



Steve Watts

SSDC Ltd

Lean LabVIEW

swatts@ssdc.co.uk

 @swatzyssdc



18 Years



CSLUG



eCLA 2012 LabVIEW Smells

NIDays 2013 How to Polish Your Software and Development
Process to Wow Your End Users

eCLA 2014 Process Smells

Various 2015 Immediacy

NIWeek 2016 TS9456 - ISO 9000 and LabVIEW

NIWeek 2016 PS9044-Shock Testing using Multiple Synchronised Racks

ECLA 2017 Risk and Mitigation

NIWeek 2017 The SSDC Way: Desire Paths to a Simple Software Process

ECLA 2018 Modular Design Deep Dive

Read my blog on ni.com – Random Ramblings on LabVIEW Design

Goal:

Show techniques that allow SSDC to produce large complex projects while keeping them responsive and light.

i.e. how to play nice with LabVIEW

What is Lean LabVIEW and Why?

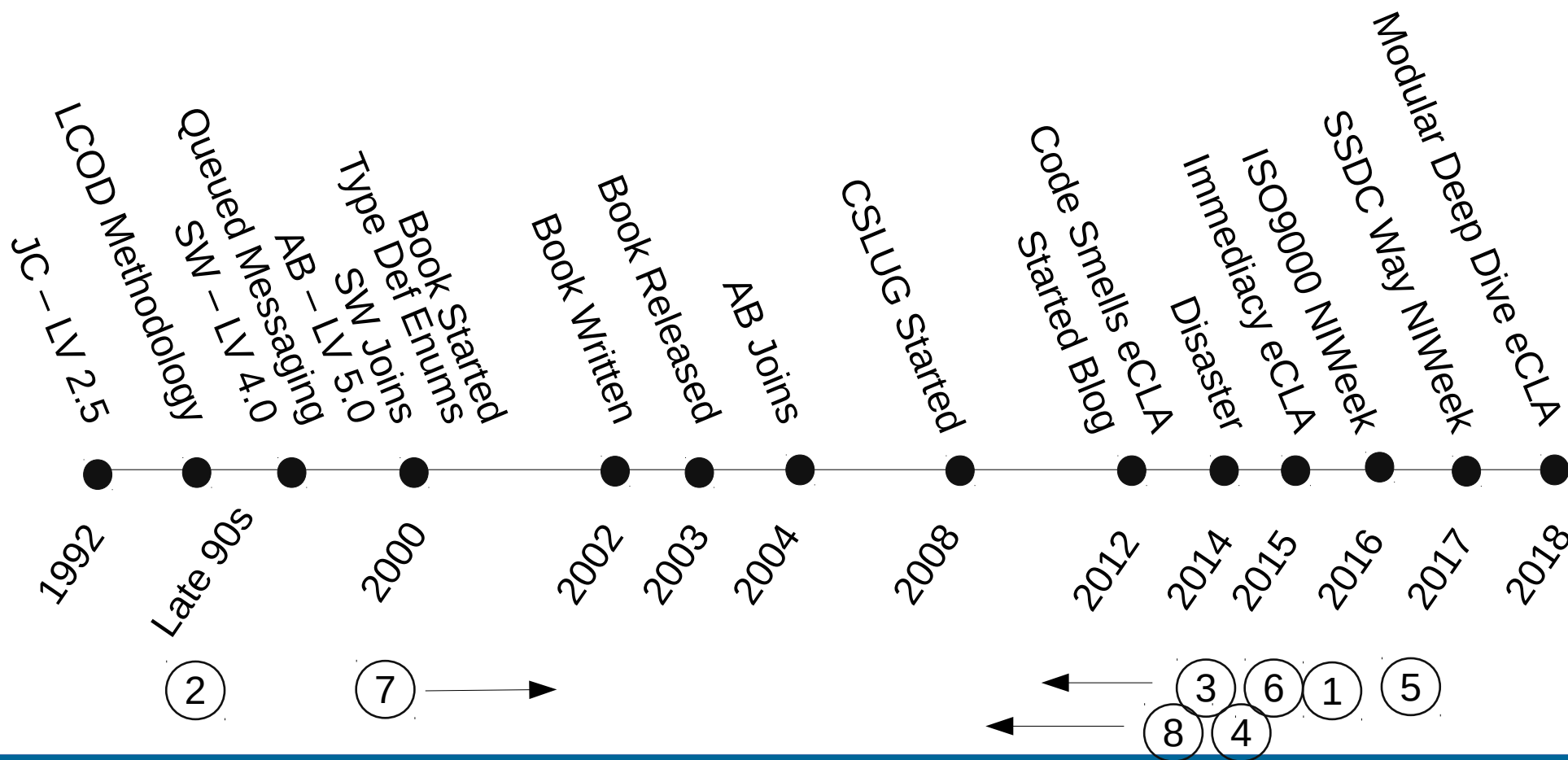


Key Aspects

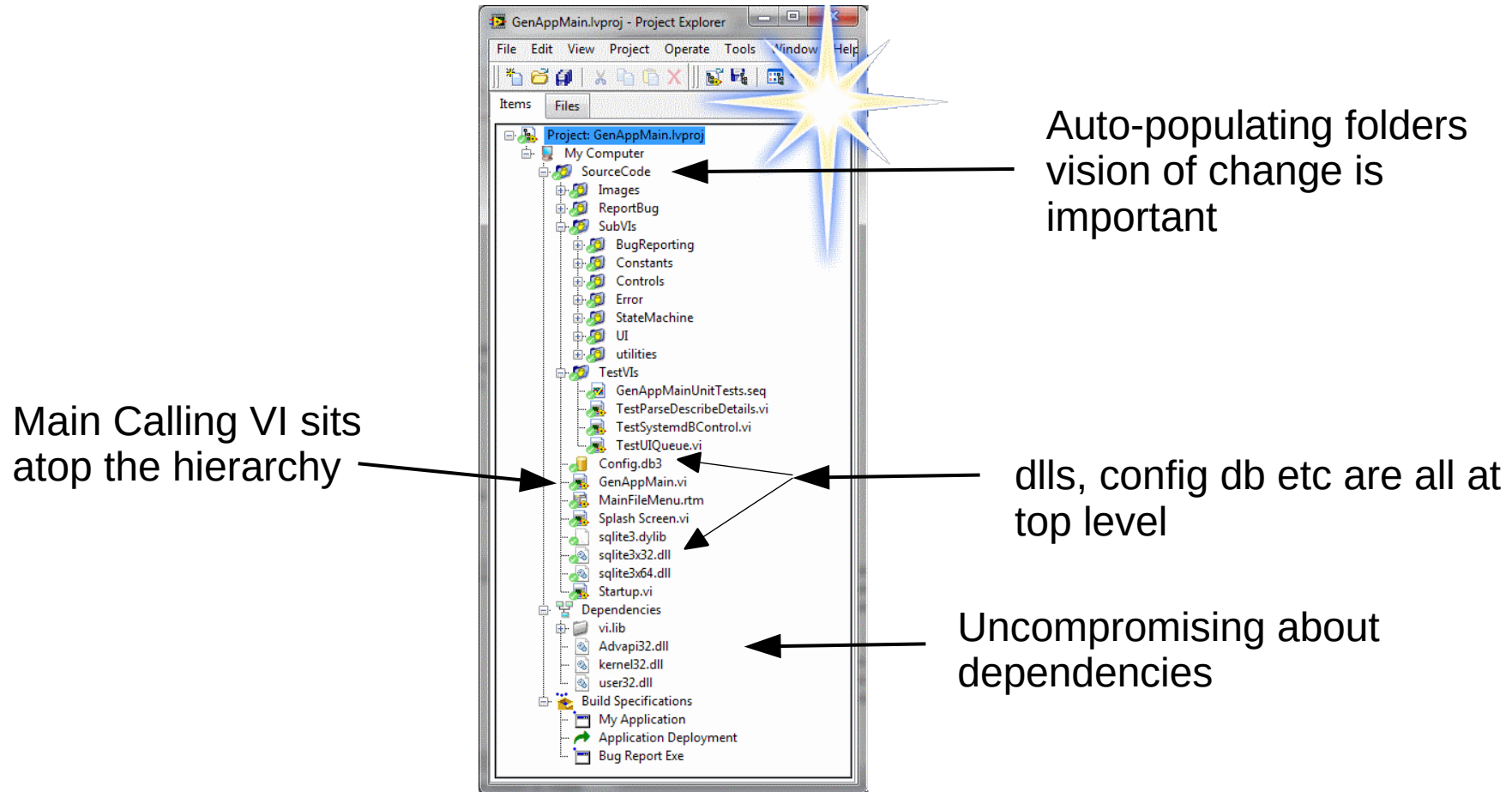
- 1) A Tidy Project is a Happy Project
- 2) Cross Linking
- 3) Project Portability
- 4) View Dependencies with suspicion
- 5) Polymorphism – Bloat Alert
- 6) Immediacy – Glue Vs Do
- 7) Lean, Clean Code
- 8) Lean Error Handling

The importance of time

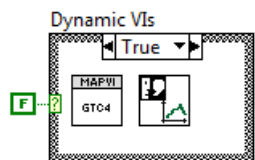
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A Tidy Project is a Happy Project

