**Dave T. Ashley’s Tool Set**

Software Engineering Manual

Table of Contents

[1 Introduction and Overview 3](#_Toc469765095)

[2 Licensing 3](#_Toc469765096)

[3 Use of Code Signing Key 3](#_Toc469765097)

[4 Tool Set Design 4](#_Toc469765098)

[5 Supported Platforms and Build Variants 4](#_Toc469765099)

[6 Build Instructions 6](#_Toc469765100)

[7 Coding Standards 6](#_Toc469765101)

[8 Design Standards 6](#_Toc469765102)

[9 Testing Standards, and Testing 6](#_Toc469765103)

[10 Index 7](#_Toc469765104)

# Introduction and Overview

*David T. Ashley’s Tool Set*[[1]](#footnote-1) (or *DTATS*) is the name given to the collection of all of Dave Ashley’s open-source software endeavors. Much of the tool set is geared towards embedded software development, but it is an eclectic collection.

This document contains the software engineering description of the tool set, and covers issues that are not generally of interest to casual users of the tool set. These issues include:

* Licensing.
* Procedures for using a code signing key.
* A description of supported platforms for which the tool set can be built.
* Build instructions for supported platforms.
* Design of the tool set.
* Coding standards.
* Design standards.
* Testing standards, and how the tool set is tested.

# Licensing

David T. Ashley’s Tool Set (source code, binaries, ancillary documents / files / images) is released under The MIT License. The license text is reproduced below.

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The intent of this choice of a license is to be as permissive as possible while still meeting the minimum requirements for an open-source license that limits liability.

Some years ago, I did have an open-source

# Use of Code Signing Key

TBD.

# Tool Set Design

The tool set consists of:

* A number of individual projects (i.e. programs):
  + Each project consists of:
    - The project files (Visual Studio project files, makefiles, etc.).
    - Source and graphics files that are unique to the program (the *main()* function, icons, etc.).
  + Each project may make reference to files in the shared source code (described below).
  + Each project parameterizes the build (by setting preprocessor directives) for the target platform.
* Shared source code:
  + Does not stand alone—it is included in a project.
  + Parameterized for the build platforms and variants.

# Supported Platforms and Build Variants

The C/C++ code of the tool set is build is parameterized in a number of nearly orthogonal directions, as described in Table 1.

Within a build, every C/C++ source file is parameterized identically. In a product like Microsoft Visual Studio, the parameterization would be done via GUI options that affect the options provided to the C/C++ compiler. In a more traditional command-line build, the parameterization would typically be done via the “-D” compiler option.

Within each category, constants are mutually exclusive, and only one constant can be applied, for example, “-D DTATS\_PF=DTATS\_PF\_K\_MFC”. In the future, bit-masked constants (not mutually exclusive) may be added.

