Today

- What have we accomplished this quarter?
- How does CSE351 fit into the new curriculum?
- What about 400-level courses?

- Evaluation of the course
  - REALLY IMPORTANT!
  - Help us make the CSE351 better for others
  - How did it help you?
  - What could have been done better?

The Big Theme

- THE HARDWARE/SOFTWARE INTERFACE
- How does the hardware (0s and 1s, processor executing instructions) relate to the software (Java programs)?
- Computing is about abstractions (but don’t forget reality)
- What are the abstractions that we use?
- What do YOU need to know about them?
  - When do they break down and you have to peek under the hood?
  - What assumptions are being made that may or may not hold in a new context or for a new technology?
  - What bugs can they cause and how do you find them?
- Become a better programmer and begin to understand the thought processes that go into building computer systems
Little Theme 1: Representation

- All digital systems represent everything as 0s and 1s
- Everything includes:
  - Numbers – integers and floating point
  - Characters – the building blocks of strings
  - Instructions – the directives to the CPU that make up a program
  - Pointers – addresses of data objects in memory
- These encodings are stored in registers, caches, memories, disks, etc.
- They all need addresses
  - A way to find them
  - Find a new place to put a new item
  - Reclaim the place in memory when data no longer needed

Little Theme 2: Translation

- There is a big gap between how we think about programs and data and the 0s and 1s of computers
- Need languages to describe what we mean
- Languages need to be translated one step at a time
  - Word-by-word
  - Phrase structures
  - Grammar
- We know Java as a programming language
  - Have to work our way down to the 0s and 1s of computers
  - Try not to lose anything in translation!
  - We’ll encounter Java byte-codes, C language, assembly language, and machine code (for the X86 family of CPU architectures)
Little Theme 3: Control Flow

- How do computers orchestrate the many things they are doing – seemingly in parallel
- What do we have to keep track of when we call a method, and then another, and then another, and so on
- How do we know what to do upon “return”
- User programs and operating systems
  - Multiple user programs
  - Operating system has to orchestrate them all
    - Each gets a share of computing cycles
    - They may need to share system resources (memory, I/O, disks)
  - Yielding and taking control of the processor
    - Voluntary or by force?

Course Outcomes

- Foundation: basics of high-level programming (Java)
- Understanding of some of the abstractions that exist between programs and the hardware they run on, why they exist, and how they build upon each other
- Knowledge of some of the details of underlying implementations
- Become more effective programmers
  - More efficient at finding and eliminating bugs
  - Understand the many factors that influence program performance
  - Facility with some of the many languages that we use to describe programs and data
- Prepare for later classes in CSE
My Assessment

- We did a good job on all 3 of the little themes
- Could have done better on the big theme
  - Bugs happen, but can different abstractions improve things
  - Details of assembly and machine code, X86 is just too complex, but it is relevant
  - More time on setting up C may have helped

- Fills in many gaps in previous curriculum
  - This is a BIG deal

CSE351’s role in new CSE Curriculum

- Pre-requisites
  - 142 and 143: Intro Programming I and II

- One of 6 core courses
  - 311: Foundations I
  - 312: Foundations II
  - 331: SW Design and Implementation
  - 332: Data Abstractions
  - 351: HW/SW Interface
  - 352: HW Design and Implementation

- 351 sets the context for many follow-on courses
CSE351’s place in new CSE Curriculum

The HW/SW Interface
Underlying principles linking hardware and software

Evaluation

- Survey Form – standard questions you’ve seen before
- Additional Questions
  - For ABET accreditation of our Computer Engineering program
  - Specific questions to this course
- Yellow Sheets
  - open format, what you really think of what happened this quarter
  - textbook (readability, denseness, problems, cost, …)
  - assignments (utility, time commitment, appeal, …)
  - exams (coverage, fairness, correlation to assignments, …)
  - topics (remove, add, change coverage, …)
  - mix of work (reading, programming, problems, section, …)
  - grading scheme (relative weights of exams, assignments, participation, …)
  - section (lab or section?, interactive exercises, debugging, topics, …)
The Hard Things to Evaluate

- What will you remember in going on to next core courses?
- What will you remember in senior year, for later courses?
- Will this have an impact on ability to get internships/jobs?
- Will this enable deeper participation in range of research?

- This will take several years to assess
- CSE351 will likely evolve with every instructor – moving target
- Negotiation of content with follow-on courses
  - e.g., use of X86/Y86 for implementation in 352
  - e.g., overlap with topics in 333 (systems programming), 390A (unix)
  - e.g., sufficiency of background from 142/143

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- Thanks for the privilege of being your instructor this quarter
  - You were a fantastic class, great questions, great attitude
- Thanks for your patience as we learned about the class
  - You were wonderful “guinea pigs” for this “first edition” experiment
  - Your fellow students will appreciate all of your comments/input
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  - Andrew (for all the grading)
  - Ben (for adapting all the programming assignments)
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