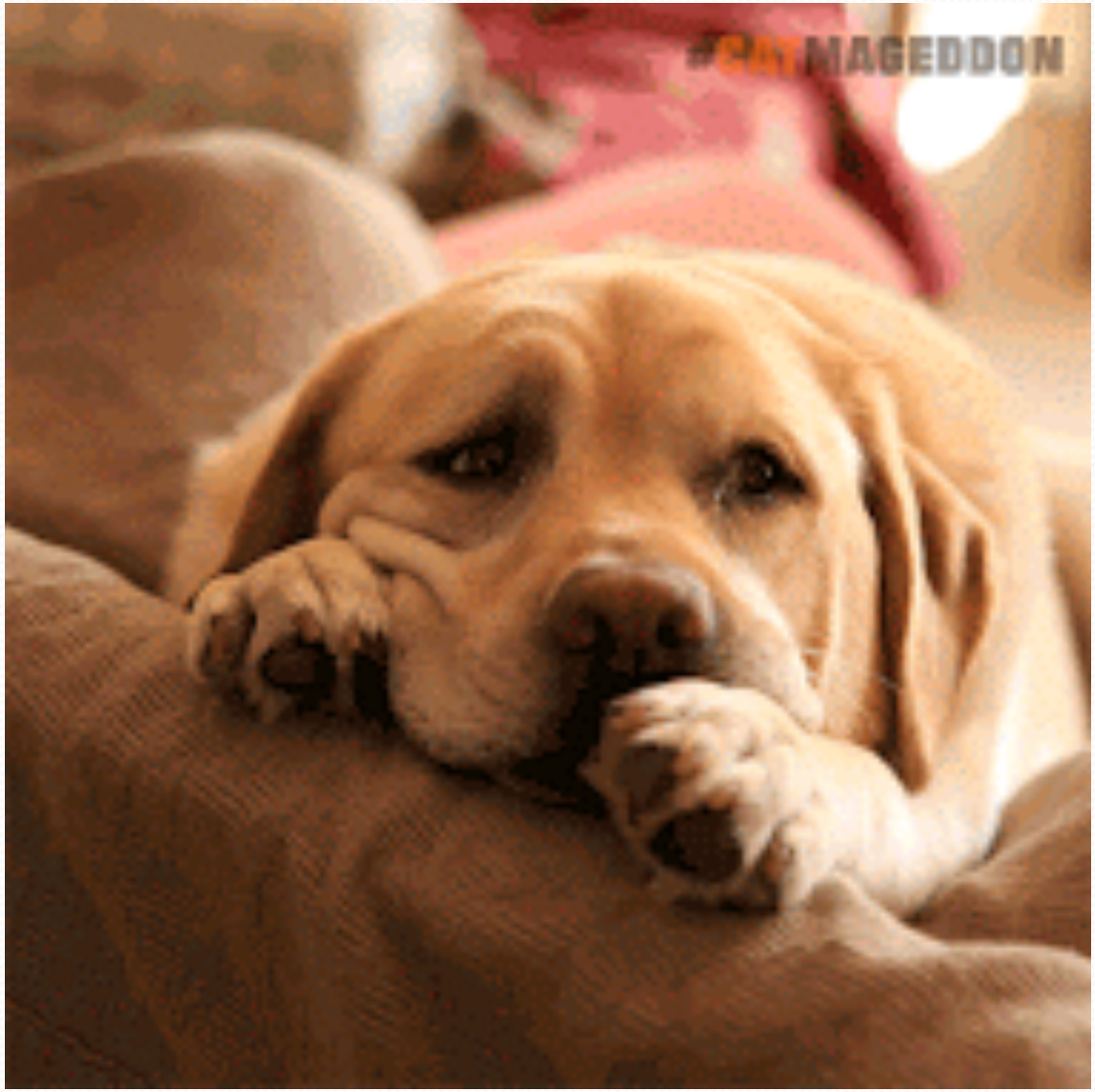
