Introduction to CSE 331
Software Design & Implementation

Winter 2011
Course staff

• Lecturer:
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Ask us for help!
Main topic: Managing complexity

- Abstraction and specification
  - Procedural, data, control flow
  - Why they are useful and how to use them
- Writing, understanding, and reasoning about code
  - The examples are in Java, but the issues are more general
  - Object-oriented programming
- Program design and documentation
  - What makes a design good or bad (example: modularity)
  - The process of design and design tools
- Pragmatic considerations
  - Testing
  - Debugging and defensive programming
  - Managing software projects
The goal of system building

• To create a correctly functioning artifact!
• All other matters are secondary
  – Many of them are essential to producing a correct system
• We insist that you learn to create correct systems
  – This is hard (but fun and rewarding!)
Why is building good software hard?

• Large software systems are enormously complex
  – Millions of “moving parts”
• People expect software to be malleable
  – After all, it’s “only software”
  – Software mitigates the deficiencies of other components
• We are always trying to do new things with software
  – Relevant experience often missing

• Software engineering is about:
  – Managing complexity
  – Managing change
  – Coping with potential defects
    • Customers, developers, environment, software
Programming is hard

• It is surprisingly difficult to specify, design, implement, test, debug, and maintain even a simple program
• CSE 331 will challenge you
• If you are having trouble, *think* before you act
  – Then, look for help
• We strive to create assignments that are reasonable if you apply the techniques taught in lecture
  – ... but hard to do in a brute-force manner
Prerequisites

• Knowing Java is a prerequisite
  – We assume you have mastered 142 and 143

Examples:
• Sharing:
  – Distinction between == and equals()
  – Aliasing (multiple references to the same object)
• Subtyping
  – Varieties: classes, interfaces
  – Inheritance and overriding
• Object-oriented dispatch:
  – Expressions have a compile-time type
  – Objects/values have a run-time type
Logistics

• Website: http://www.cs.washington.edu/cse331
  – See the website for all administrative details
  – Read (all) the handouts!
  – There are required texts

• Run student-setup by 8pm tonight
  – Problem Set 0 is due on Wednesday morning

• Collaboration policy:
  – Discussion is permitted
  – Carrying materials from discussion is not permitted
  – Everything you turn in must be your own work
  – You may not view others’ work
  – If you have a question, ask