CSE 333
Lecture 22 -- wrapup

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Final exam Wednesday, here, **8:30 am**

- Review Q&A Tuesday, 4:30, EE 045
- Topic list and old exams on the web
- Course overview today
So what have we been doing for the last 10 weeks?
Course goals

Explore the gap between

- Intro: the computer is a magic appliance that runs programs
- CSE 351: the computer is a stupid appliance that executes really, really simple instructions
Course map: 100,000 foot view

- Hardware
  - CPU
  - Memory
  - Storage
  - Network
  - GPU
  - Clock
  - Audio
  - Radio
  - Peripherals

- Operating system
  - C application
  - C++ application
  - Java application
  - C standard library (glibc)
  - C++ STL / boost / standard library
  - JRE

- OS / app interface (system calls)
  - OS / app interface
Goals

Skills
- Programming closer to the hardware: C/C++
- Disciplined design, testing, debugging

Knowledge
- OS interface and semantics, languages, some networking
- A deep understanding of “the layer below”
  ‣ quiz: when is the data safely on disk after a write? Actually received over the network? How many copies are made along the way?
Main topics

C Programming, tools, and workflow
Memory management
System interfaces and services (files, etc.)
C++ : the 800-lb gorilla of programming languages
  - “better C” + classes + STL + smart pointers + ...
Networking basics: TCP/IP, sockets, ...

Drilling deeper...
The C/C++ Ecosystem

System layers: C/C++, libraries, operating system

Building programs

- cpp: #include, #ifndef, and all that
- compiler (cc1): source -> .o
- loader (ld): .o -> executable
Program execution

What’s a process?

- Address space
- Thread(s) of execution
- Environment (arguments, open files, ...)

0xFFFFF

OS kernel [protected]
stack
shared libraries
heap (malloc/free)
read/write segment .data, .bss
read-only segment .text, .rodata

0x00000000
C language

Structure of C programs
- Header files and implementations; declaration vs definition
- Internal vs external linkage
- Standard types and operators (scalars including things like uint64_t, structs, arrays, typedef, etc.)
- Functions: defining, using, execution model
- Standard libraries and data structures (strings, streams, ...)
  - C standard library, system calls, and how they are connected
- Handling errors in a language without exception handling
  - return codes, errno, and friends
Memory

Object scope and lifetime (static, automatic, dynamic)

Pointers and associated operators (&, *, ->, [ ])
- Using pointers for call-by-reference as well as linked data

Dynamic memory allocation (malloc/free; later new/delete)
- Who is responsible for dynamic memory & what happens if it’s not done right (dangling pointers, memory leaks, ...)

Tools: debuggers (gdb), monitors (valgrind), ...
- Most important tool: thinking(!)
C++

A “better C”
- Type-safe streams and memory mgmt (new, delete, delete[]), etc.

References and const

C with classes (and objects)
- Constructors, copy constructor, destructor, assignment

Subclasses and inheritance
- Dynamic vs static dispatch & why it matters, virtual functions, vtables
- Pure virtual functions and abstract classes

C++ casts - what are they and why so many (compared to C)?
Templates, STL, and smart ptrs

Templates: parameterized classes and functions
- How the idea is similar to Java generics and what’s different
- How C++ implements templates (expansion)

STL: basic vector, list, map containers and iterators
- Copy semantics

Smart pointers: unique, shared, and weak
- Reference counting, resource management

Using class heirarchies with STL
- Pointer vs value semantics, assignment slicing
Networking

Layered protocol model, particularly TCP and IP
  - What they do, how they are related, how they differ

Networking addressing and protocols: IP addresses, DNS, IPv4, IPv6, ports

Application protocols: where HTTP fits in the scheme
Network Programming

Client side
1. get IP address / port
2. create socket
3. **connect** socket to server
4. **read** / **write** data
5. **close** socket

Server side
1. get IP address / port
2. create socket
3. **bind** socket to address / port
4. indicate that socket is a **listener**
5. **accept** connection from client
6. **read** / **write** data
7. **close** socket
Concurrency

Why?
- Better resource utilization
- Better throughput

Processes
- Heavyweight, isolated, created by cloning: fork()

Threads
- Lightweight, share address space, pthreads

Synchronization (particularly threads)
- What are the main issues
Processes vs threads on one slide

OS kernel [protected]
- stack
- shared libraries
- heap (malloc/free)
- read/write segment .data, .bss
- read-only segment .text, .rodata

parent

fork

child

OS kernel [protected]
- stack
- shared libraries
- heap (malloc/free)
- read/write segment .data, .bss
- read-only segment .text, .rodata

SP

PC

SP child

PC child

SP parent

PC parent

read-only segment .text, .rodata
Phew! That’s it!!

But that’s a lot!!!

Studying for the exam

- Review lecture slides, assignments, exercises
- Try some of the end-of-lecture problems for practice
- Look at old exams and topic list on the web
- Study groups! Ask questions / trade ideas on the discussion board! Ask course staff questions
- The goal is learning and mastery
That’s it (almost)

Congratulations and good luck on finals!!

And a big thanks to Bryan, Graham, Soumya & Sunjay
  - This doesn’t happen without great help

And one last thing - course evals
  - Constructive feedback (positive we hope, but negative when called for) is what helps us get better

You’ve learned a lot – go out and build great things!!!

Have a great summer!