

## Introduction to CODEsign Do IT twice!

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```
function StripTags2(const S: string):  
string;  
var  
    Len: Integer;  
    i, APos: Integer;  
begin  
    Len:= Length(S);  
    i:= 0;  
    Result:= "";  
    while (i <= Len) do begin  
        Inc(i);  
        APos:= ReadUntil(i, len, '<', s);  
        Result:= Result + Copy(S, i, APos-i);  
        i:= ReadUntil(APos+1, len, '>', s);  
    end;  
end;
```

• **1**

- Design your functions twice to simplify (expert systems, planning engines or classes) with the same result

```
WriteLn(ReplaceRegExpr ('<[^>]*>',  
    '<p>This is text.<br/> This is line 2</p>',",", True))
```

• **2**

# Check Performance

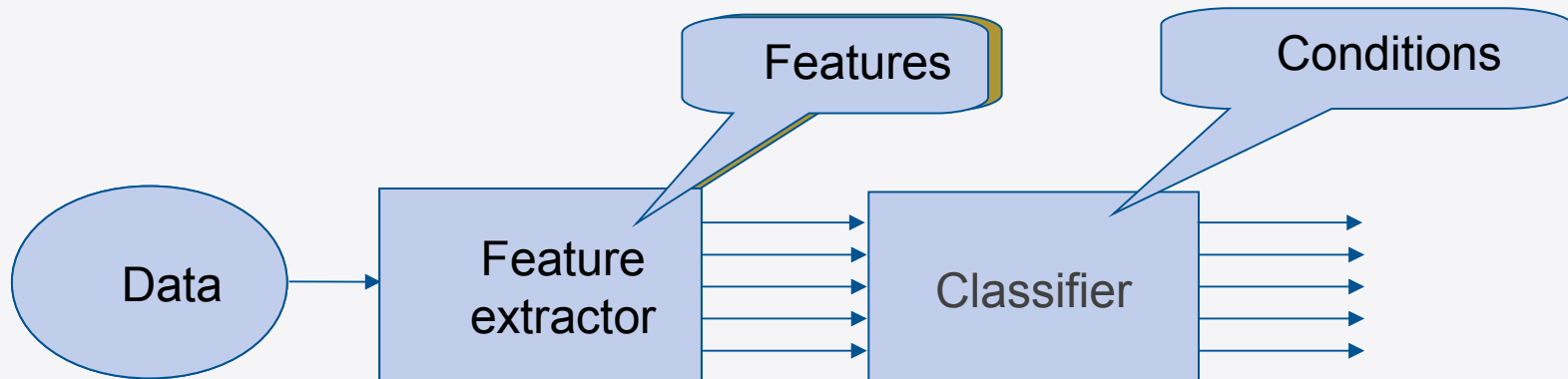
● **1**

```
function IsPrime(N: Integer): Boolean;  
var l: Integer;  
begin  
  for l:= 2 to N - 1 do  
    if (N mod l) = 0 then  
      exit;  
  result:= true;  
end;
```

● **2**

```
function IsPrime2(acti: integer):  
boolean;  
var j: Integer;  
    isprim: boolean;  
begin  
  isprim:= true;  
  if acti=1 then isprim:= false;  
  for j:= 2 to round(sqrt(acti)) do  
    if ((acti mod j) = 0) then begin  
      isprim:= false;  
      break  
    end;  
  result:= isprim;  
end;
```

- function1 is slower than function2
- A profiler detects conditions based on features



# 2 Types of Validations

```
function GetLinesCount(sFileName : String):
```

```
Integer;
```

```
var
```

```
oSL : TStringlist;
```

```
begin
```

```
  oSL:= TStringlist.Create;
```

```
  oSL.LoadFromFile(sFileName);
```

```
  result:= oSL.Count;
```

```
  oSL.Free;
```

```
end; //[/mX4]
```

• **1**

```
function getLinesCount2(sfilename:string):
```

```
double;
```

```
var  hFile : TextFile;
```

```
      sLine : String;
```

```
      iLinescount: Double;
```

```
begin
```

```
  result:=0;
```

```
  if not FileExists(sfilename) then exit;
```

```
  AssignFile(hFile, sFileName);
```

```
  Reset(hFile);
```

```
  closefile(hfile);
```

```
  iLinescount:=0;
```

```
  while NOT EOF(hFile) do begin
```

```
    ReadLn(hFile, sLine);
```

```
    iLinescount:=iLinescount+1;
```

```
  end;
```

```
  result:=iLinescount;
```

```
end;
```

• **2**

- Check a function twice to compare the result (plausible)
- By the way function1 is faster than function2

# Proof it twice

