

# Requirements and Specifications (Part 1/2)

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Today's agenda:

- **Reading Quiz**
- Post-mortem on Gradescope outage this weekend
- What are specifications, and why do we care?
- In-class exercise

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- B. programming
- C. both of these in about equal amounts

Q2: Google’s design docs typically list “non-goals”. A “non-goal” is:

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# Gradescope outage post-mortem

- First: what's a **post-mortem**?



# Post-mortems

**Definition:** a *postmortem* or *post-mortem* (from Latin for “after death”) is a written record of an incident, its impact, the actions taken to mitigate or resolve it, the root cause(s), and the follow-up actions to prevent the incident from recurring

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- good postmortems are **blameless** and **actionable**:
  - “**blameless**” = find the faults in the process, not the people
  - “**actionable**” = give specific guidance for how to avoid the problem in the future (these become tickets)

# Gradescope outage post-mortem

- First: what's a **post-mortem**?
- **Outage description:** starting Saturday morning at ~5:00am eastern time, Gradescope refused to run IP1 tests with the following error:

```
Error: tests will not be graded. Test cases must all pass 'npm test' when run on our reference solution. Test output:
Error: Command failed with output:

> covey-town-townService@1.0.0 test
> jest TicTacToeGame.test TicTacToeGameArea.test

FAIL src/town/games/TicTacToeGameArea.test.ts
  ● Test suite failed to run

    [96msrc/TestUtils.ts [0m: [93m5 [0m: [93m10 [0m - [91merror [0m [90m TS2459: [0mModule '"socket.io/dist/socket"' declares 'SocketReservedEventsMa

    [7m5 [0m import { SocketReservedEventsMap } from 'socket.io/dist/socket';
    [7m [0m [91m ----- [0m

    [96mnode_modules/socket.io/dist/socket.d.ts [0m: [93m8 [0m: [93m39 [0m
    [7m8 [0m import { DisconnectReason, Handshake, SocketReservedEventsMap } from "../socket-types";
    [7m [0m [96m ----- [0m
    'SocketReservedEventsMap' is declared here.
    [96msrc/TestUtils.ts [0m: [93m133 [0m: [93m56 [0m - [91merror [0m [90m TS2731: [0mImplicit conversion of a 'symbol' to a 'string' will fail at ru

    [7m133 [0m throw new Error(`No event listener found for event ${eventName}`);
    [7m [0m [91m ----- [0m

    xxx src/town/games/TicTacToeGameArea.test.ts
```

# Gradescope outage post-mortem

- First: what's a **post-mortem**?
- **Outage description**
- **Root cause:** covey.town's dependency socket.io released a new version (4.8.0) at ~4:00am eastern on Saturday. This version contained unexpected breaking changes in the typescript definitions.
  - the autograder automatically picked up the change, causing the test utilities not to compile

# Gradescope outage post-mortem

- First: what's a **post-mortem**?
- Outage description
- **Root cause**
- **Resolution**: I became aware of the incident on Monday afternoon and deployed a new autograder that uses the old version



# Gradescope outage post-mortem

- First: what's a **post-mortem**?
- Outage description
- **Root cause**
- **Resolution**
- **What went wrong**
  - I wasn't reachable by anyone with visibility into the incident
  - There wasn't automated monitoring that alerted me, either

# Gradescope outage post-mortem

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  - I wasn't reachable
  - There wasn't a

These are process/monitoring problems:

- the TAs should've had a way to page me, even if I was offline (I was sick)
- Gradescope should be set up to automatically notify the course staff when everyone's getting zeroes

# Gradescope outage post-mortem

- First: what's a **post-mortem**?
- Outage description
- **Root cause**
- **Resolution**
- **What went wrong**
- **Action items:**
  - I'll give the TAs a direct way to reach me
    - I'll also add this to the course setup manual so that next semester I remember to do it!
  - I'll look into automatic monitoring for Gradescope

# Other reminders

- IP1 submissions are still open: you can use late days until Thursday AoE
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  - The project plan first draft is due October 7. If you wait until October 8 to start IP2, you probably won't finish in time.

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  - The project plan first draft is due October 7. If you wait until October 8 to start IP2, you probably won't finish in time.
- Fill out the project team formation survey by AoE today to get a free reading quiz credit
  - teams formed tomorrow

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- In-class exercise

# Specifications tell you **what** to do (but not **how** to do it)

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- **A perfect implementation is no good if it solves the wrong problem**
- **It's difficult to create a specification that is**
  - complete
  - consistent
  - precise
  - concise

[ with thanks to Michael D. Ernst for the GroupThink Specification Exercise ]



# Bundestag Sound System, 1992

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- **No sound from speakers in new building**
  - system requirement: no feedback
  - new all-glass room
- **"This glass does not absorb the sound. The computers, detecting feedback, turn down the volume. A steady state is only achieved when the microphones are turned off."**

Dr. Debora Weber-Wulff

[ with thanks to Michael D. Ernst for the GroupThink Specification Exercise ]

# Ariane 5 launch vehicle, 1996

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- **Went off course during launch**
  - Ariane 4 guidance software reused in Ariane 5
  - Ariane 5 accelerated much faster
  - velocity variable overflowed, computer crashed
- **"The failure of the Ariane 501 was caused by the complete loss of guidance and attitude information... due to specification and design errors in the software."**