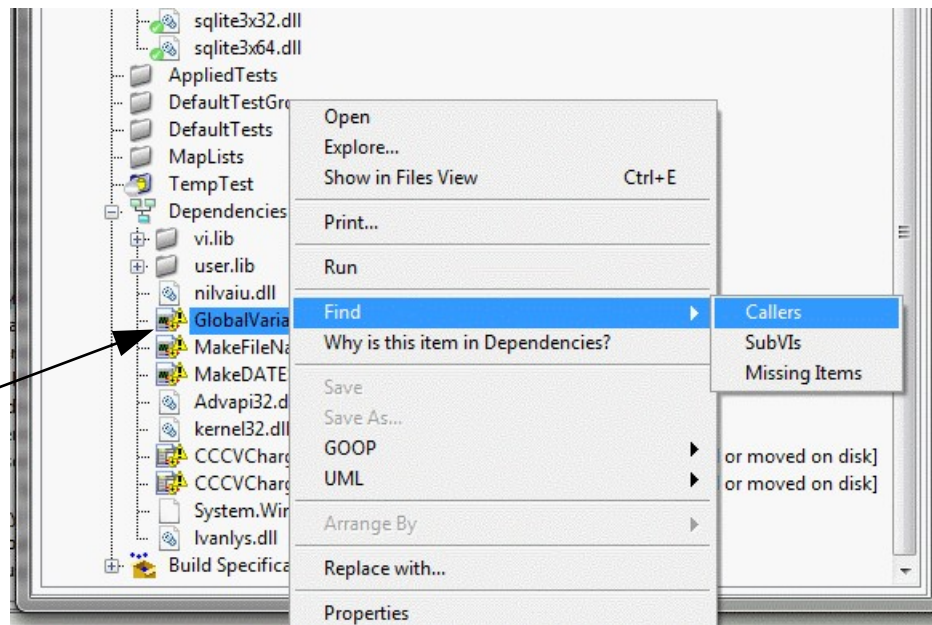


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Cross-linking

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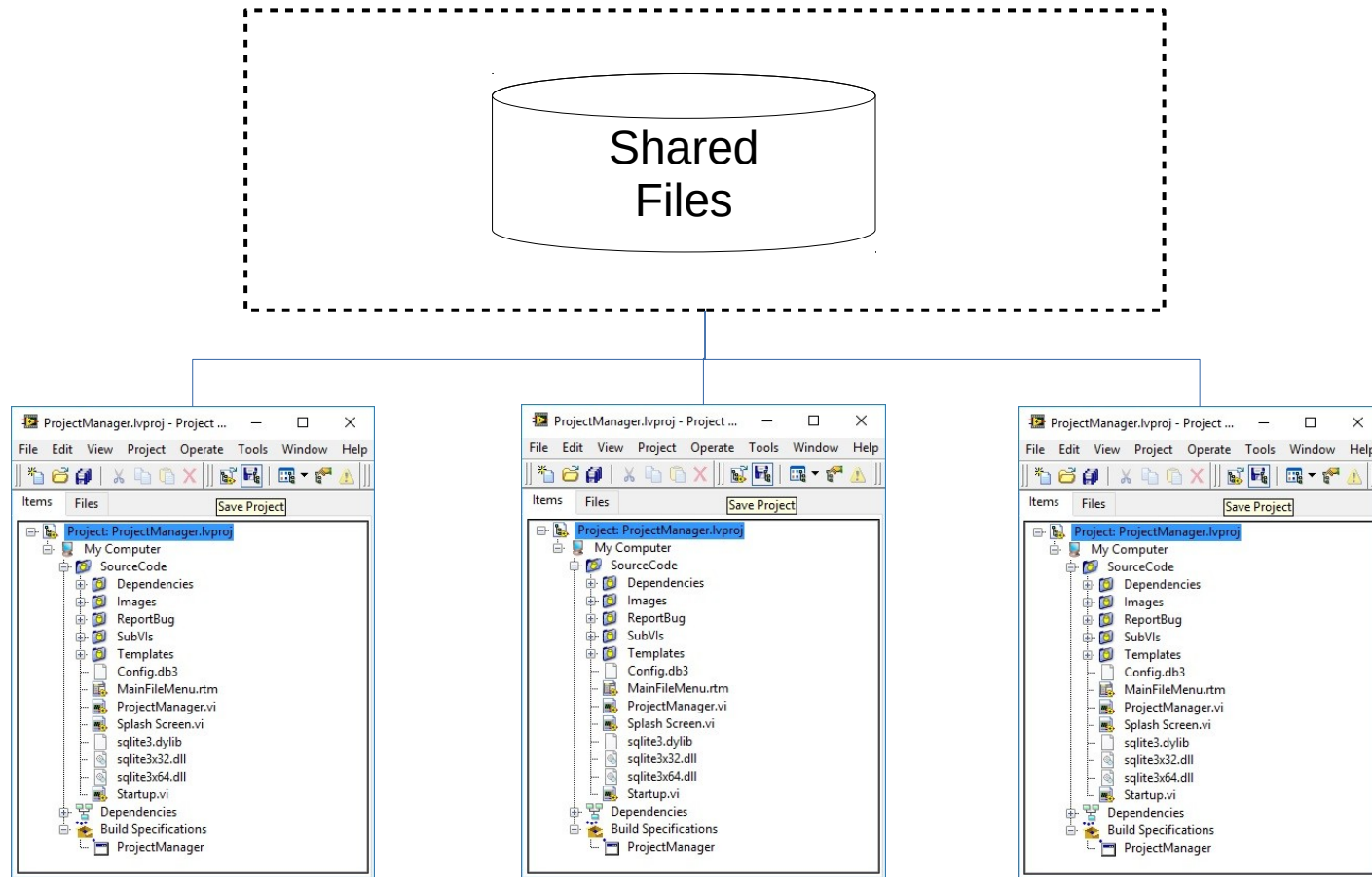
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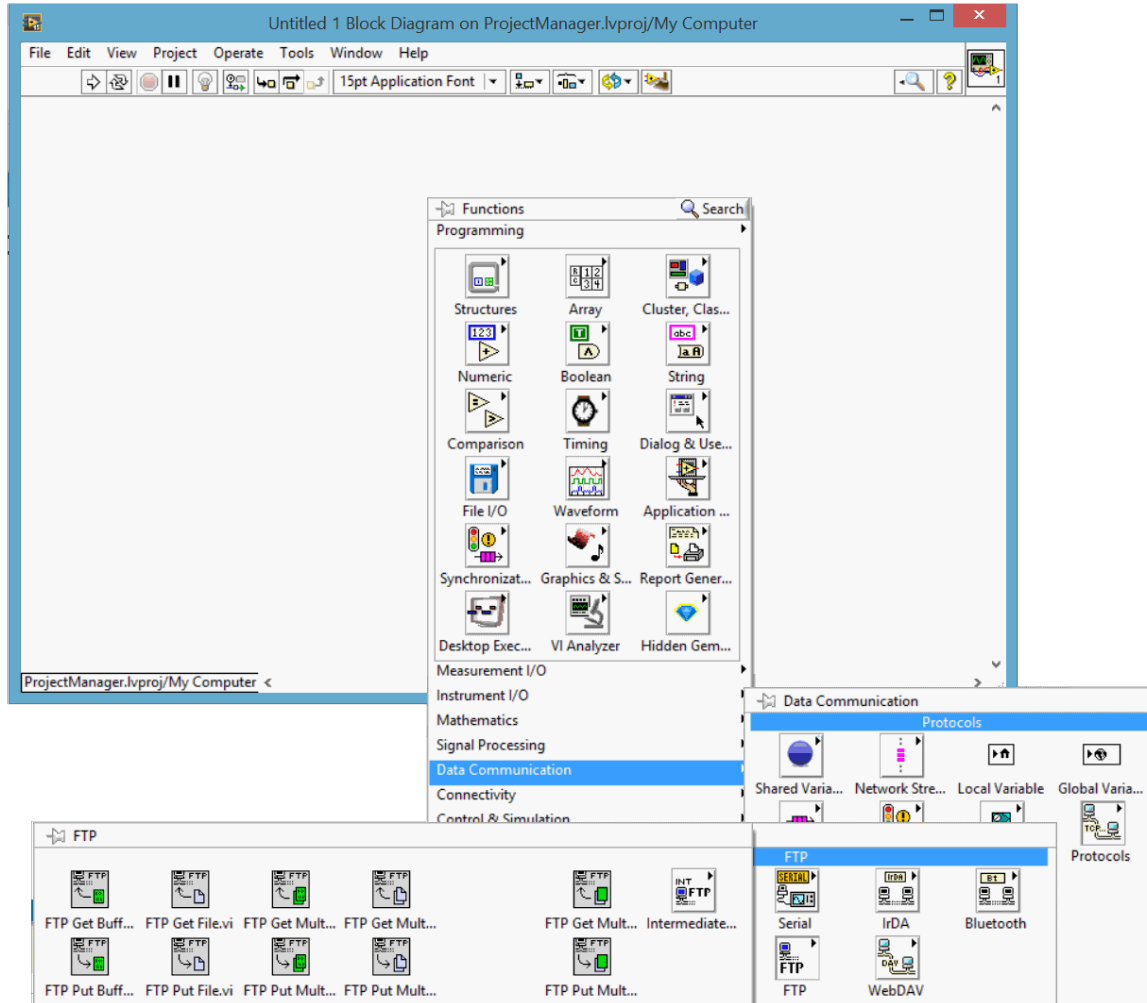
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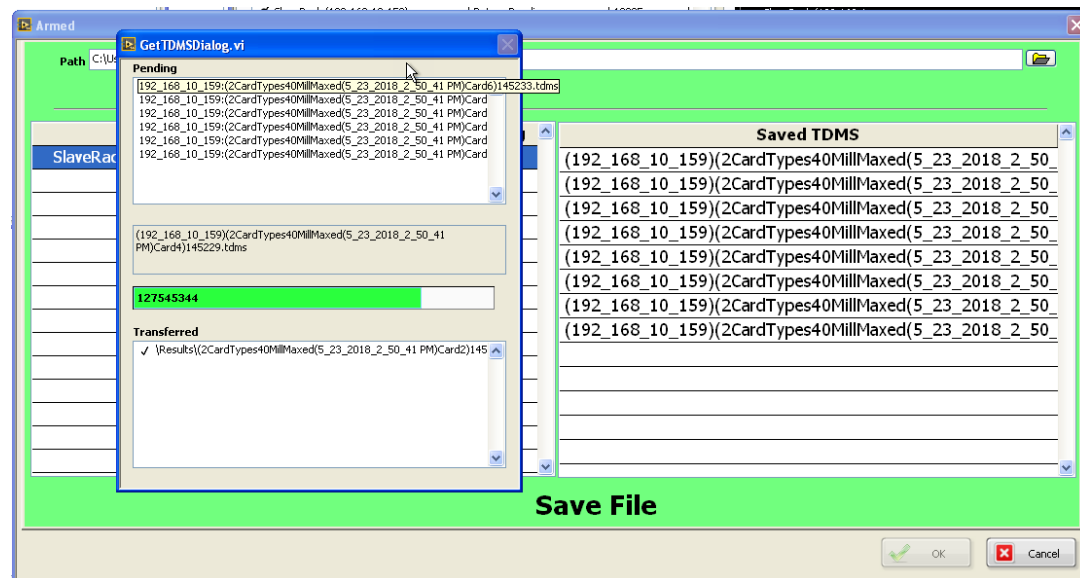
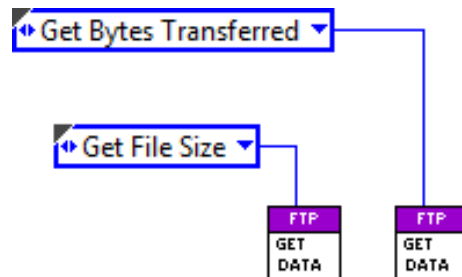
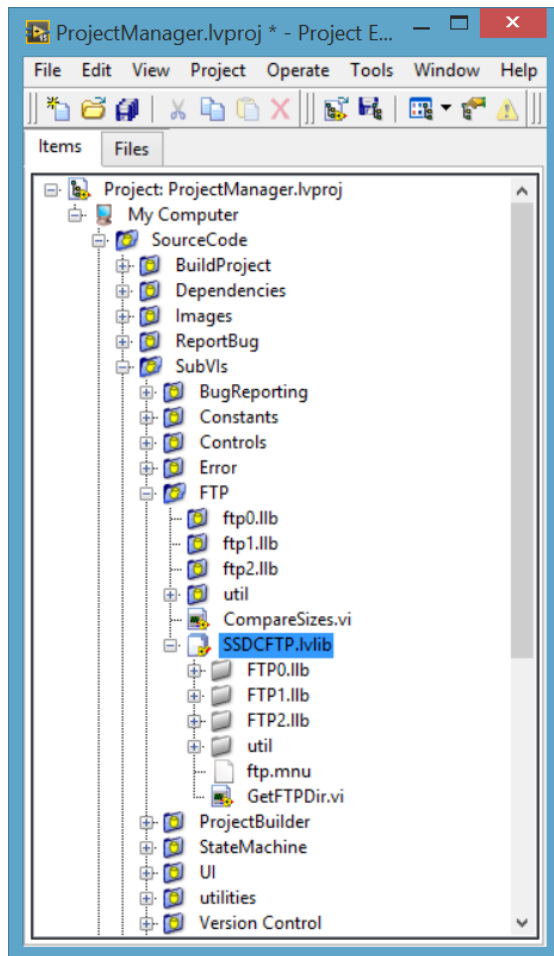
Silent changes

Cross-linking – Environmental changes



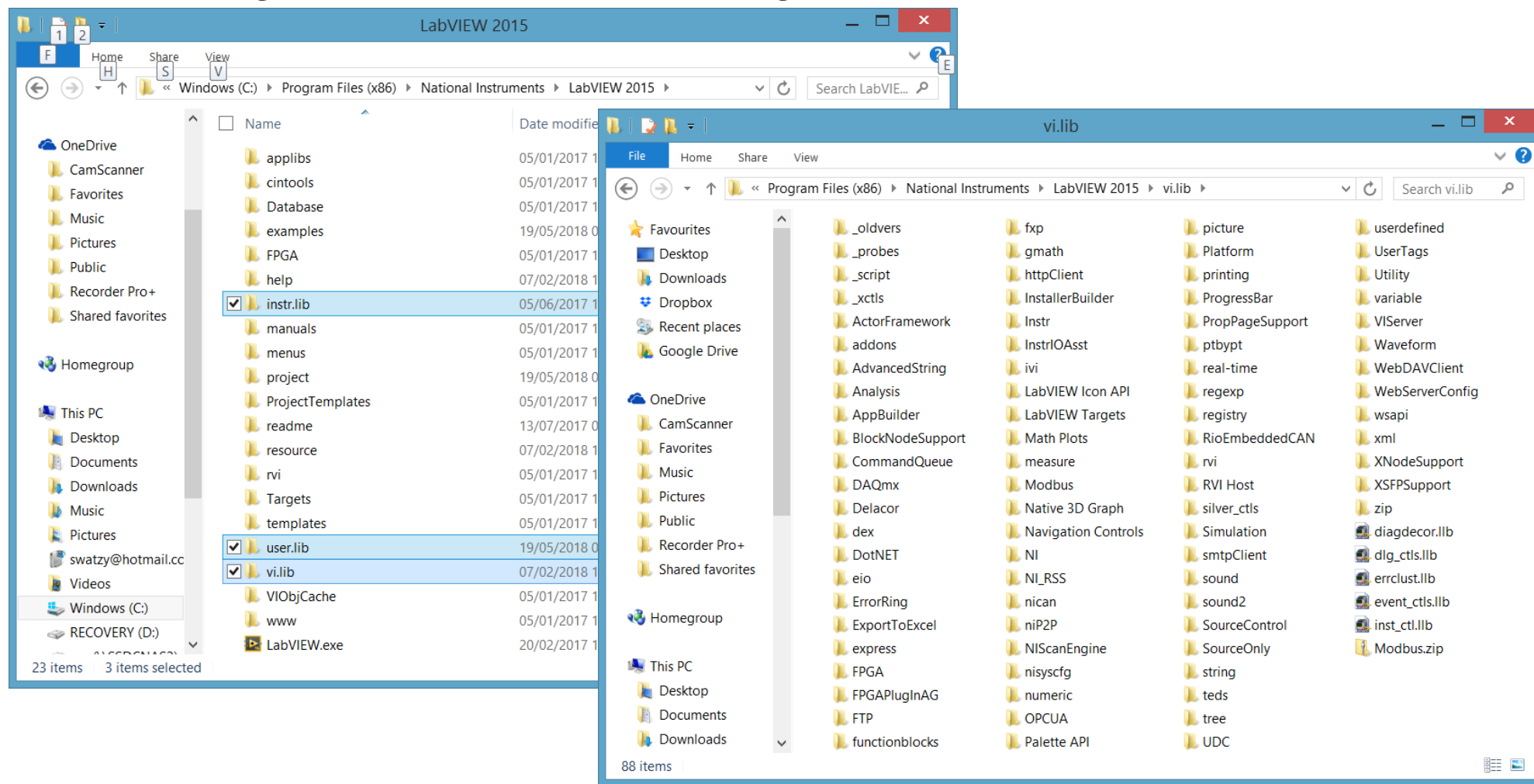
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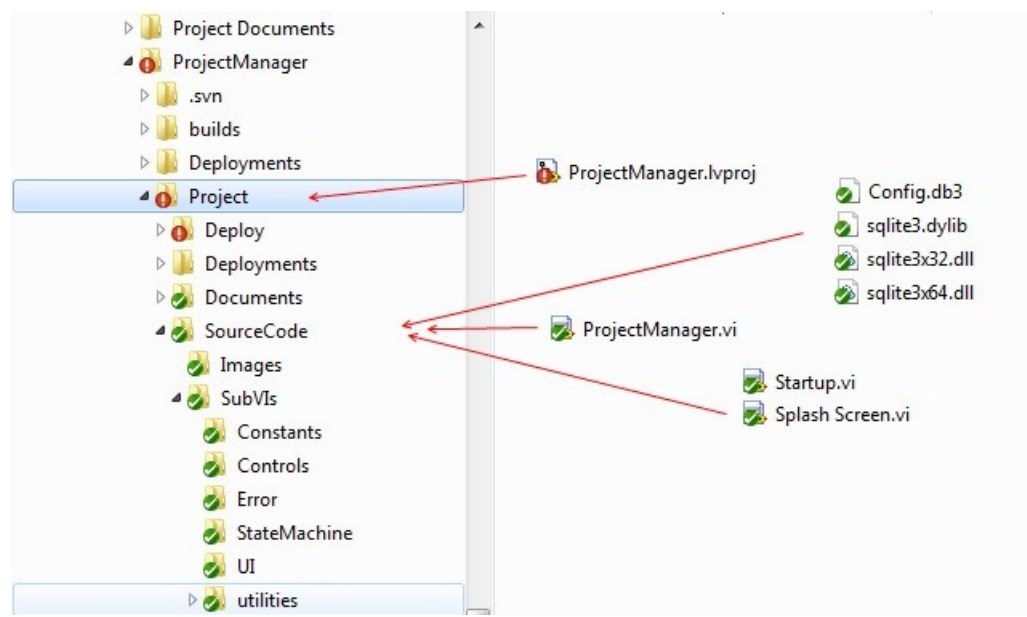
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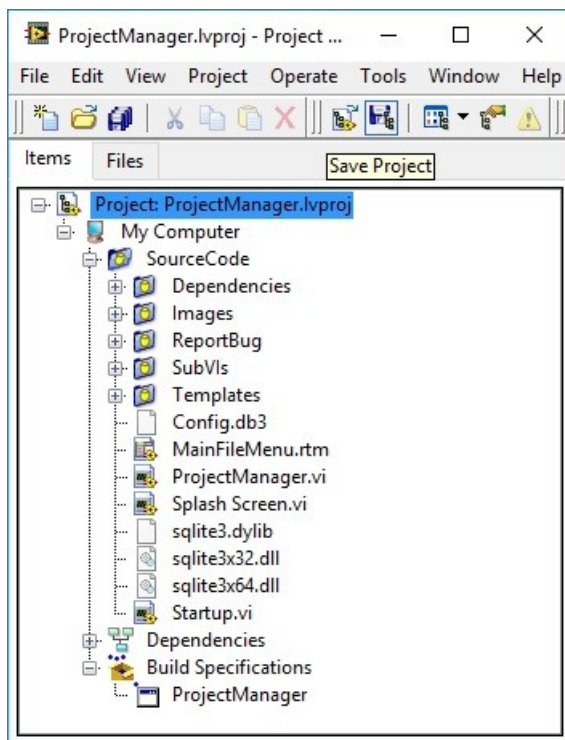
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Project Portability

The test for portability is one of our code review items and involves exporting the repository into a clean virtual machine (with LabVIEW Loaded) and into different directories (usually desktop and \User\Public\Something or other.