```
writeln('CRC:'+itoa(ComputeFileCRC32(exepath+'\maXbox3.exe')));  
//writeln(itoa(CRC32(exepath+'\maxbox3.exe')));  
writeln('CRC:'+itoa(Crc32OfFile(exepath+'\maXbox3.exe')));  
writeln(intToHex(-1808407689,2));
```

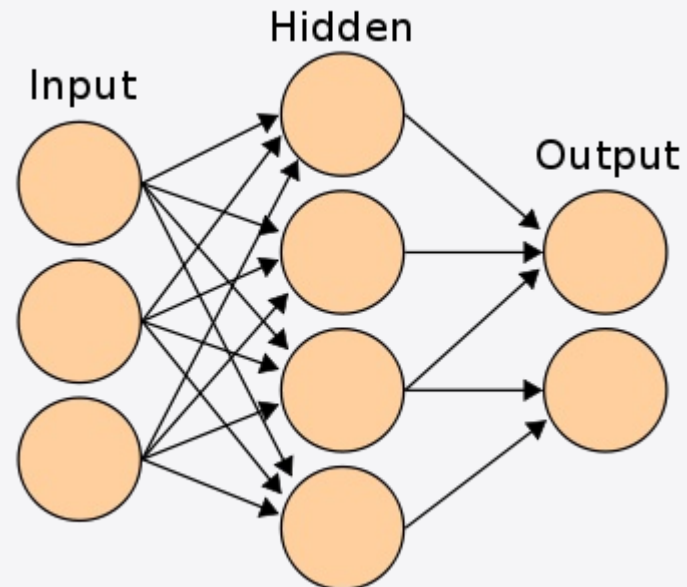
• **1**

```
writeln(intToHex(CRC32OfFile(exepath+'\maXbox3.exe'),4));
```

• **2**

```
writeln(intToHex(ComputeFileCRC32(exepath+'\maXbox3.exe'),2));
```

- Compare the reference



# Run & Test with Redundancy

```
function DownloadFile(SourceFile, DestFile: string):  
Boolean;  
begin  
  try  
    Result:= UrlDownloadToFile(Nil, Pchar(SourceFile),  
                               PChar(DestFile),0,Nil) = 0;  
  except  
    Result:= False;  
  end;  
end;
```

• **1**

```
wGet2('http://max.kleiner.com/images/texturemap.jpg','texturemap7.jpg');  
DownloadFile('http://max.kleiner.com/images/texturemap.jpg','texturemap77.jpg')
```

• **2**

```
//Test also Result  
Result:= UrlDownloadToFile(Nil, Pchar(SourceFile), PChar(DestFile),0,Nil) = 0;
```

- Supervised test Exception: “Socket Error # 11004”
- Non supervised redundancy of code at run-time
- Two functions as fallback for mission critical availability

- Simple probabilistic testing theorem – Function Test, Unit Test
- Assumes that the functions are independent from each other
- Very efficient when trained in supervised environment
- Requires relatively small amount of test data and conditions to produce good results with high quality
- Check your function & test in unit integration

• **1**