Table 1: C/C++ Build Parameterization

|  |  |
| --- | --- |
| **PREPROCESSOR CONSTANT** | **DESCRIPTION** |
| **Platform (DTATS\_PF)** | |
| DTATS\_PF\_K\_WINAPI | Windows API (also sometimes called Win32, although this a misnomer because 64-bit programs can also use the Win32 API). |
| DTATS\_PF\_K\_MFC | Program uses the Windows API with the MFC. |
| DTATS\_PF\_K\_WIN\_NET | Windows .NET. |
| DTATS\_PF\_K\_UNIX | Unix. |
| DTATS\_PF\_K\_LINUX | Linix. |
| DTATS\_PF\_K\_FREE\_BSD | Free BSD. |
| DTATS\_PF\_K\_ANDROID | Android. |
| DTATS\_PF\_K\_FIRE\_OS | Fire OS. |
| DTATS\_PF\_K\_IOS | iOS. |
| **Machine Word Size (DTATS\_MWS)**  **(Note: machine word size does not imply C or C++ default integer size.)** | |
| DTATS\_MWS\_K\_16 | The machine word size is 16 bits. |
| DTATS\_MWS\_K\_24 | The machine word size is 24 bits. |
| DTATS\_MWS\_K\_32 | The machine word size is 32 bits. |
| DTATS\_MWS\_K\_48 | The machine word size is 48 bits. |
| DTATS\_MWS\_K\_64 | The machine word size is 64 bits. |
| DTATS\_MWS\_K\_96 | The machine word size is 96 bits. |
| DTATS\_MWS\_K\_128 | The machine word size is 128 bits. |
| DTATS\_MWS\_K\_GT\_128 | The machine word size is greater than 128 bits. |
| **Machine Integer Representation (DTATS\_MIR)** | |
| DTATS\_MIR\_K\_2SCOMP | Integers have traditional 2’s complement representation. (This allows many programming optimizations.) |
| DTATS\_MIR\_K\_SIGNMAG | Integers have sign-magnitude representation. |
| DTATS\_MIR\_K\_OTHER | Integers have another representation. |
| **Machine Floating Point Unit (DTATS\_MFPU)** | |
| DTATS\_MFPU\_K\_NO | Hardware does not have a floating-point processor, and floating-point operations are done in software (relatively slow). |
| DTATS\_MFPU\_K\_YES | Hardware does have a floating-point processor, and floating-point operations are done in hardware (very quick). |
| **Program Type (DTATS\_PROGTYPE)** | |
| DTATS\_PROGTYPE\_K\_CONSOLE | Program is a console-mode utility (text input, text output). |
| DTATS\_PROGTYPE\_K\_WINGUI | Program is a graphical program under Windows. |
| DTATS\_PROGTYPE\_K\_TCL\_A\_CONSOLE | Program is a Tcl console-mode utility, using Tcl code ported by Dave Ashley around 2004. |
| DTATS\_PROGTYPE\_K\_TCL\_A\_GUI | Program is a Tcl/Tk graphical utility, using Tcl/Tk code ported by Dave Ashley around 2004. |
| DTATS\_PROGTYPE\_K\_TCL\_B\_CONSOLE | Placeholder for future console port of Tcl. |
| DTATS\_PROGTYPE\_K\_TCL\_B\_GUI | Placeholder for future graphical port of Tcl/Tk. |
| DTATS\_PROGTYPE\_K\_CLIKE\_A\_CONSOLE | Placeholder for future console application involving “Clike” (a yet-to-be-developed C-like scripting language). |
| DTATS\_PROGTYPE\_K\_CLIKE\_A\_GUI | Placeholder for future graphical application involving “Clike” (a yet-to-be-developed C-like scripting language). |
| DTATS\_PROGTYPE\_K\_UNIX\_SWING | Program developed using Unix Swing. |
| DTATS\_PROGTYPE\_K\_UNIX\_AWT | Program developed using Unix AWT. |
| DTATS\_PROGTYPE\_K\_CGIBIN\_HELPER | Program is invoked by CGI-BIN PHP, Python, or Perl scripts to implement functionality awkward under the scripting language. |
| DTATS\_PROGTYPE\_K\_CGIBIN\_HTTPD | Program is a CGI-BIN program invoked directly by httpd to answer HTTP[S] requests. |
| DTATS\_PROGTYPE\_K\_CGIBIN\_SERVER | Program listens on TCP ports and is an actual HTTP[S] server. |
| **Screen Size (DTATS\_SCREENSIZE)** | |
| DTATS\_SCREENSIZE\_K\_SMALL | The target screen size is small (such as a cellphone). |
| DTATS\_SCREENSIZE\_K\_LARGE | The target screen size is large (such as a tablet computer or computer). |
| DTATS\_SCREENSIZE\_K\_ADAPTIVE | The program adapts to the screen size. |
| **Threadedness (DTATS\_THREADS)** | |
| DTATS\_THREADS\_K\_1 | The program runs with one thread, a greatly reduced priority (essentially, a background program). |
| DTATS\_THREADS\_K\_1 | The program runs with one thread, at unmodified priority. |
| DTATS\_THREADS\_K\_2 | The program runs with two threads, at unmodified priority. |
| DTATS\_THREADS\_K\_3 | The program runs with three threads, at unmodified priority. |
| DTATS\_THREADS\_K\_4 | The program runs with four threads, at unmodified priority. |
| DTATS\_THREADS\_ADAPT\_HALF\_CORES | The program adapts to the number of cores on the target system, attempting to use one half of the cores, at normal priority. |
| DTATS\_THREADS\_ADAPT\_ALL\_CORES | The program adapts to the number of cores on the target system, attempting to use all of the cores, at normal priority. |
| DTATS\_THREADS\_PROG\_SET | The number of threads and priority are set by the program (rather than at compile time). |

# Build Instructions

# Coding Standards

# Design Standards

# Testing Standards, and Testing

# Index

testing, 3

1. I opted not to use the word *toolset*, as it tends to have the narrower meaning of add-ins for a specific application. [↑](#footnote-ref-1)