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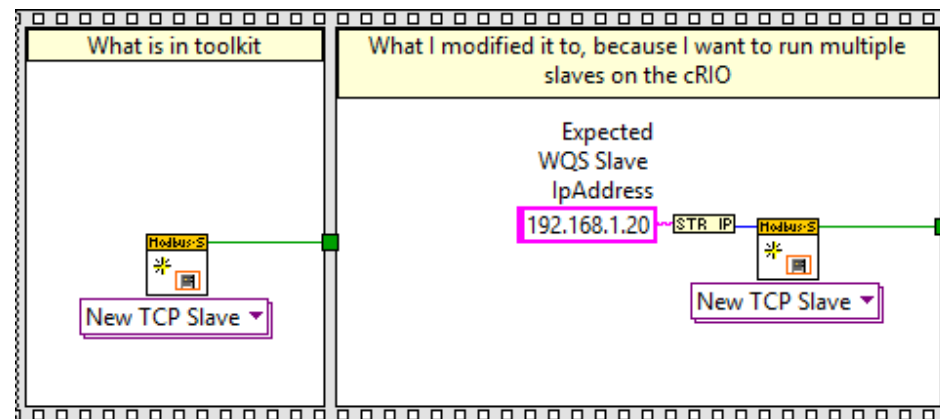
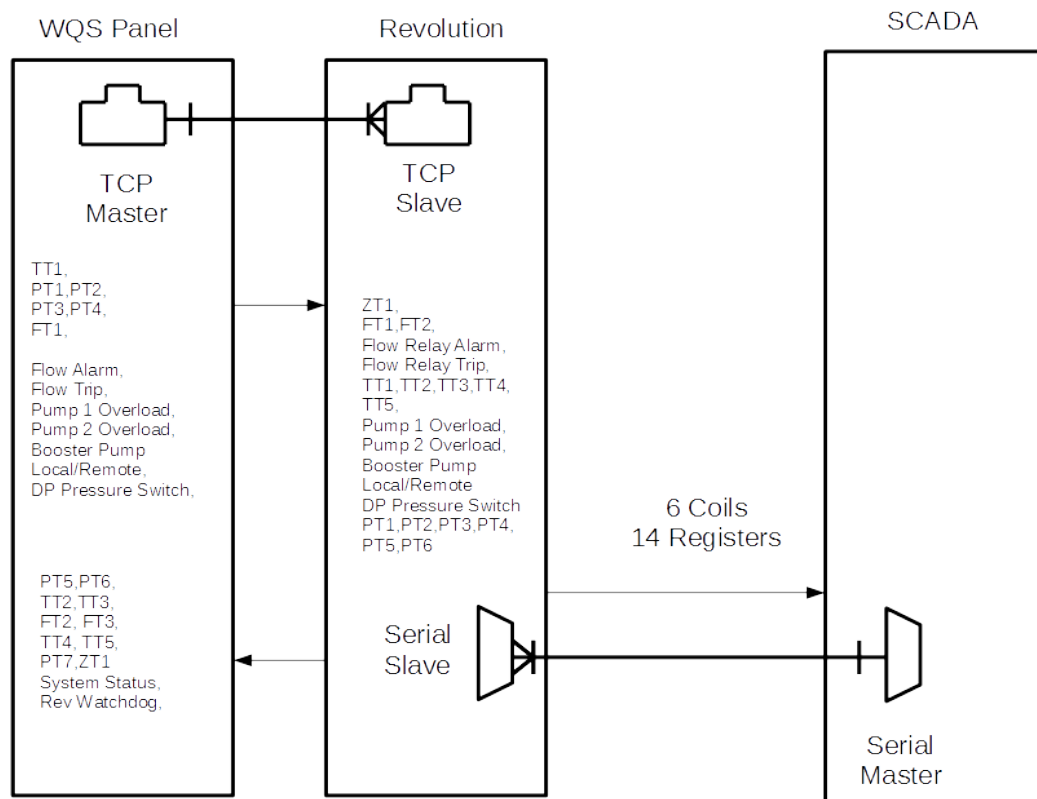
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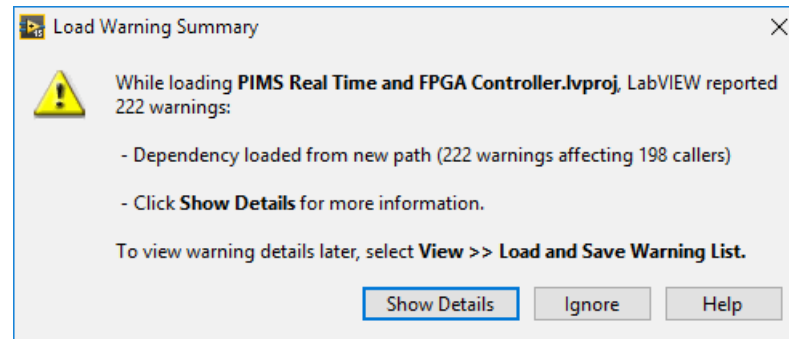
Project Portability Case Study - Step 1 Move Directory from vi.lib



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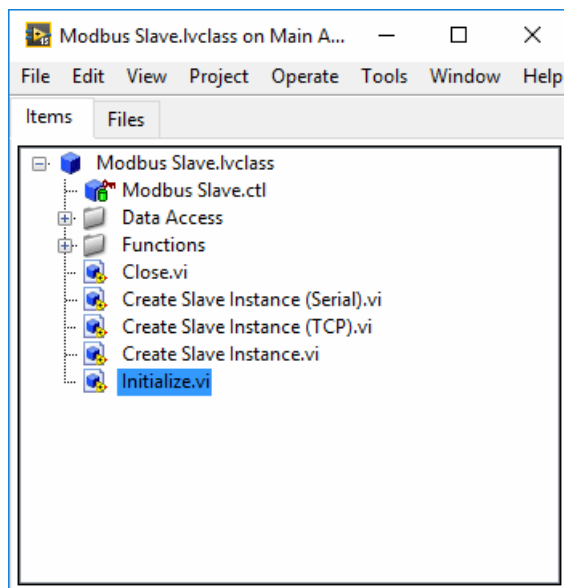
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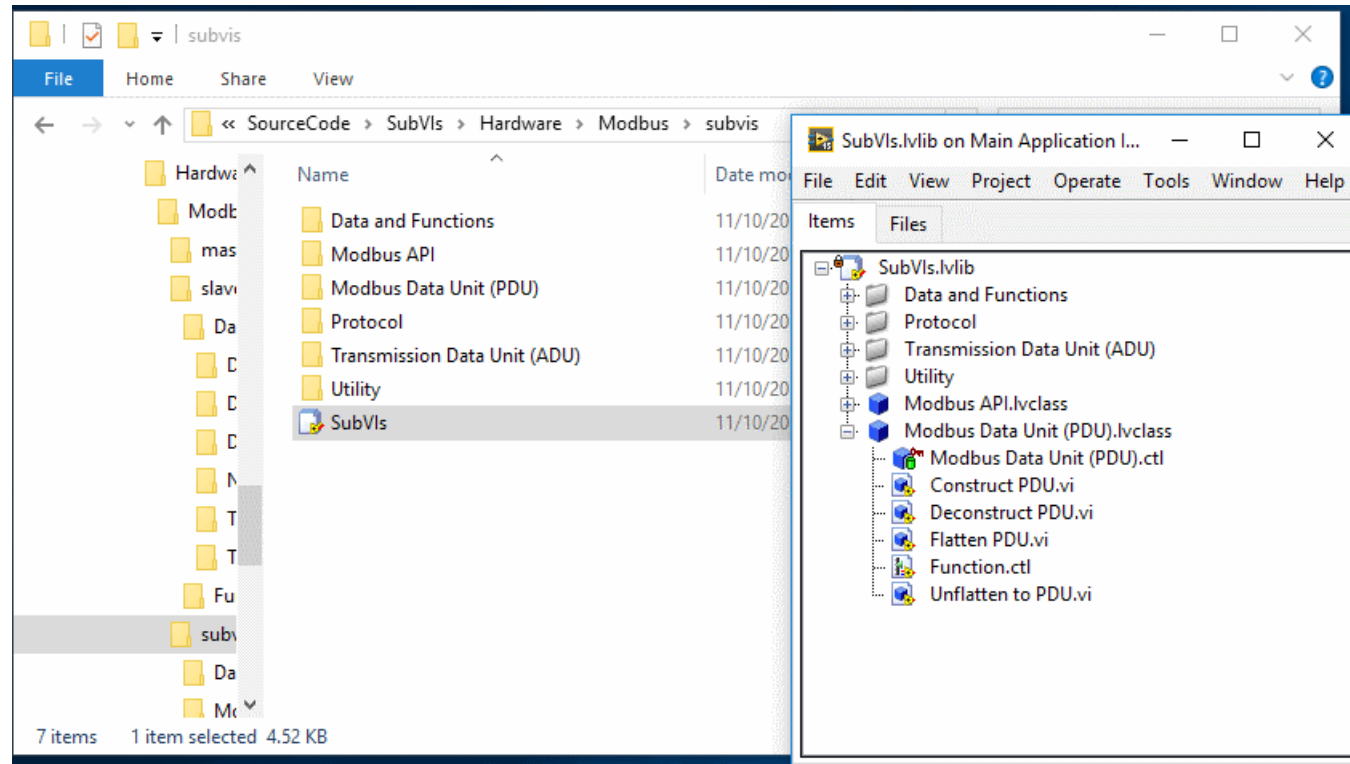
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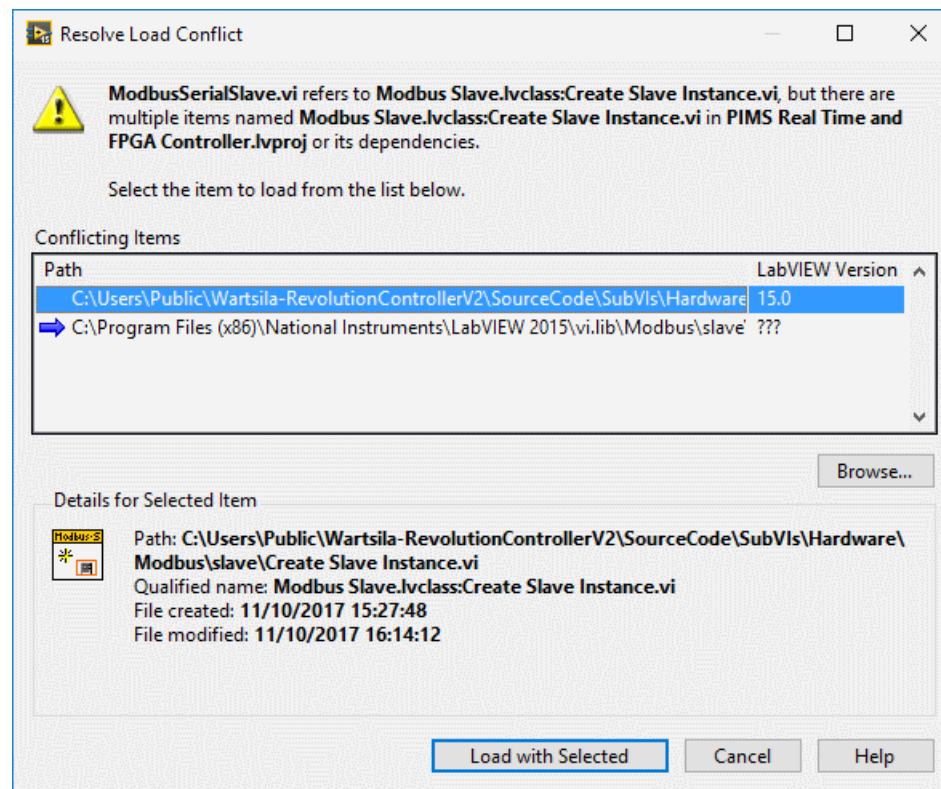
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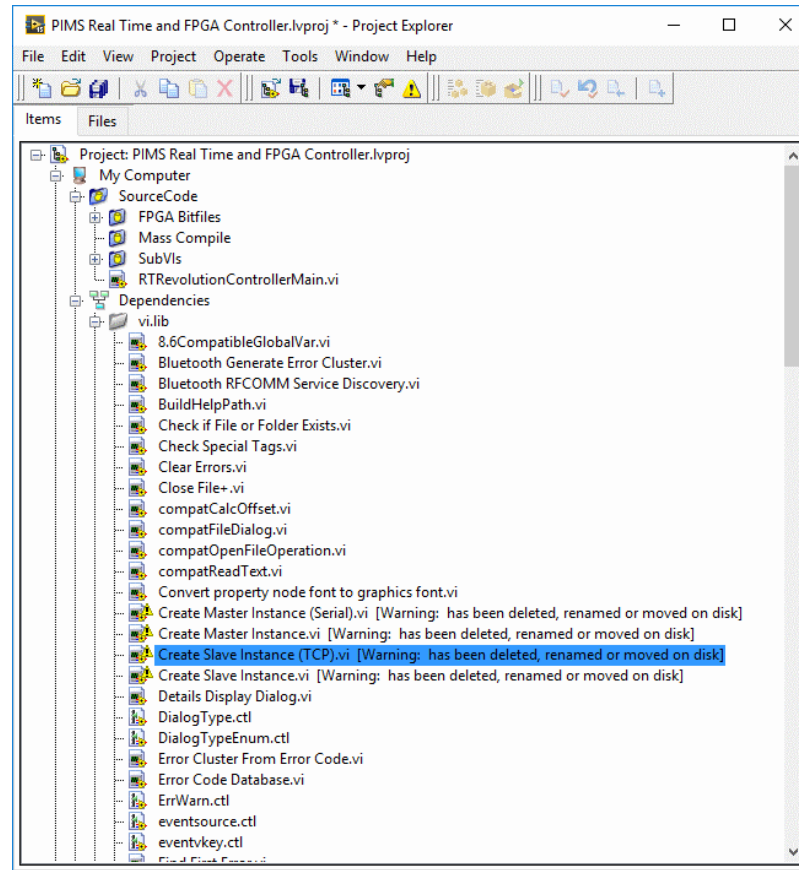
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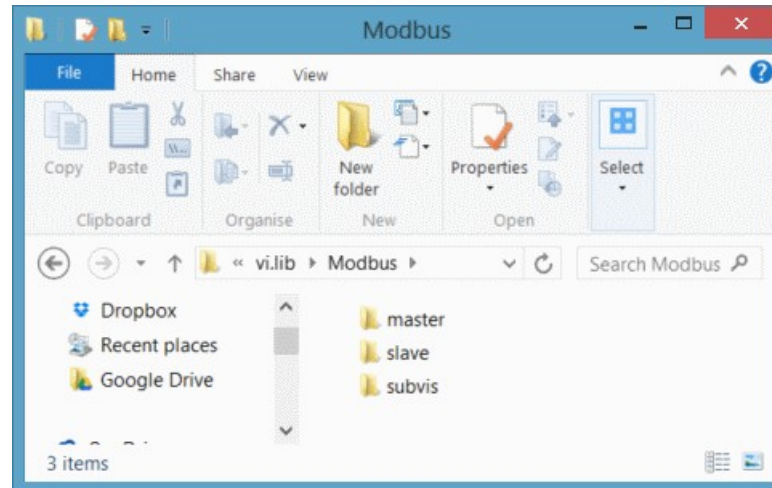
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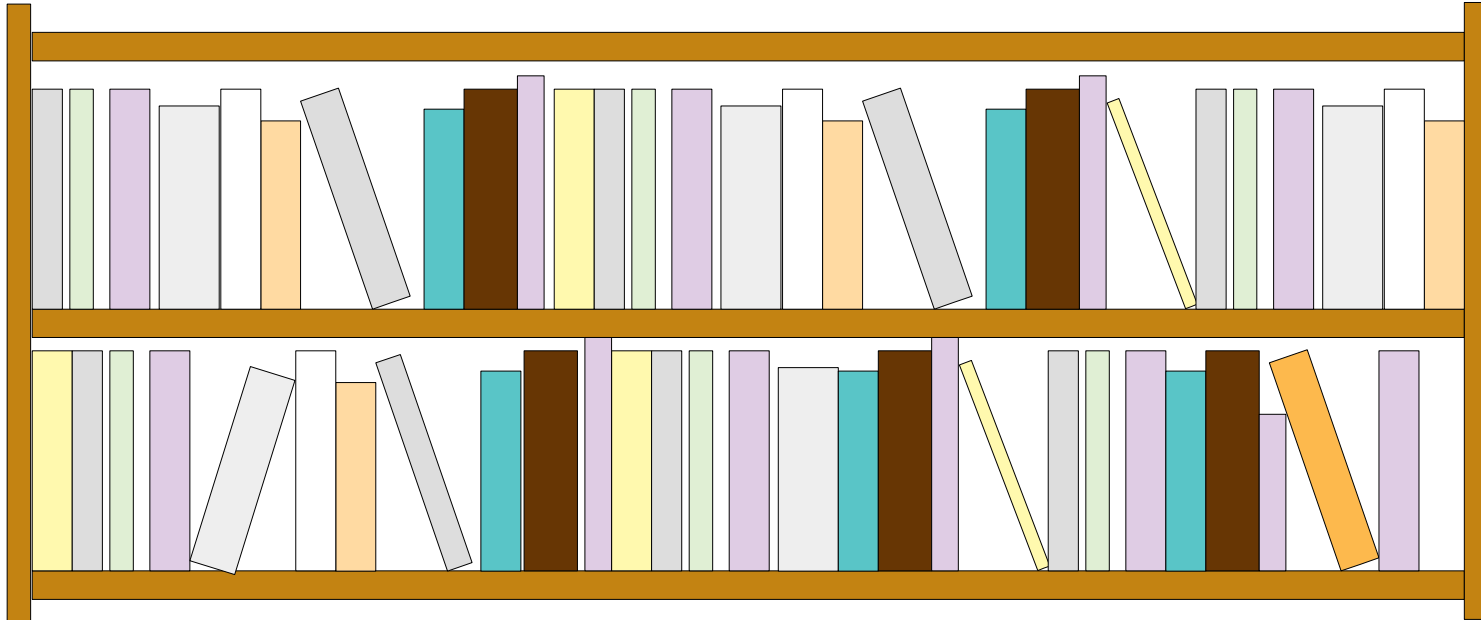
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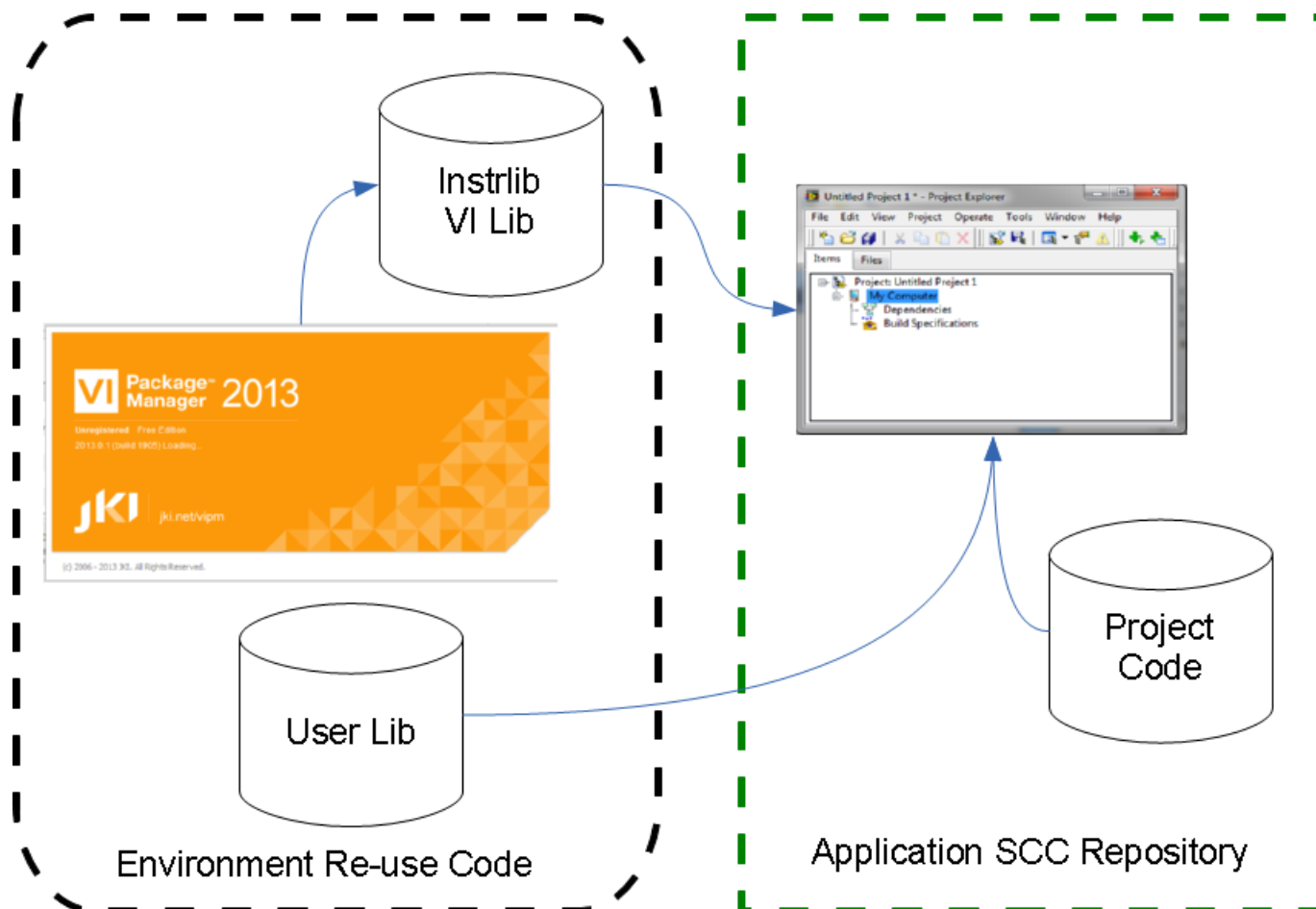
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“It can be better to copy a little code than to pull in a big library for one function. Dependency hygiene trumps code reuse.”