ESA Inquiry Board

# Mars Polar Lander, 1999

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- **Crashed while landing on Mars**
  - sensor transient when legs deployed
  - software thought vehicle had landed
  - engine shut down during descent
- **"There was no software requirement to clear spurious signals prior to using the sensor information to determine that landing had occurred."**

Mars program independent assessment team

# Specifications matter

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- **A specification:**
  - connects customer and engineer
  - ensures parts of implementation work together
  - defines correctness of implementation
- **Therefore everyone must understand specs**
  - Designers, implementers, testers, managers, marketing, technical support, ... users!
- **Good specifications are essential**

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# **Groupthink Specification Exercise**

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[ with thanks to Michael D. Ernst for the GroupThink Specification Exercise ]

# Groupthink game

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**As a group, specify behavior of a desktop telephone**

**Individually, answer questions about its behavior**

**Goal: all group members give same answer**

- No defaults based on the game  
(e.g., “always A”)

**The winning group receives a prize**

[ with thanks to Michael D. Ernst for the GroupThink Specification Exercise ]

# Desktop telephone

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**Handset (speaker and microphone)**

**Keypad**

talk

redial

ansmachine

end

**24-character display**

**Answering machine**

**Phone jack**



[ with thanks to Michael D. Ernst for the GroupThink Specification Exercise ]



# Requirements

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## **Display indicates current functionality**

- caller ID
- number being called
- "Answering machine"
- "Ready"

**Answering machine picks up after 2 rings**

**You decide other aspects of system behavior**

# Definitions

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**Lineidle: phone is on-hook ("hung up")**

- sent from phone to phoneline

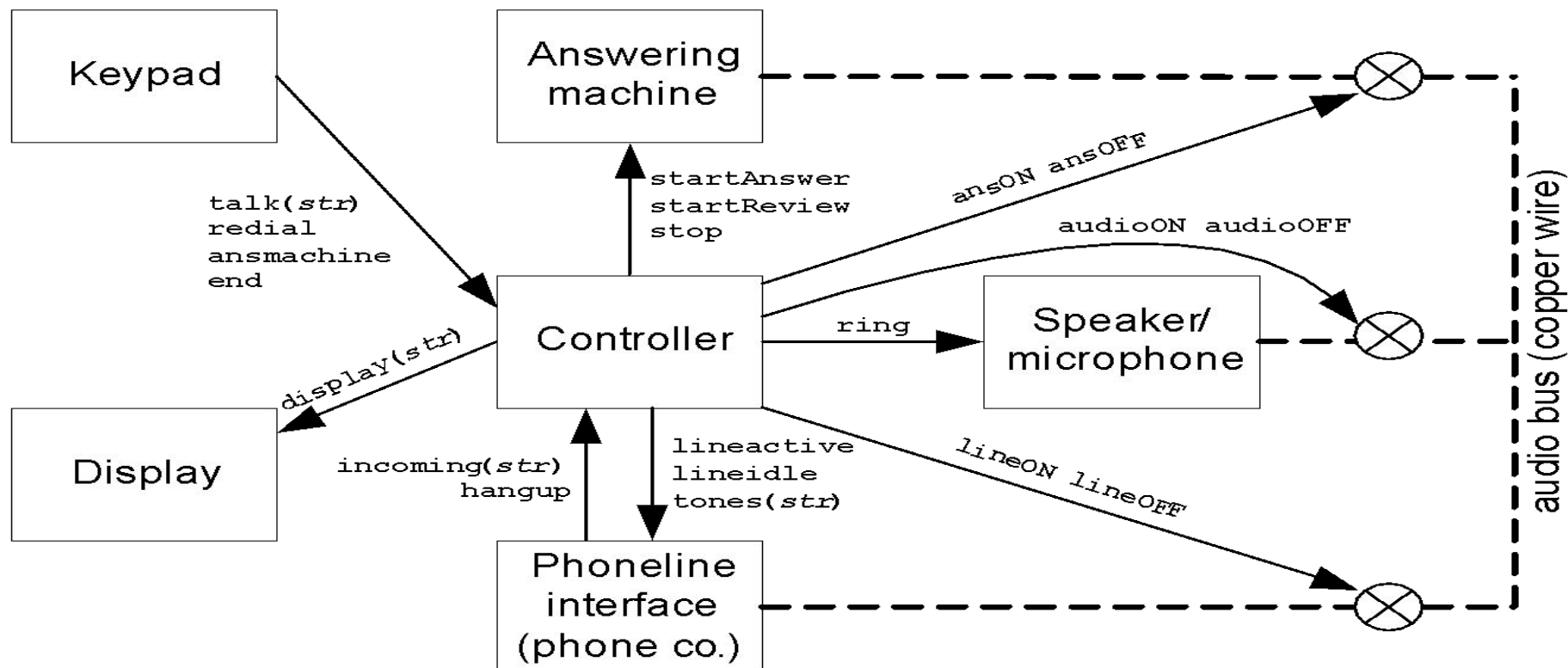
**Lineactive: phone is off-hook ("picked up")**

- sent from phone to phoneline

**Ring signal: causes phone to ring once**

- sent from phoneline to phone

# System architecture



[ with thanks to Michael D. Ernst for the GroupThink Specification Exercise ]

# Sample question

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**The user is connected to an outside party.  
The outside party hangs up. What state  
is the phoneline in?**

- A. Lineactive (the user hears dialtone)
- B. Lineidle (the user does not hear dialtone)