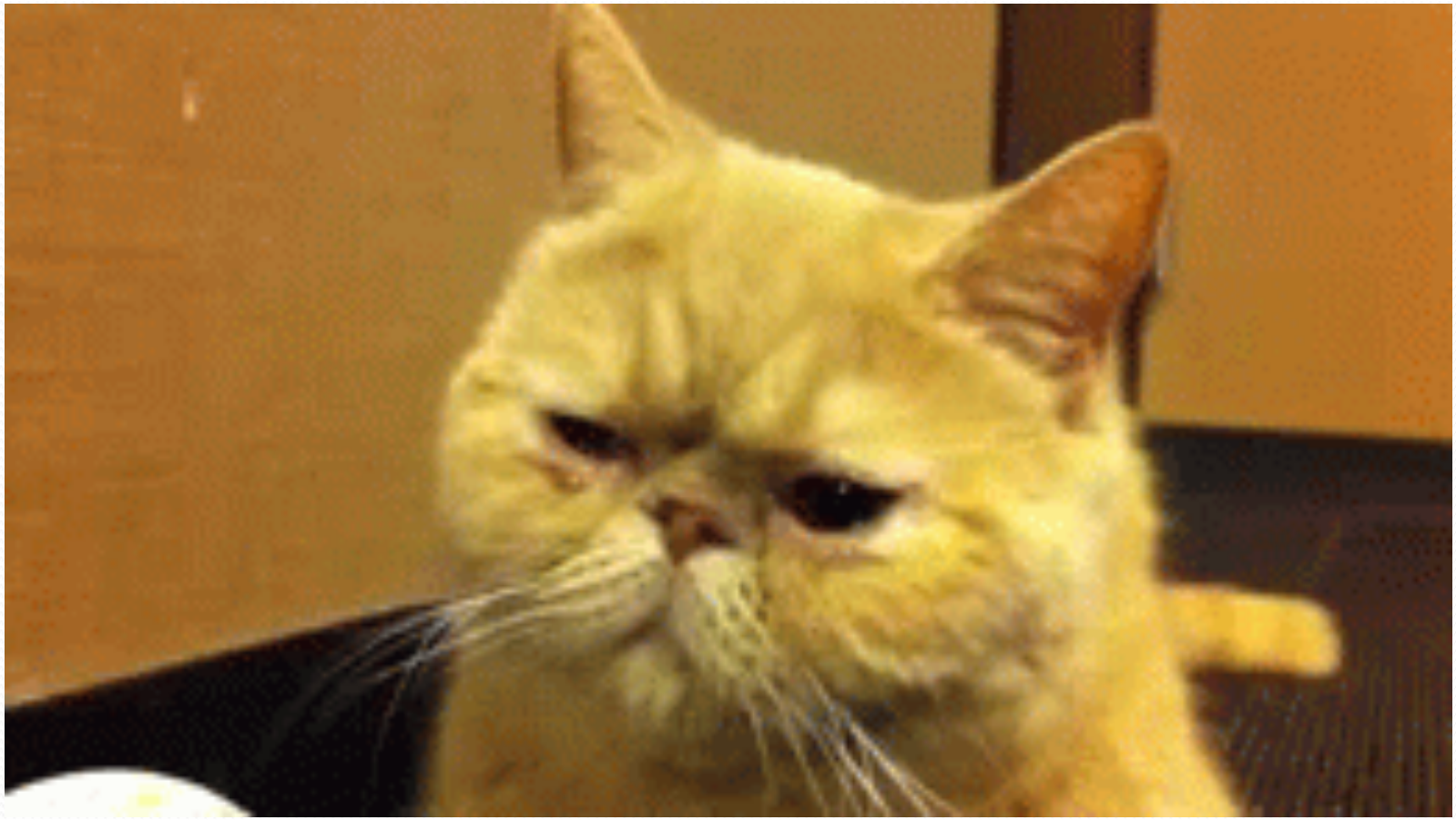