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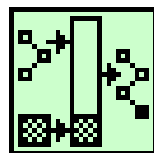


Polymorphism – Bloat Alert

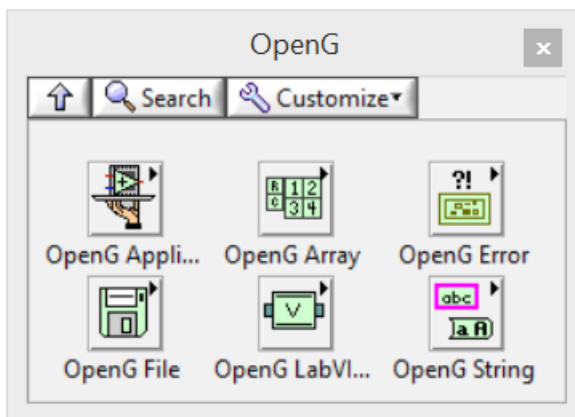
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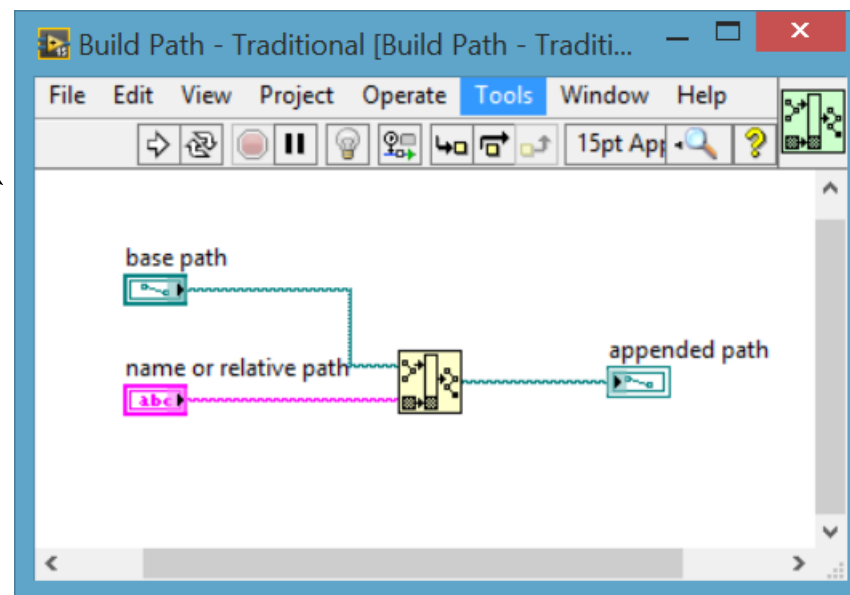
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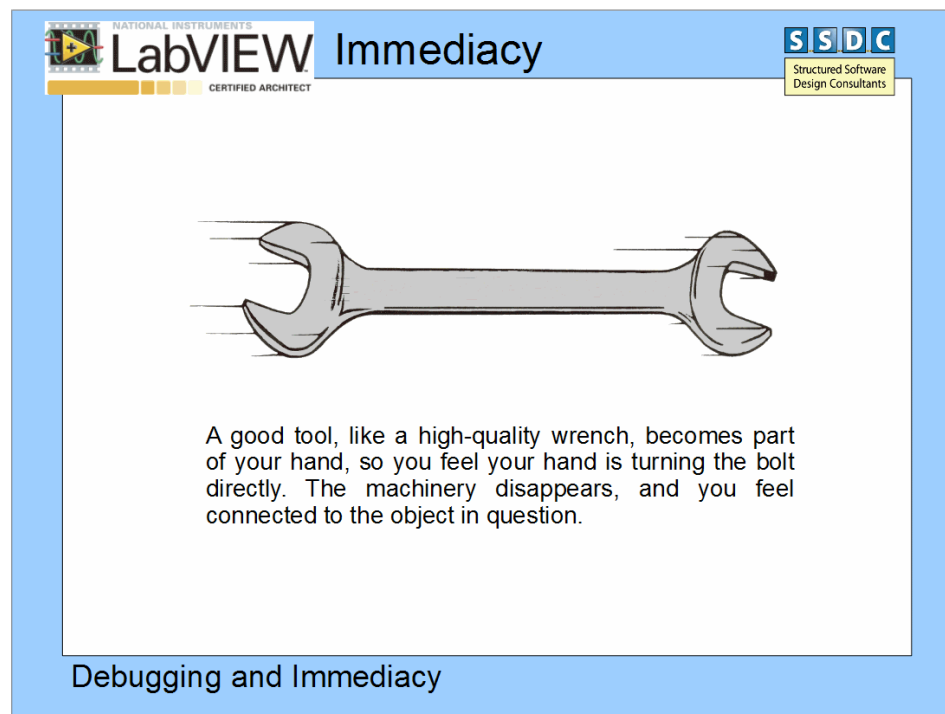
This is the block
diagram



Immediacy – Glue Vs Do

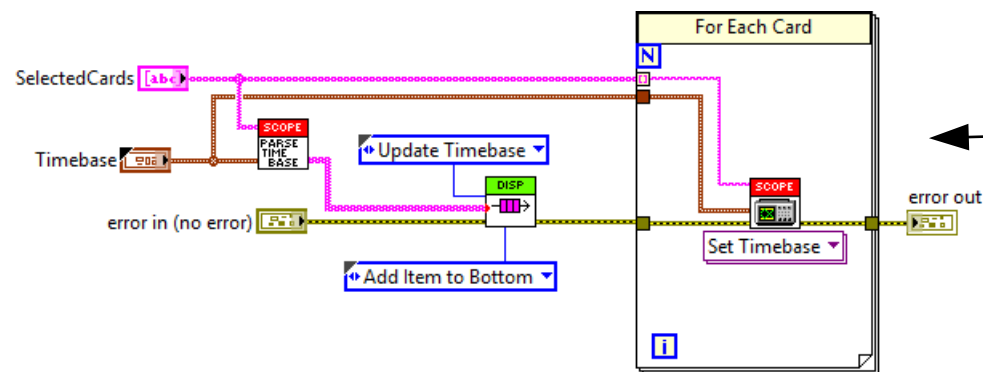
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What's Immediacy

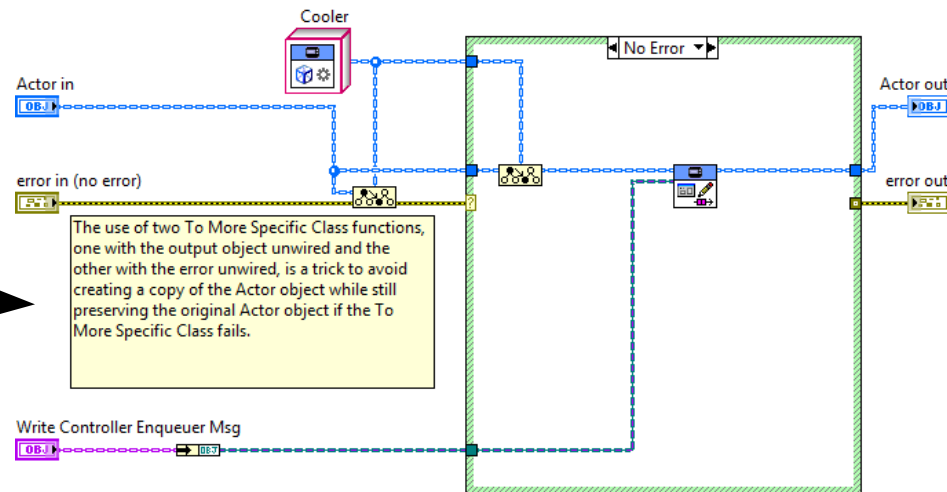
Immediacy – Glue VIs that can't be tested immediately



The Queue VI needs an initialised Queue or it throws an error

The case structure is intended to handle instances where the target method has no error input and to handle methods that do not check for error before executing. It both prevents the operation and protects error throughput back to the actor core.

