AdminISTRIVIA

HW4 due Wednesday night, 11 pm
- Usual late days (up to 2) apply if you still have any left

Second exam Friday in class
- Review in section Thursday
- Topic list and old exams on the web
  ‣ Anything all quarter is possible, but likely biased toward 2nd half
- Course recap in class today
So what have we been doing for the last 10 9 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 (really fast)
Course map: 100,000 foot view

HW/SW interface
(x86 + devices)

OS / app interface
(system calls)

C application
C standard library (glibc)
Java application

C++ application
C++ STL / boost / standard library

operating system

hardware

CPU memory storage network
GPU clock audio radio peripherals
Goals

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

Knowledge
- OS interface and semantics, languages, some networking
- A deep(er) 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 $\rightarrow$ .o
- loader (ld): .o + libraries $\rightarrow$ executable
Program execution

What's a process?

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

Diagram:

```
0xFFFFFFF

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; new/delete)
- Who is responsible for dynamic memory & what happens if not done right (dangling pointers, memory leaks, ...)

Tools: debuggers (gdb), monitors (valgrind), ...
- Most important tool: thinking(!!)
C++ (and C++11)

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: basics = 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

Network 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

- SP
- PC

- fork

- parent
- child

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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
  - Try the old exam questions first, before looking at answers
- Study groups! Ask questions / trade ideas on the discussion board! Ask course staff questions
- The goal is learning and mastery
That’s it (almost)

But first, ...
This doesn’t happen without great help!
Thanks!!
One more thing...

Course evals

- Constructive feedback (positive we hope, but negative when called for) is what helps us get better

- Please fill out online by Wednesday
Congratulations and good luck on the exam!!

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

See you Friday!