#CATMAGEDDON


m-istica



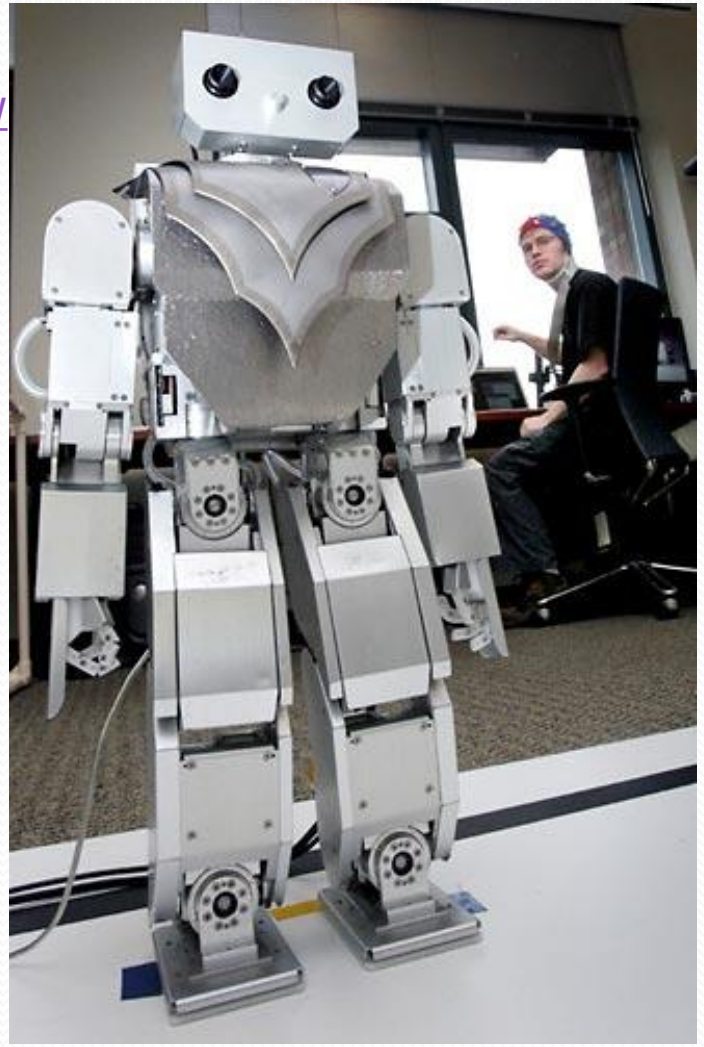

YEAH-YOUGOTME

Major themes

- Abstraction
  - Leverage existing components without understanding details
  - Create components that can be used as black boxes
- Design tradeoffs
  - Algorithm analysis - scalability and growth
  - Keeping code easy to read for maintainability
- Recursion
  - Reason about problems in terms of self-similarity
  - Write very short code to achieve complex behaviors
- Art – "A programmer who subconsciously views himself as an artist will enjoy what he does and will do it better." (Knuth)

Beyond programming

- Mind-controlled robots
  - http://www.youtube.com/watch?v=TQ7EOpPNQyw
- Muscle-controlled interfaces
  - http://www.youtube.com/watch?v=pktVSTwC8qo
- 3D models from pictures
  - http://www.youtube.com/watch?v=25Yifq70elY
- Face aging
  - http://www.youtube.com/watch?v=fLQtssJDMMc
- Animation
  - http://www.youtube.com/watch?v=b4kkPlLdMvI
- Security
  - http://www.pbs.org/wgbh/nova/tech/tadayoshi-kohno.html



What project?

- Little text-processing applications
  - identify lines above 100
  - remove line-breaks
- Add a GUI to the random sentence generator
- Automate chemistry, physics, calculus problems, etc
- Find quotes by keyword in books
- What are you currently doing that a computer could do?

What language?