A framework may have many VIs that do not run without running the entire framework



The use of two To More Specific Class functions, one with the output object unwired and the other with the error unwired, is a trick to avoid creating a copy of the Actor object while still preserving the original Actor object if the To More Specific Class fails.

VIs That Don't Run or that don't do anything

Immediacy – Immediately Testable VIs

Where a single VI (and subVIs)
can be stopped and the input data fiddled with or the block
diagram changed immediately.

This is one of LabVIEW's main benefits, why discard it?

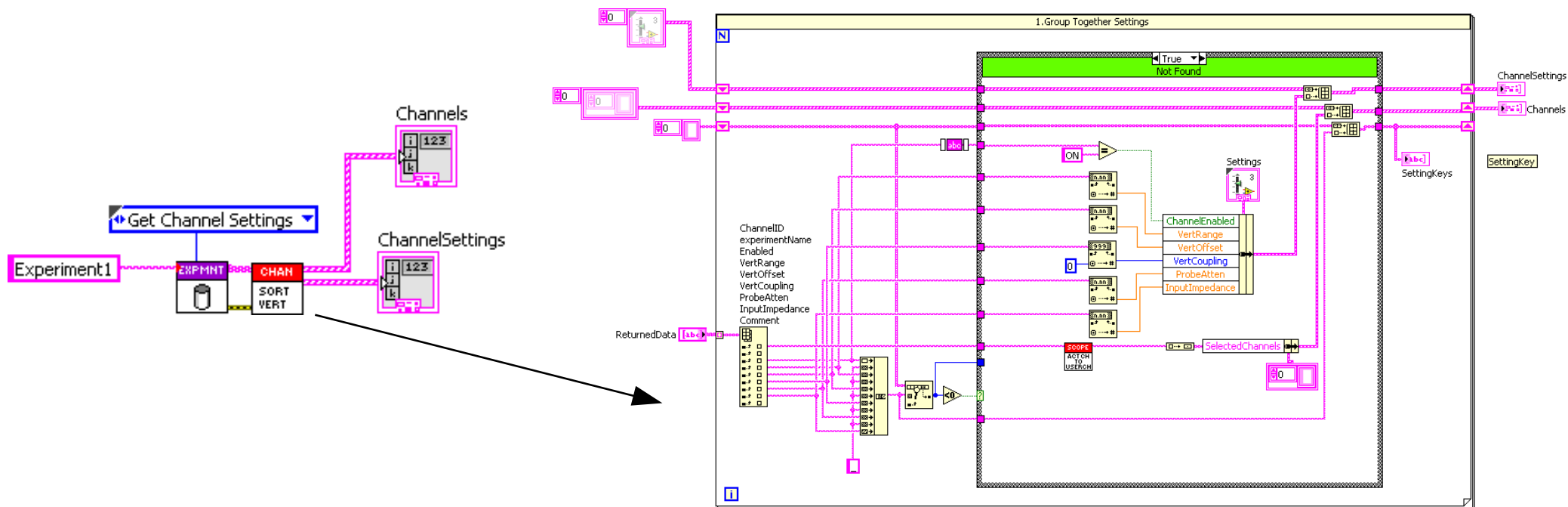
Immediacy – Design to take advantage of Immediacy

Separate Running code from Non-running code

Immediacy – Do

Separate Glue VIs from Algorithm (Do) VIs

Bending cohesion



VIs That Run and do stuff immediately

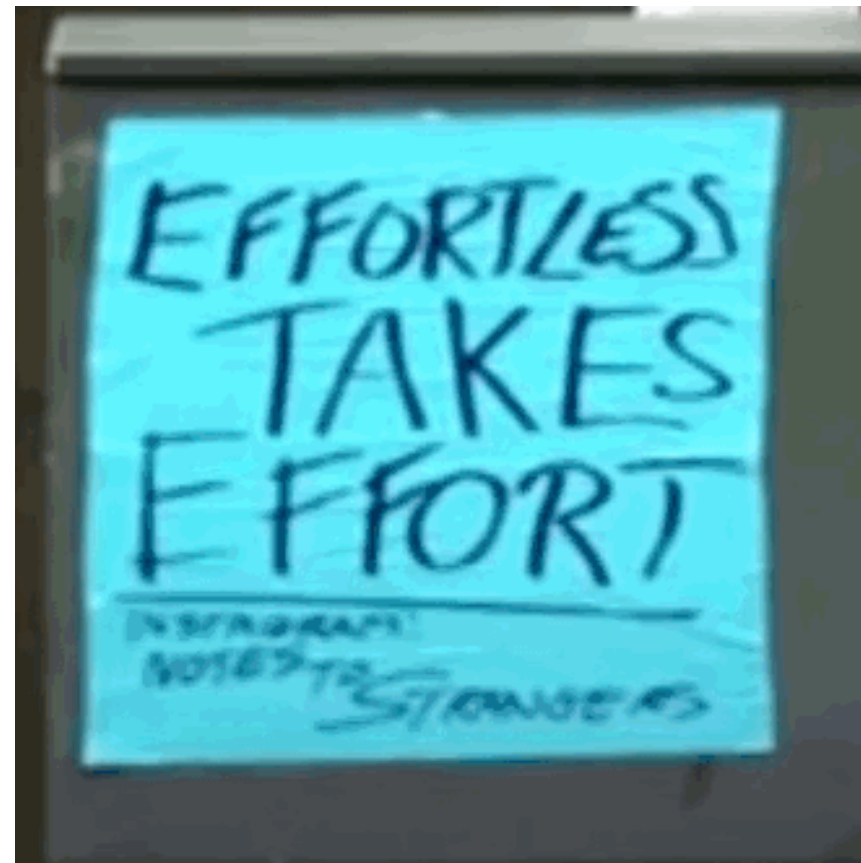
Immediacy – ITVIs – Lean Unit Testing

Focus your Unit Testing on Immediately Testable VIs
And integration testing on support VIs

Lean, Clean Code – Clean BDs

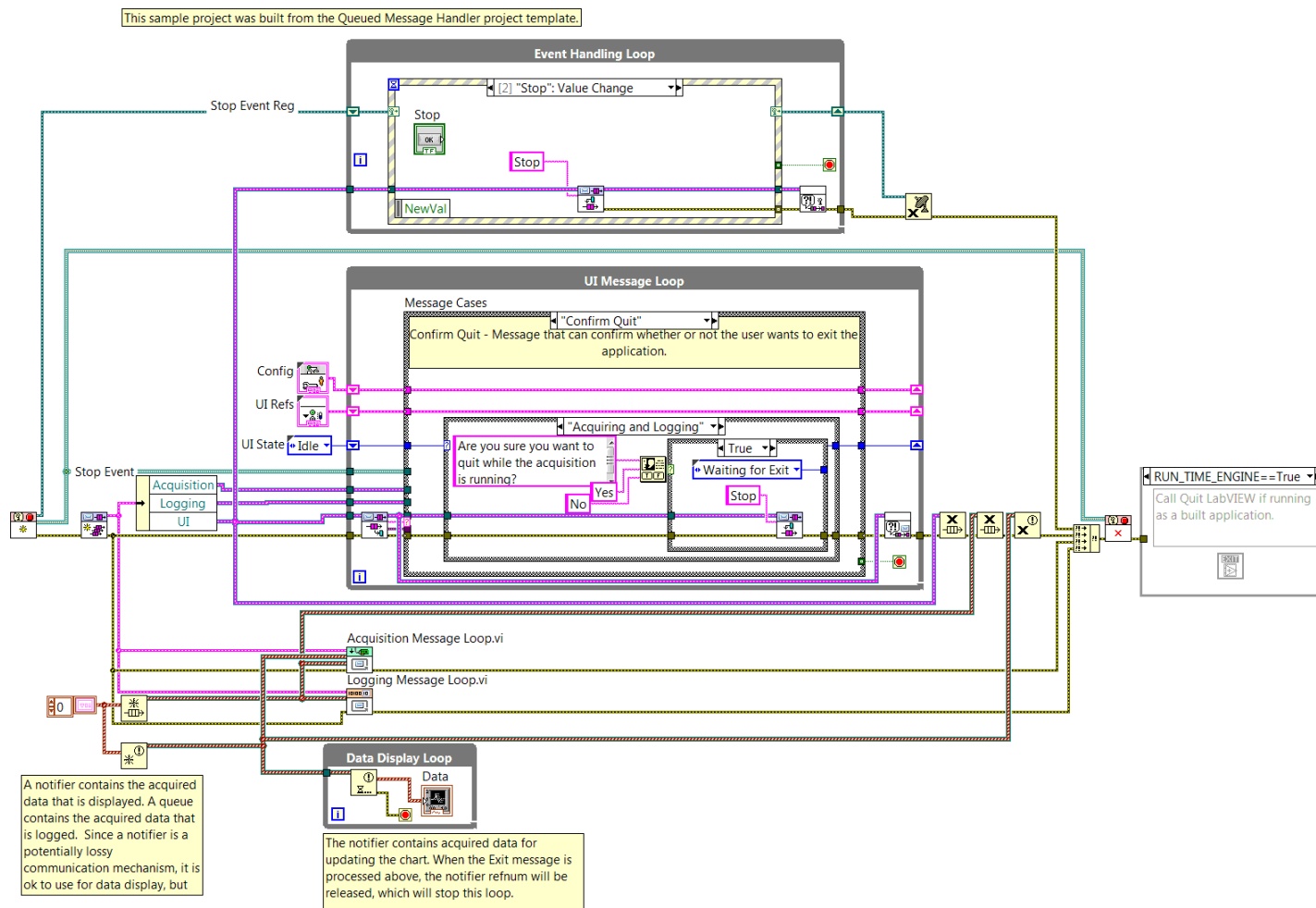
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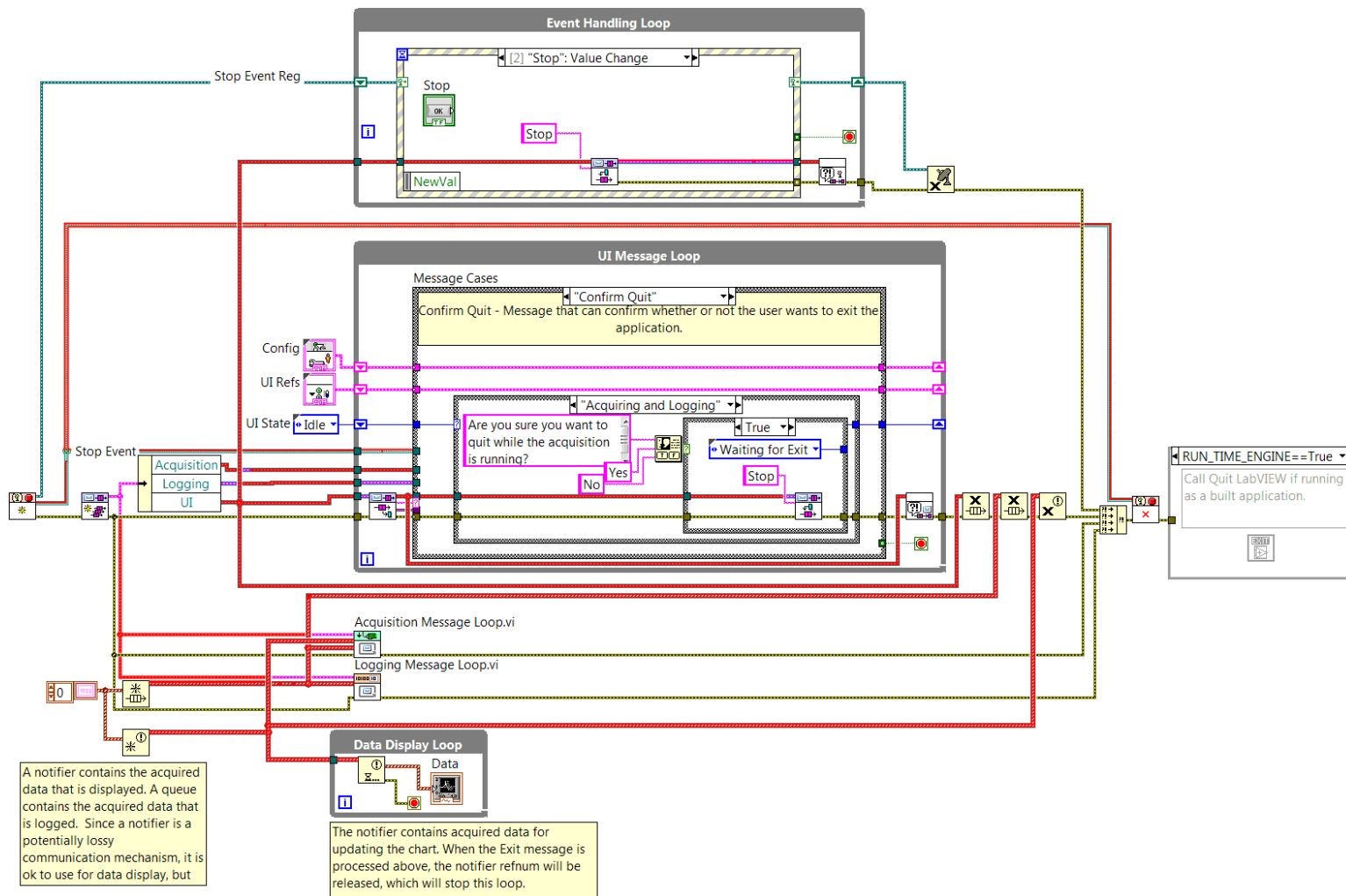
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Keep your block diagram clean!

