



Real **Teams.** Real **Insights.** arch with Real **Results.** 

Teaching and Research with Rhapsody C++

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### Wei-Kuo Liao

Teaching and Research with Rhapsody C++

Real Teams. Real Insights.

Real Results.

Teaching and Research with

Rhapsody C++



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# **Teaching with** Rhapsody

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#### Course information

- Undergrad course title:
  - Software Creative project
- Purpose:
  - observe, think, plan, organize, communicate
- Background:
  - Took two courses on C++, taking the data communication simultaneously, some students already took data structure
  - know little about object-oriented programming





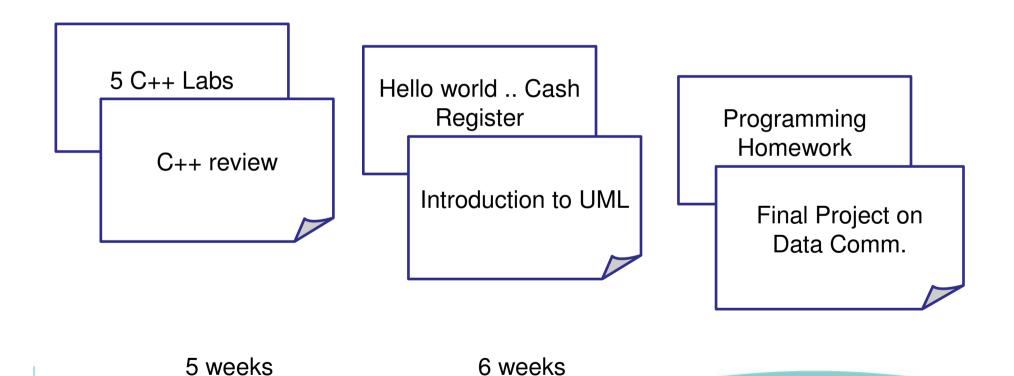
## Course Objective

- Good C++ programming style
  - Writing functions, using array, linked list, tree
  - Template, inheritance, operator override, object handler, message
- Know how to model program
- Good to tell the story of program flow
- Practice rapid prototyping



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## Course Design





#### FAQ

- Why do we learn UML?
  - Why do we start with writing use cases, rather than just finding the data structure first?
  - Is UML an another language?
  - Why do we need object handler?
  - What is the meaning of time event?
- Is learning to use Rhapsody just practicing yet another tool or learning to write programs?





#### Difficulties

- Confused about terminology, e.g.,
  - member function vs. method
  - pointer vs. object handler
- Need 3 wks to write solid use cases
- Need another 3 wks to write solid sequence diagrams
- Many students still don't believe that state charts can be directly derived from walking the sequence diagrams
- Not familiar with the usage of iter







## After taking the course

- Most of the students know how to tell the story of program flow and are familiar with the procedure to derive the corresponding C++ program
- Most of them think Rhapsody is cool
- Some students still don't know why we need programming models, but other told me that they think programming model is important
- Improved programming style
- Know the concept, but little about the implementation of data structure



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# Research with Rhapsody

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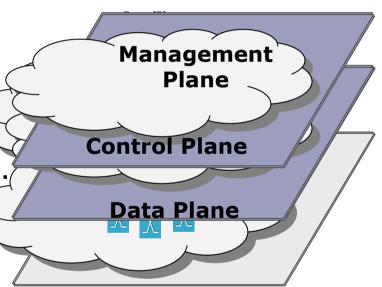
## Two major lines

- Writing discrete-event simulators for communication systems
- Implementing communication protocols and software



#### Simulator

- A model-based unified control for communication networks
  - wireless scheduling and error control for interactive video services, congestion control, cellular system admission control, routing, power control
  - Still in analysis stage
- Using Rhapsody
  - developing a simulator takes
     two weeks to two months

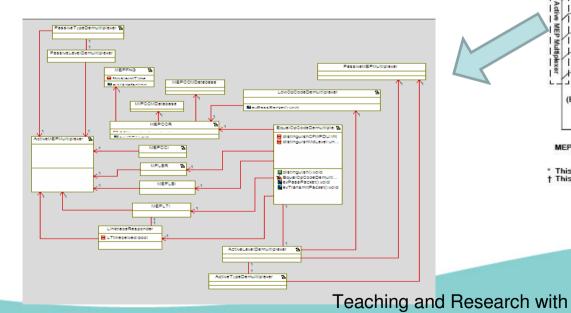


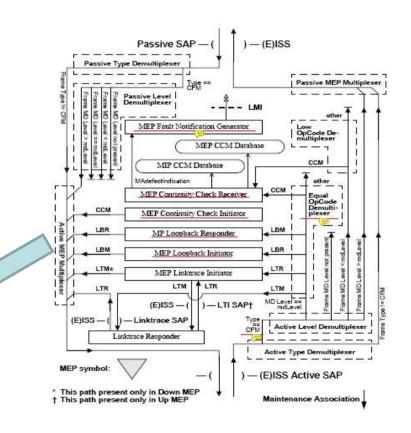




## Implementing Protocols

- Using Rhapsody for modeling, e.g.,
  - proprietary protocols,
  - IEEE 802.1ag







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# Thank you for your attention

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