CSE 333
Lecture 22 -- wrapup

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Administrivia

Final exam Wednesday, 2:30-4:20, here

- Topic list and old exams on the web
  - Anything all quarter is possible, but biased toward 2nd half
- Last minute Q&A Tuesday, 4:30, EEB 037
  - Bring your questions!
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 (really fast)
Course map: 100,000 foot view

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

- **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 → .o
- `loader (ld)`: .o + libraries → executable
Program execution

What's a process?

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

Diagram:

- OS kernel [protected]
- Stack
- Shared libraries
- Heap (malloc/free)
- Read/write segment .data, .bss
- Read-only segment .text, .rodata
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
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parent

child

fork( )

PCparent

PCchild

SPparent

SPchild

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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!!

Course staff:
Phillip Dang
Josh Nazarian
Joshua Rios
Soumya Vasisht
Bruce Wen
Reid Zhang
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 before it closes
Congratulations and good luck on the exam!!

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

See you Wednesday!