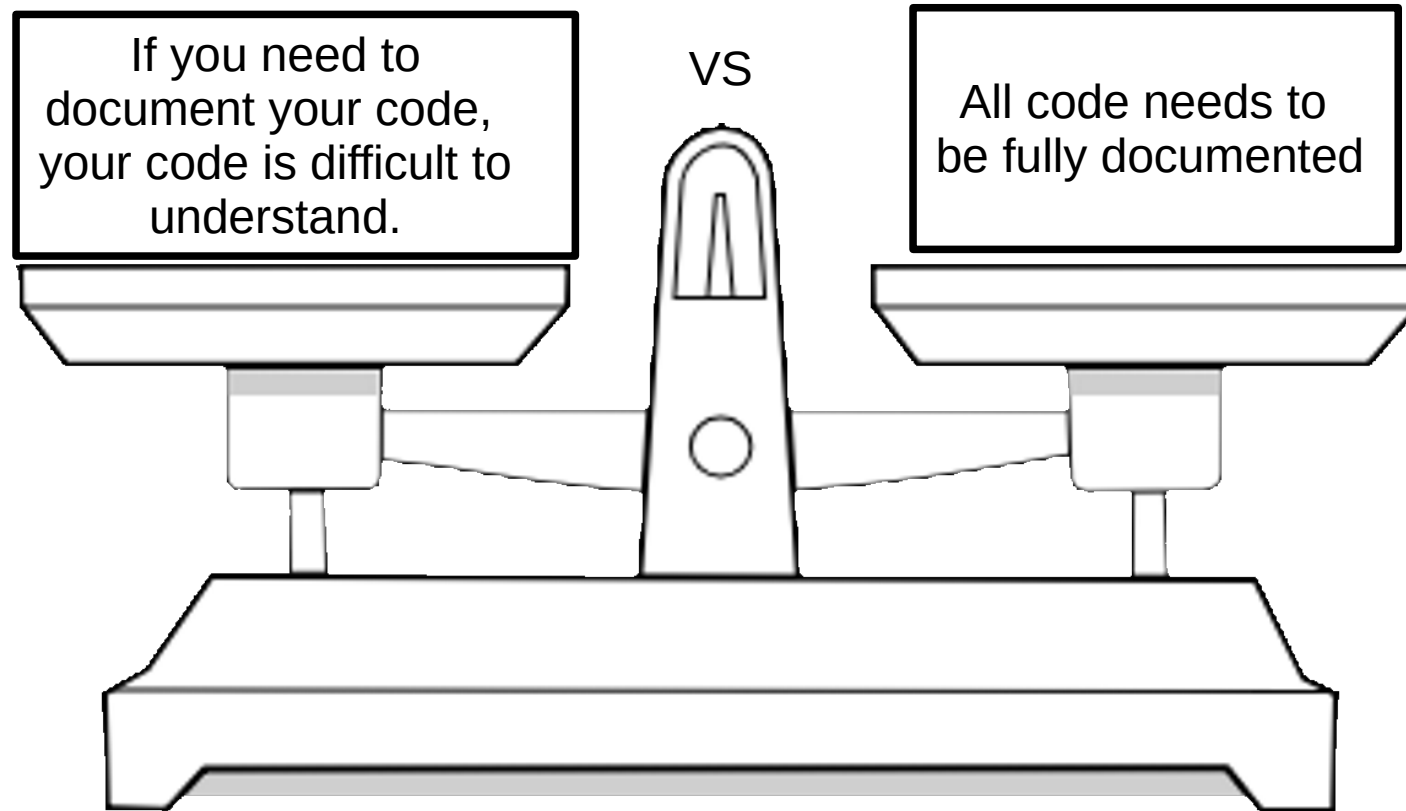
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This sample project was built from the Queued Message Handler project template.



Red Lines convey little information

Lean, Clean Code



Comments

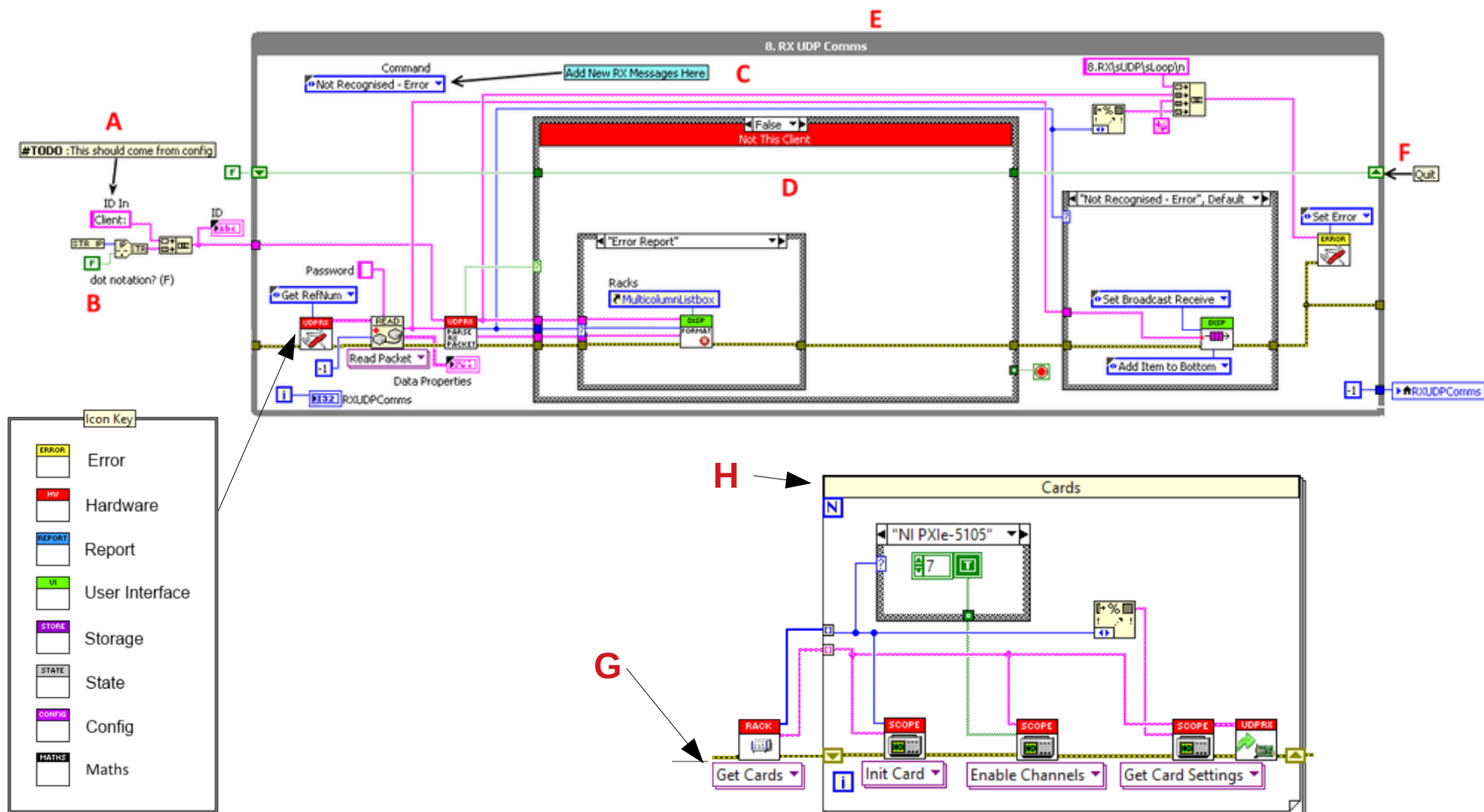
Lean, Clean Code

A common fallacy is to assume authors of incomprehensible code will somehow be able to express themselves lucidly in comments.

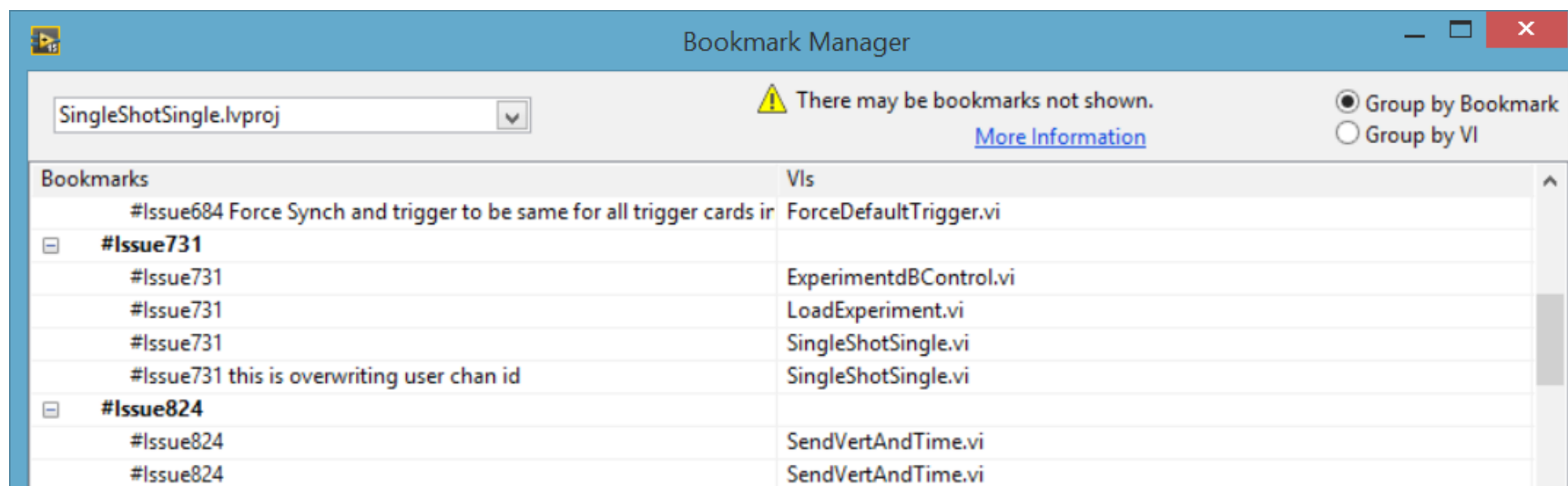
K Henney

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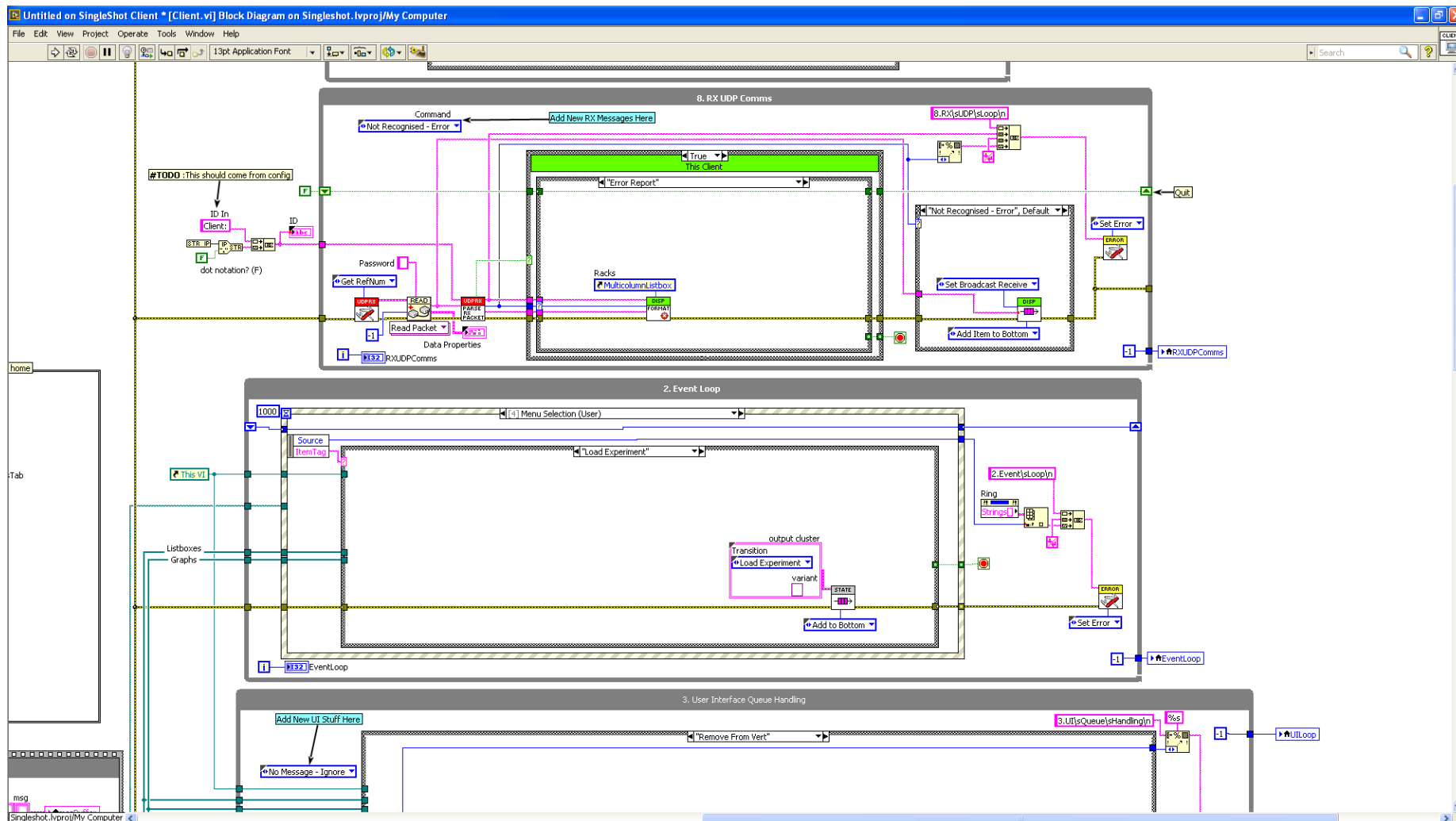


Lean, Clean Code



Issue Navigation in the code

Lean – Error Handling



Do you really want to know about errors at a VI level?