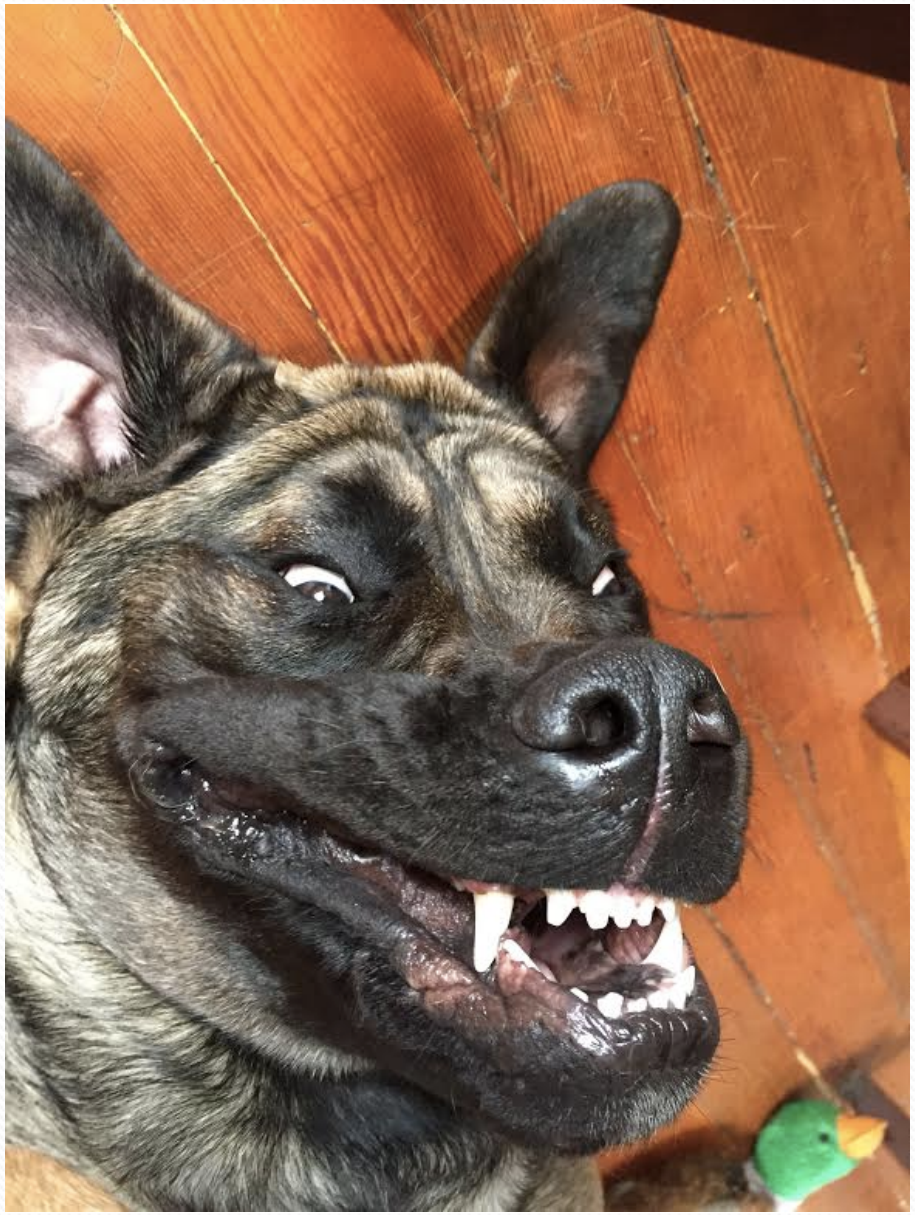
- Expanding your Java knowledge with a project is valuable

- Pick a project, see what language is most appropriate
  - iOS: Swift
  - Android: Java
  - Client-side web: Javascript (many frameworks to choose from)
  - Beautiful visuals: Processing
  - Quick data processing: Python
  - Embedded systems: C/C++

- Learn a new paradigm
  - Functional languages: Racket, Haskell (now, Java 8, too!)

Leveraging existing code

- Processing language
  - http://nlp.stanford.edu/software/
- Building games
  - http://lwjgl.org/
  - http://jbox2d.org/ (with physics!)
- Processing biological data
  - http://biojava.org/wiki/Main_Page
- Accessing Facebook data
  - http://restfb.com/
- Making music
  - http://www.jfugue.org/



