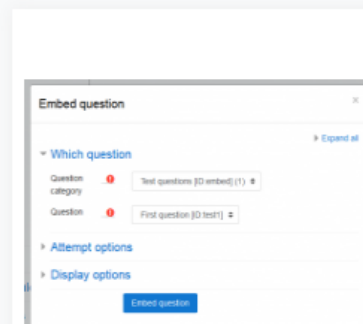
Embed question

An Atto editor plugin for use with the embed questions filter.



Embed questions

A Moodle text filter plugin that displays questions from the question bank embedded in the page.



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