G DEV **#1**
CON

Cambridge UK 4-5th September 2018



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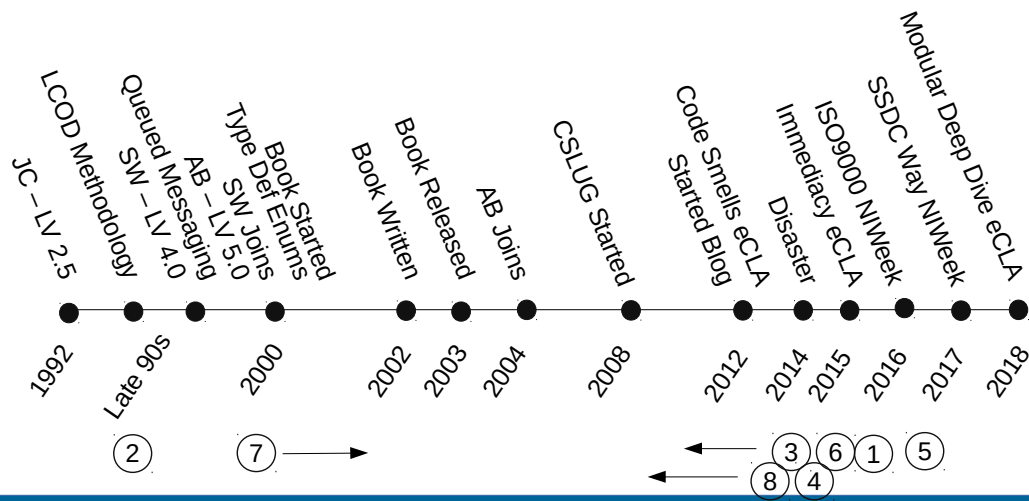


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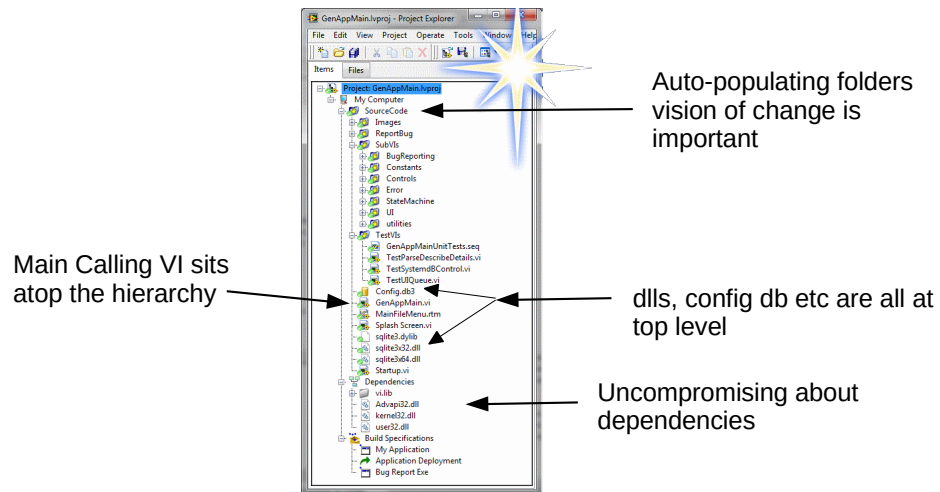
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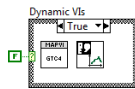
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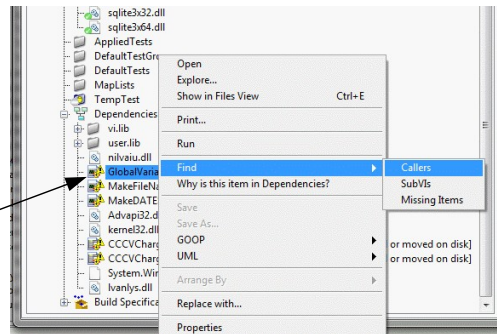


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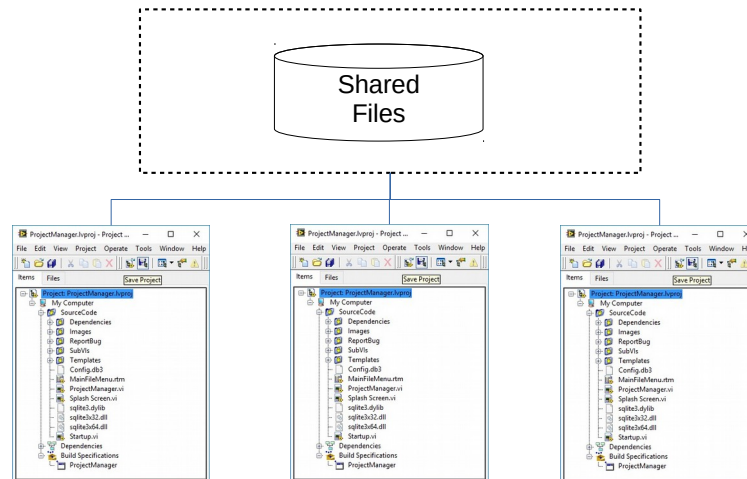
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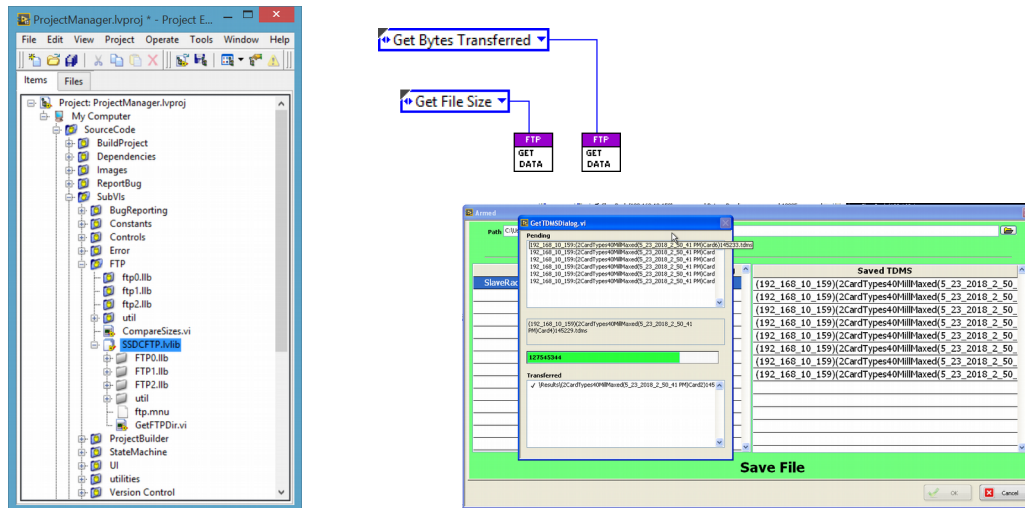


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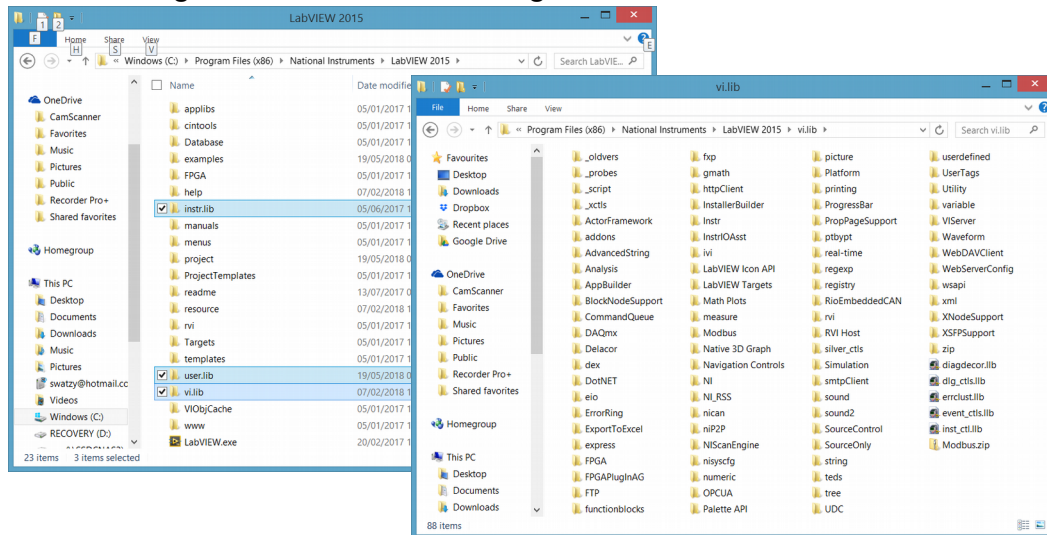


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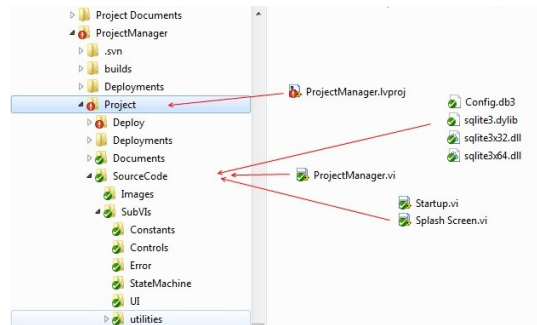


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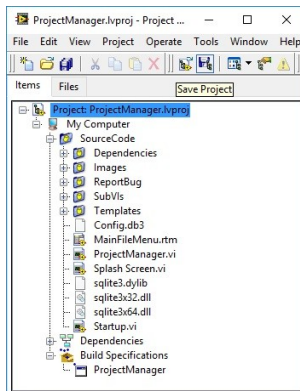
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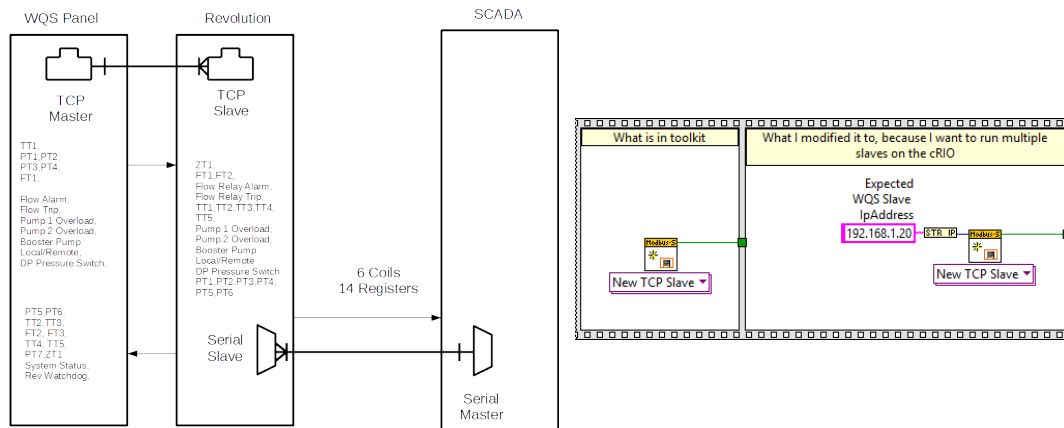
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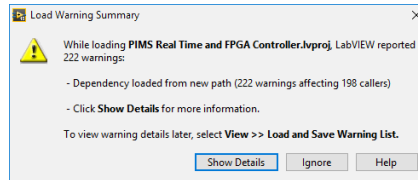
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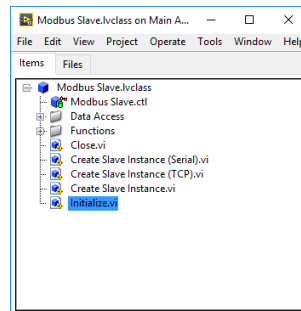
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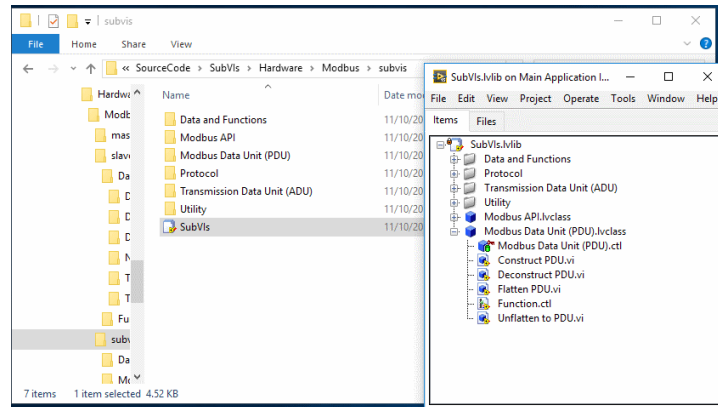
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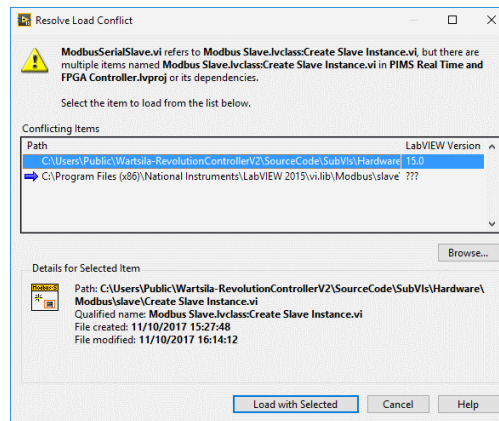
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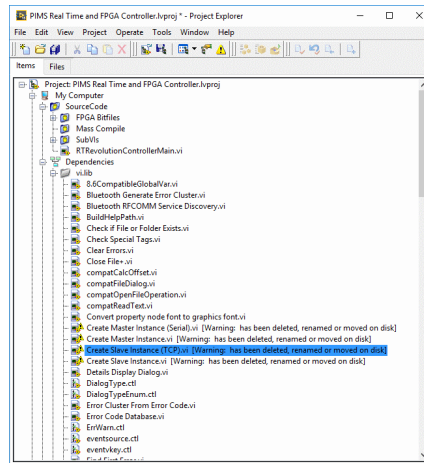
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Project Portability Case Study - Step 5 Back In The Project



Sort Conflicts

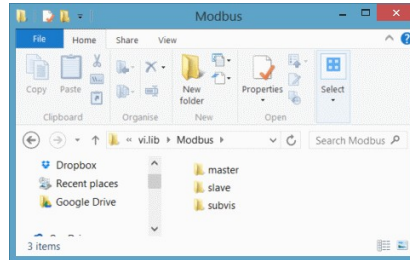
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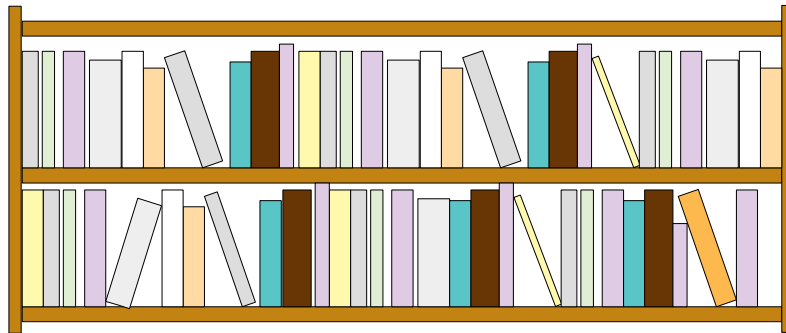
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I moved the subvis subdir into the slave subdir and deleted the master directory as it was not required. And now I can export it from my repo to anywhere and it will work. I've said this before but never actually done the hard graft to prove it

