

### **Presentation**

#### Mattias Ericsson



- LabVIEW developer ~17years
- CLA
- LabVIEW Partner Program
  - QRM
    - www.addq.se/qrm
  - G# Framework
    - Free, open source tool
    - LabVIEW Add-On of the Year for Community 2011
    - www.ni.com/labviewtools
    - www.addq.se/gsharp



To Platform...

Or

Not to Platform

#### **Platform**



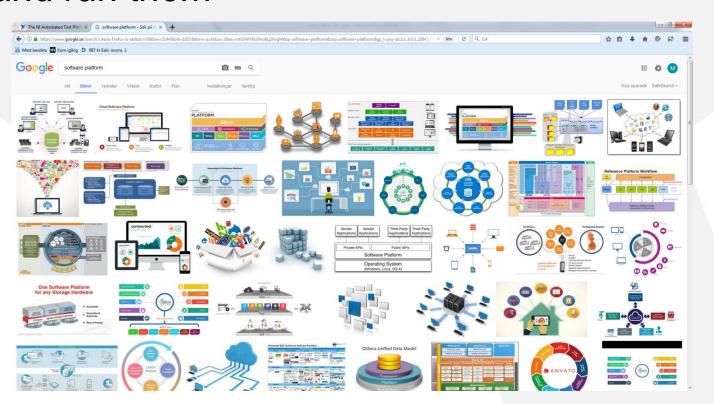
#### From Wiki:

- "a raised level surface on which people or things can stand."
- "a shoe with very thick soles."



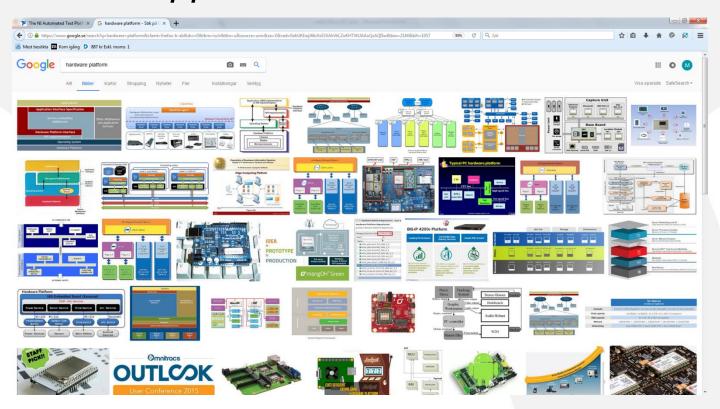
### **Software Platform - Definition**

 A software environment to write applications and run them



#### **Hardware Platform - Definition**

• A set of compatible hardware on which software applications can be run.

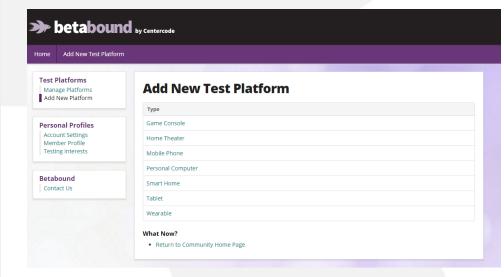


### **Test Platforms**









### **Choosing a Test Platform**

One size doesn't fit all!



 Building a successful platform is more about making the <u>right trade-offs</u> than it is about best technology.

## Why a Hardware Test Platform?

- Cost effective
  - Reuse resources between different test objects
- Software modules that operates on the hardware
- Duplication of stations

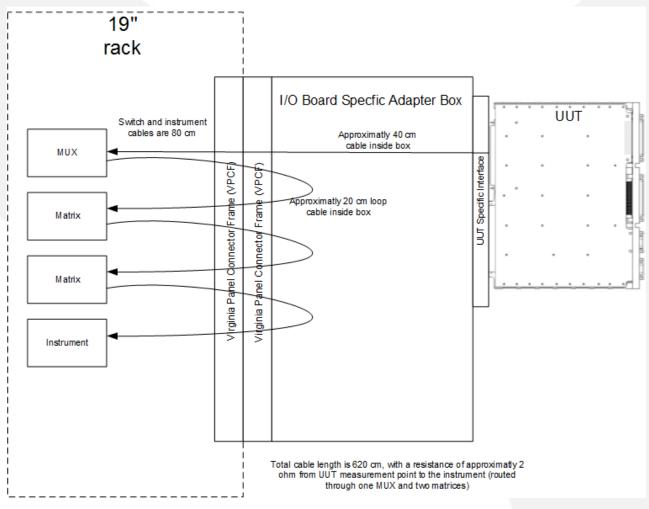


#### **Hardware Platform Problems**

- Hardware Interface
  - Connectors cost money
  - More resources than you need?
  - Longer signal paths
- Predict Future Needs
  - Difficult
  - Resources may never be used



# Hardware Test Platform Problem Example



## Why Not to Hardware Platform

- Hardware interface
  - Simpler
  - Short cables
  - Signal adaptation close to test object
- Resources
  - Only the needed
- No need to predict future!