```
printF('addition theorem %.18f ',[maXcalc('sin(2.5/2)'))]  
printF('addition theorem %.18f ',[maXcalc('sqrt(1/2*(1-cos(2.5)))'))]  
printF('addition theorem2 %22.18f ',[maXcalc('cos(2.5/2)'))]  
printF('addition theorem2 %22.18f ',[maXcalc('sqrt(1/2*(1+cos(2.5)))'))]
```

• **2**

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

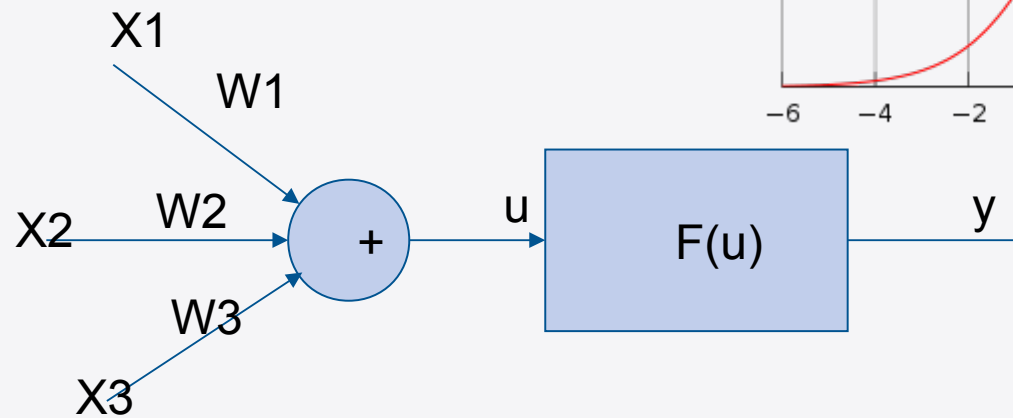


- Make a Model or UML Diagram
- Write a Description or Comment with an example
- Save/Sync project in GIT & Bitbucket!
- **function** StripTags2(**const** S: **string**): **string**; • **1**
- 
- 
- 
- **function** StripTags2(**const** S: **string**): **string**;
- *// Strips tags from a HTML file: <p>This is text.<br/> ---> This is text.*
- *// Make sure valid TStrings has been passed in* • **2**
- 
- They don't need to be complex; they just need to be clever in that they will allow for an easy/inelegant solution, and a difficult/elegant solution. In time, the students will learn to prefer the difficult/elegant solution, and that is how their brains will "domesticate" themselves into thinking algorithmically.
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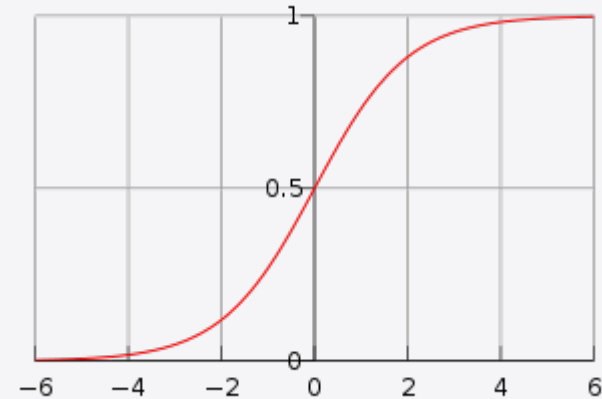


# Visualize twice

• **1**



• **2**



## • 1

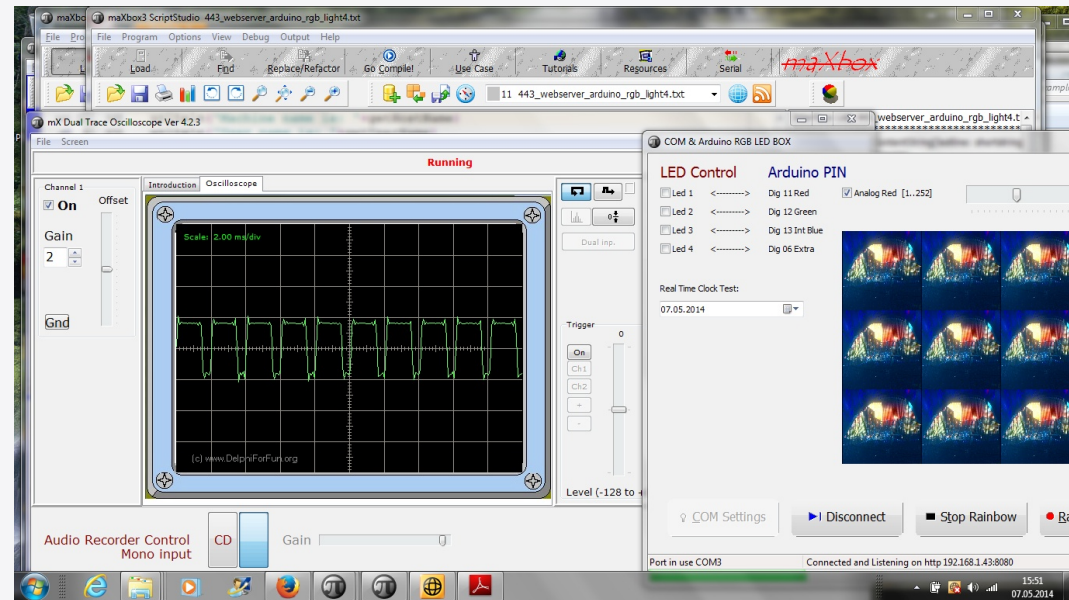
```
TSortThread = class(TThread)
strict private
  FBox: TPaintBox;
  //FSortArray: PThreadSortArray;
  FSortArray: TSortArray;
  FSize: Integer;
  FA, FB, FI, FJ: Integer;
  Fbolthslowmotion: boolean;
procedure DoVisualSwap;
procedure SetbolthSlowmotion(const Value:
  boolean);
```

- Train with data and functions
- Use validation data to optimize the teaching
- Test the teacher – Train the trainee!

## • 2

```
TThread = class
private
{$IFDEF MSWINDOWS}
  FHandle: THandle;
  FThreadID: THandle;
{$ENDIF}
{$IFDEF LINUX}
  // ** FThreadID is not THandle in Linux
  **
  FThreadID: Cardinal;
  FCreateSuspendedSem: TSemaphore;
```

- SPAM filtering
- Computer vision
- OCR and Pattern Recognition
- Speech recognition
- Diagnostic utilities
- Industrial control
- Investment & Science
- Code formatting
- Gesture recognition
- Robotics, IOT
- Games
- Function approximation



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maXbox Software - [www.softwareschule.ch](http://www.softwareschule.ch)

Products:

- maXbox – Scripter Studio
- DWS – Delphi Web Start, Delphi Web Security
- CryptoBox – Crypto processing library
- PEP – Pascal Education Program
- 
- <https://github.com/maxkleiner/maXbox3/releases>
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