View Dependencies with suspicion



Picking from a library should not be the first consideration

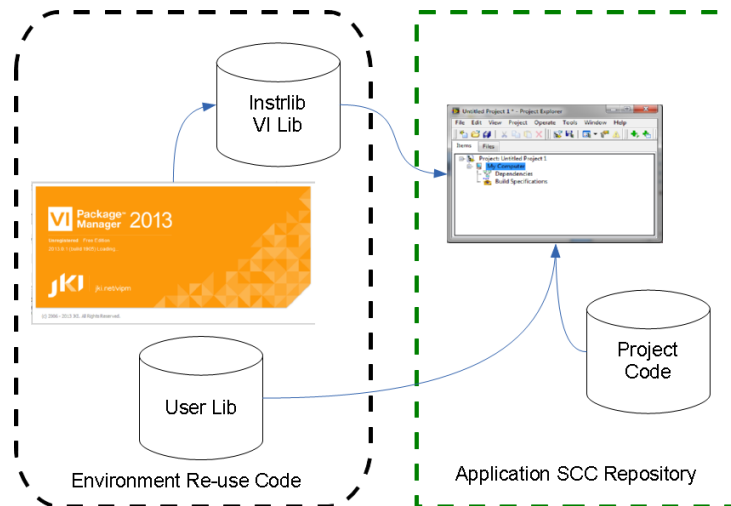
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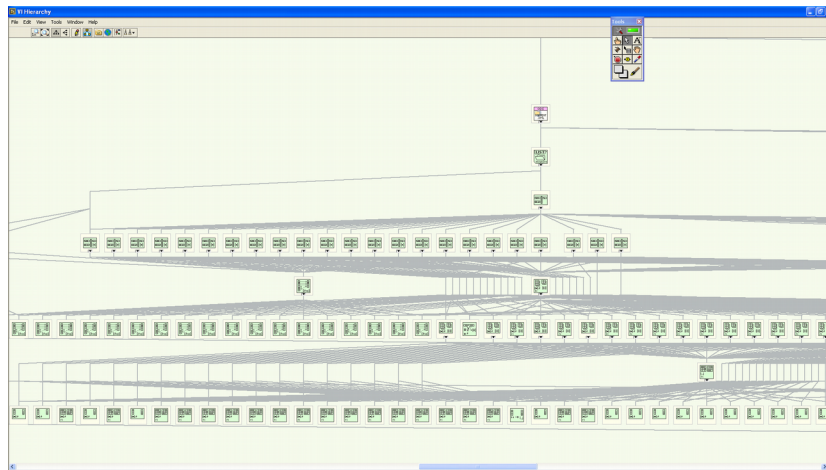
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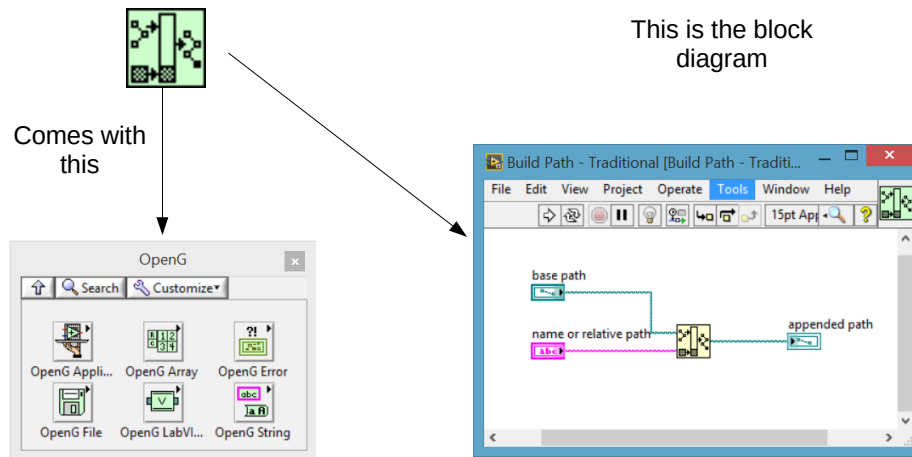


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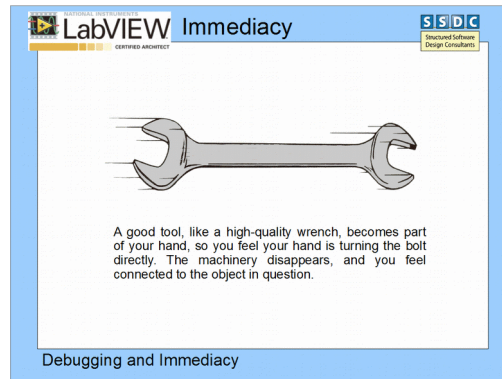
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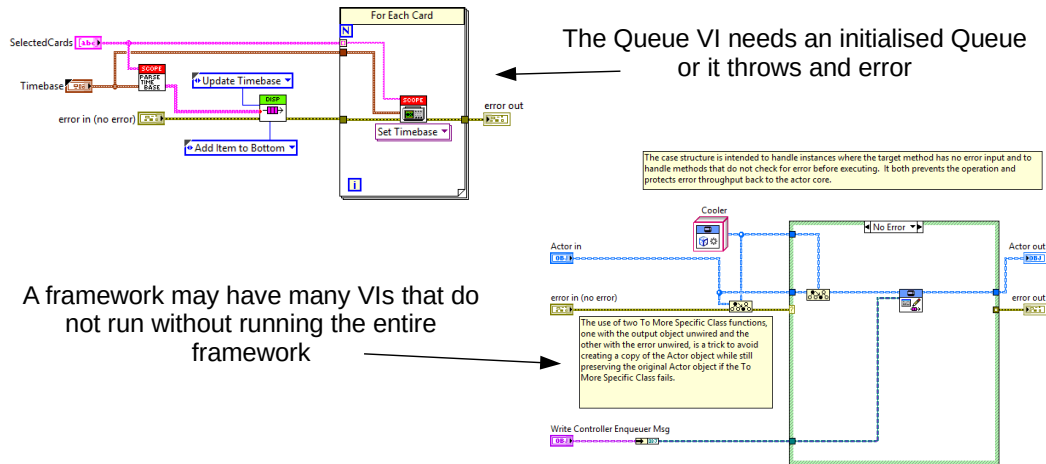


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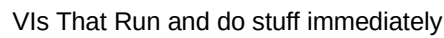
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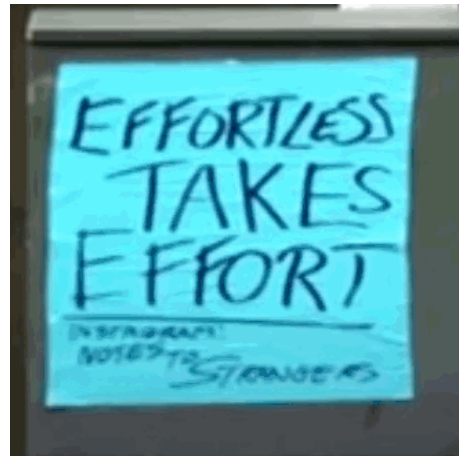
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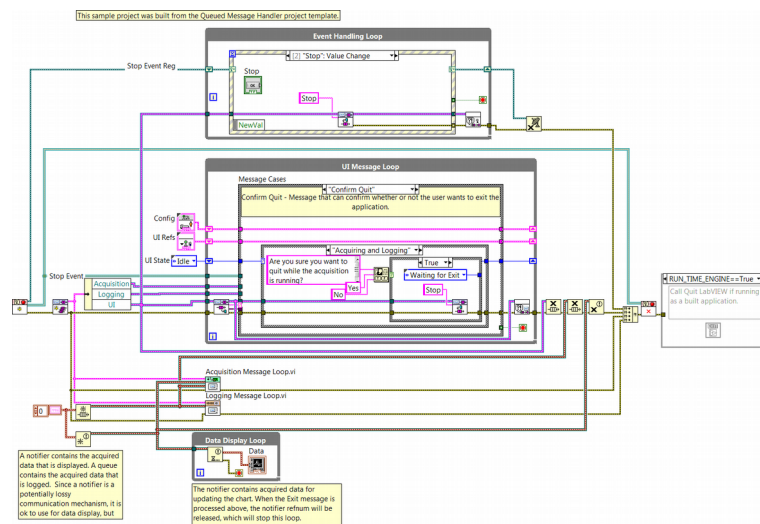
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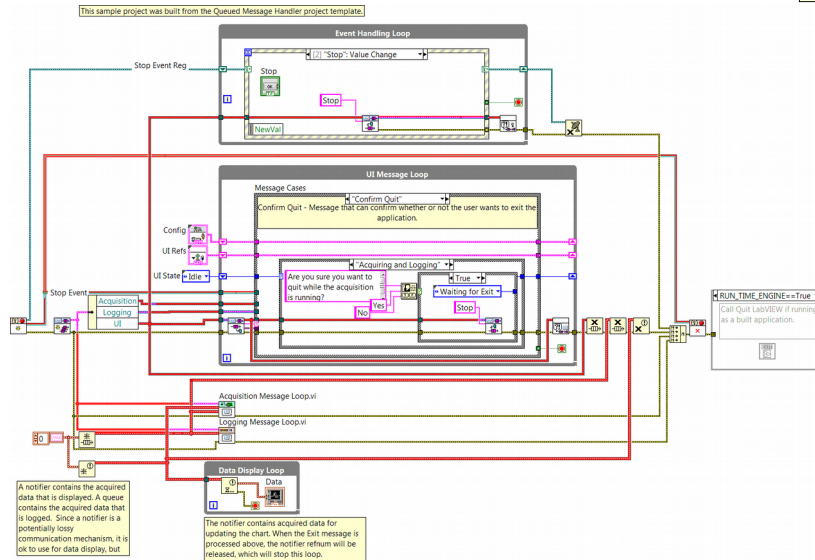
Lean, Clean Code – Clean BDs



Keep your block diagram clean!

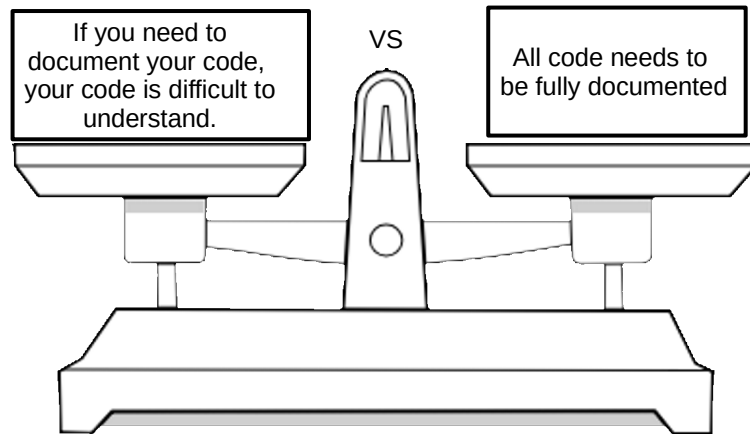
Brian Powells comments on continuous measurement and logging example vs DAQ

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Red Lines convey little information

Brian Powells comments on continuous measurement and logging example vs DAQ



Comments

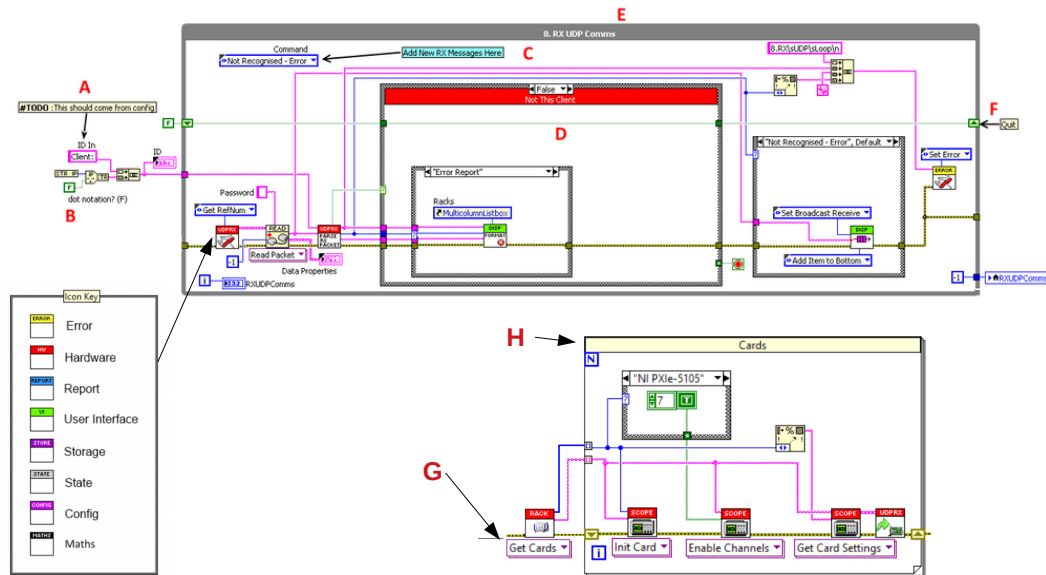
Brian Powells comments on continuous measurement and logging example vs DAQ

A common fallacy is to assume authors of incomprehensible code will somehow be able to express themselves lucidly in comments.
K Henney

Comments

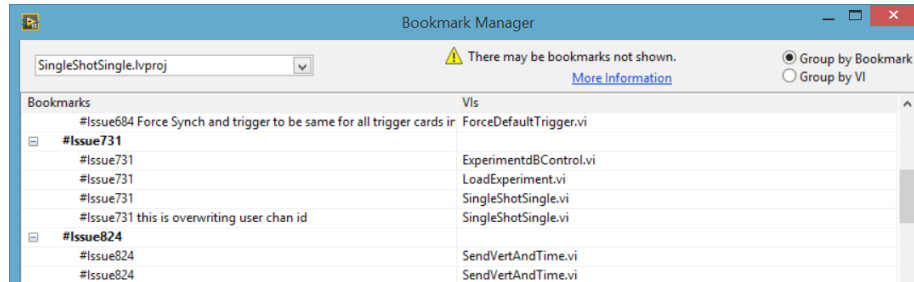
40

Brian Powells comments on continuous
measurement and logging example vs DAQ

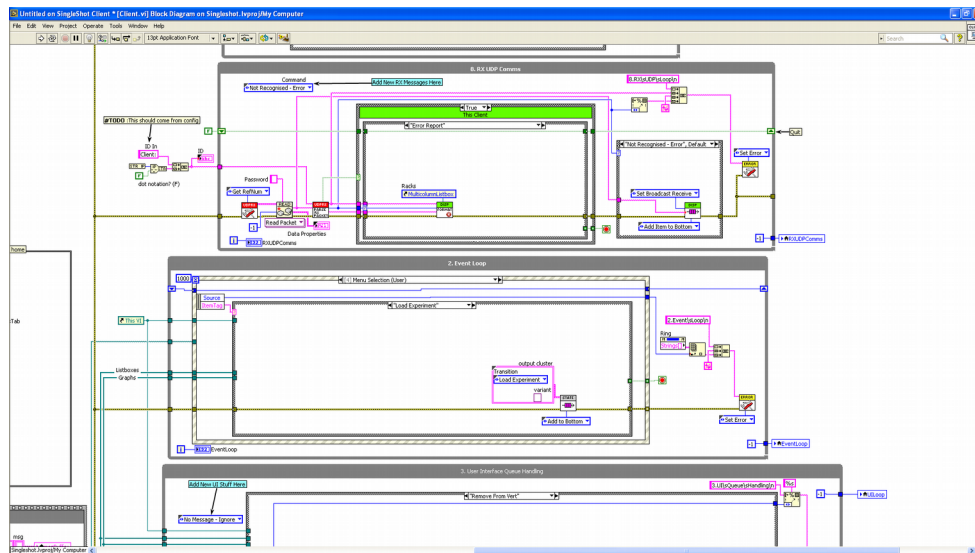


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- A) Bookmarks are great, we use them for quick #TODO notices, tracking issue numbers and traceability for large changes.
- B) Set LabVIEW to display constant label names, it improves the readability of the code at little cost.
- C) I like the blue template comments that indicate bits of the template that can be modified. In this case adding new messages to be handled by the UDP receive loop.
- D) Labelling case statement logic, improves readability and as a bonus improves logical design. This is because if you have to write the logic down, it becomes very clear if it is becoming complex.
- E) We Number and label our loops, this is good for telephone support to guide people to the correct structure and similar to D) labelling your loops clarifies your design decisions.
- F) Shift registers benefit from being labelled



Issue Navigation in the code



Do you really want to know about errors at a VI level?



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