## **Example No Hardware Platform**





## Why a Software Test Platform?

- Reuse of code
  - Debugged
- Faster development process
  - Less new code
- Extendable



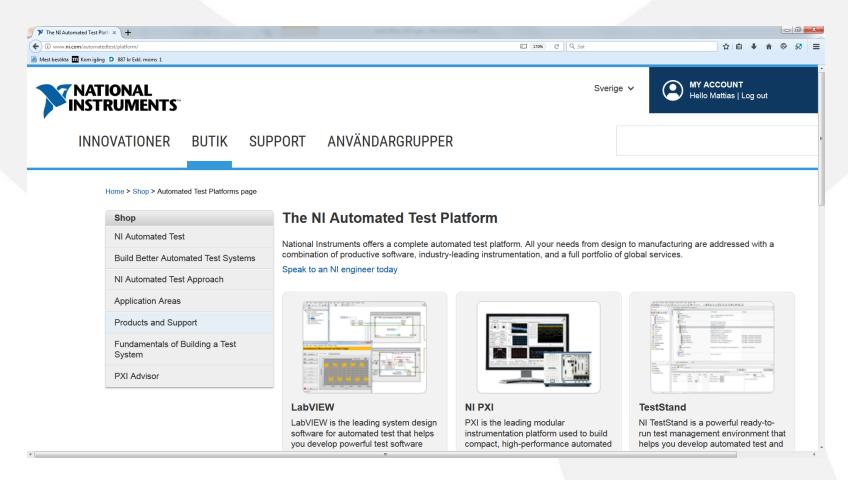
Documentation

### **Software Platform Problems**

- Increases complexity
- Endless configuration
- Hard to know how to extend
- Difficult to maintain



## Test Platform Example NI



#### Framework

- Object-oriented architecture
  - Abstract base classes
  - High-level methods
- Class libraries
- Architectural Idea
- Extensibility
  - Application specific code plugin
- Control of Flow
  - "Hollywood Principle"



### **Hollywood Principle**

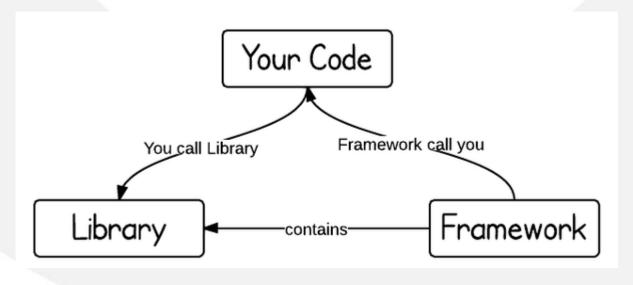
Don't call us, we'll call you

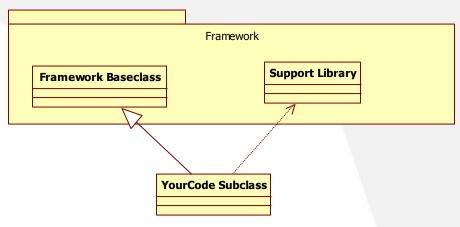


- Distinguishes a framework from a "library"
- Inversion of Control

When using a framework, the application-specific code written by the programmer gets called by the framework.

## **Hollywood Principle**





## **Dependency Injection**

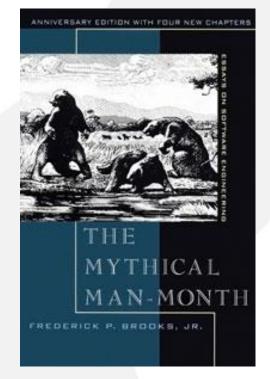
- Loose coupling
- Specify sub classes by path
  - INI-file
- HAL Hardware Abstract Layer
- Mock Injection
- But... Exe-files are a bit tricky!

#### Get LV Class Default Value.vi

```
class path control object error in (no error)
```

### **Second System Effect**

- Introduced in 1975
- Frederick P. Brooks Jr (b. 1931)
- Aspects developing IBM OS/360



- The Second System
  - most dangerous system you will ever design
  - tend to incorporate all of the additions you originally did not add to the first system
  - over-engineering

## Software Platform Experience

- 2003 Test Platform 1 (LV7, TestStand, GOOP2)
  - Endless configuration...
- 2008 Test Platform 2 (LV8, TestStand, GOOP3)
  - Endless extension by subclassing...
  - Second system effect
- 2010 Test Platform 3 (LV2009, TestStand, G#)
  - Complex, overdesigned
  - Dependency Injection
- 2015 QATS (LV2012, G#)
  - Simplified
  - XML test configuration
  - Loose coupling



## **Lessons Learned Software Platforms**

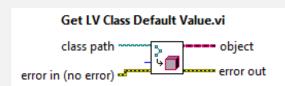
- Maintenance
  - Non-programmers
- Loose coupling
- Dependency Injection
  - Hardware vs Mocks
  - Test Configuration
  - Result Export
- Design for most common scenario
- Keep it simple!



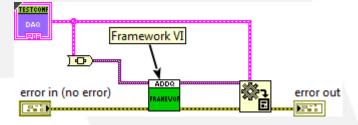
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## **LabVIEW Framework Tips**

- Object-orientation
  - Extension by abstract classes
  - Dependency Injection by path
  - Abstraction



- Information Pipelines
  - Flatten to Variants



- Taking care of dependencies!
  - Look up for type defs

## **Checking Dependecies**