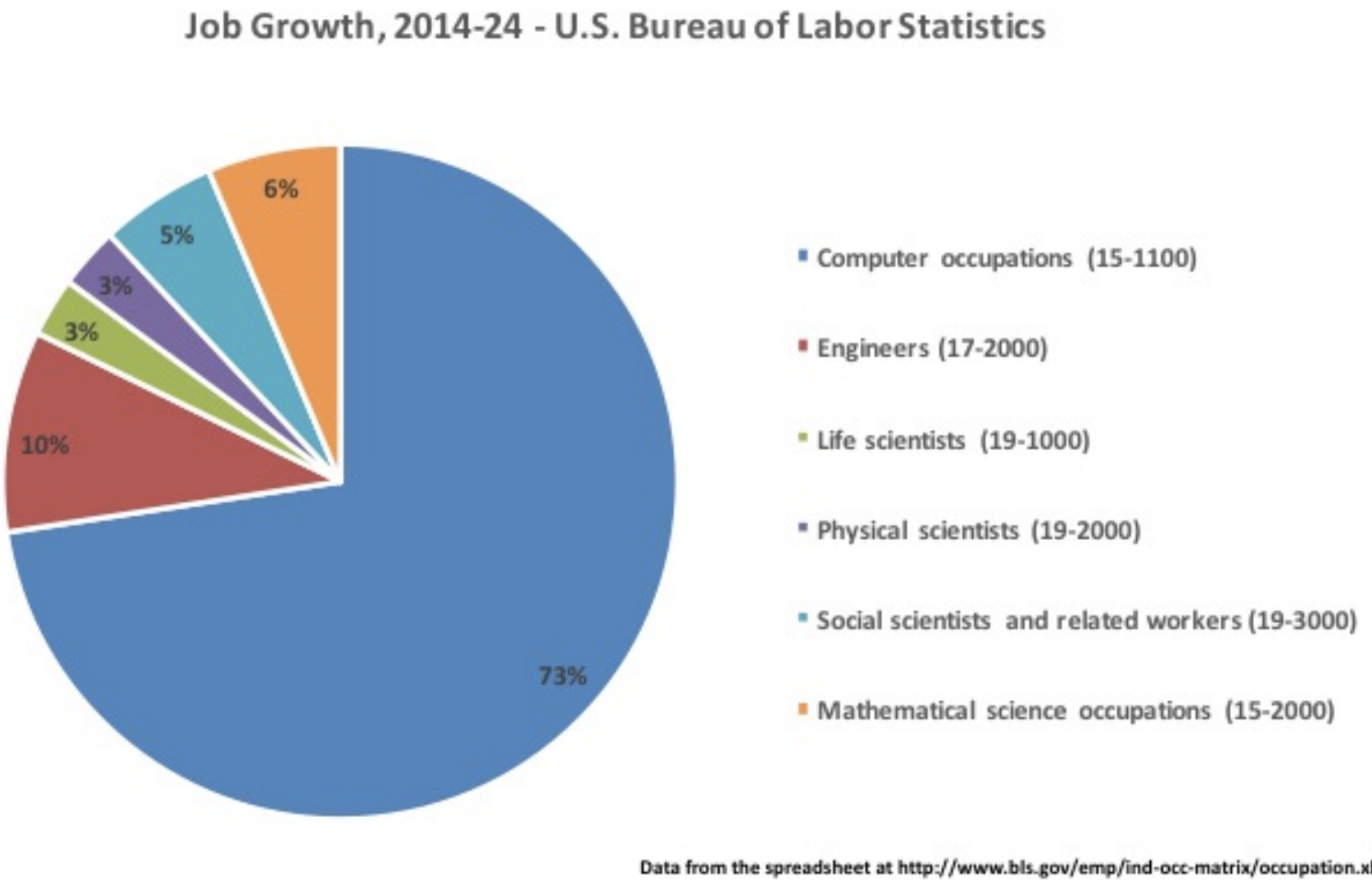
Courses?

- CSE non-majors
  - CSE 154: Web Programming
  - CSE 373: Data Structures and Algorithms
  - CSE 374: Programming Concepts and Tools (C/C++, Linux, ...)
  - CSE 131: Digital Photography
  - CSE 460: Animation Capstone (open to all majors)
- CSE majors
  - CSE 311: (Mathematical) Foundations of Computing
  - CSE 332: Data Abstractions (Data Structures and Algorithms)
  - CSE 331: Software Design and Implementation
  - CSE 341: Programming Languages
  - CSE 344: Intro to Data Management (and databases)
  - CSE 351: Hardware/Software Interface
- INFO, AMATH, DXARTS, ...

Weekly meetings

- Change – technologies for low-income regions
  - http://change.washington.edu/
- Dub – human-computer interaction and design
  - http://dub.washington.edu/

Computing & Jobs



Data from the spreadsheet at http://www.bls.gov/emp/ind-occ-matrix/occupation.xlsx

Roles in Industry

- Software Developer/Software Engineer
  - Builds and designs software
  - Includes designing and engineering architecture of a software system as well as programming
- Product Manager (PM)
  - Designs and makes decisions regarding the overall product
  - Works with people across disciplines at the company
  - Role can be different at different companies
- Site Reliability Engineer (SRE)
  - Responsible for ensuring that systems and services are available and responsive
- Test/QA
  - Write and design tests of the product

Internships

- Various career fairs around campus.
- Start looking early!
- Cast a broad net and interview lots of places
- For those just starting out
  - Microsoft Explorer Program –
  - Google Engineering Practicum -

What Do I Do?

- When I'm not teaching, I work at Sift Science, a startup in San Francisco, as a Software Developer
- Sift Science uses large scale machine learning to help online businesses detect fraud
- Small company (~100). Work closely with people in different disciplines across the company
- Full-stack, primarily focusing on front-end development
  - Frontend uses React, Facebook's javascript framework
  - Backend uses Java!

Small vs Big Company?

- Small Company
  - Lots of autonomy and impact within the company
  - Often move quickly
  - Breadth – get to work on many projects and with many types of people
- Large company
  - Large data sets, impact many users
  - Lots of support and infrastructure to do your job well
  - Depth – get to focus on specific areas of a project