Introduction to CSE 331
Software Design & Implementation

CSE 331
University of Washington

Michael Ernst

Welcome to CSE 331!

CSE 331 will teach you how to write correct programs

- What does it mean for a program to be correct?
  - Specifications
- What are ways to achieve correctness?
  - Principled design and development
  - Abstraction, modularity
  - Documentation
- What are ways to verify correctness?
  - Testing
  - Reasoning and verification
- Moving beyond novice programmer
  - Larger programs
    - Small programs are easy; complexity changes everything
  - Effective use of tools: Java, IDEs, debuggers, JUnit, Javadoc, Subversion
    - The principles are ultimately more important than the details

Course staff

- Lecturer:
  - Michael Ernst
- TAs:
  - Krysta Yousoufian
  - Jackson Roberts
  - Michael Hotan
  - Alex Eding

Ask us for help!

Managing complexity

- Abstraction and specification
  - Procedural, data, control flow
  - Why they are useful and how to use them
- Writing, understanding, and reasoning about code
  - The examples are in Java, but the issues are more general
  - Object-oriented programming
- Program design and documentation
  - What makes a design good or bad (example: modularity)
  - The process of design and design tools
- Pragmatic considerations
  - Testing
  - Debugging and defensive programming
  - Managing software projects

The goal of system building

- To create a correctly functioning artifact!
- All other matters are secondary
  - Many of them are *essential* to producing a correct system
- We insist that you learn to create correct systems
  - This is hard (but fun and rewarding!)

Why is building good software hard?

- Large software systems are enormously complex
  - Millions of "moving parts"
- People expect software to be malleable
  - After all, it's "only software"
  - Software mitigates the deficiencies of other components
- We are always trying to do new things with software
  - Relevant experience often missing

- Software engineering is about:
  - Managing complexity
  - Managing change
  - Coping with potential defects
    - Customers, developers, environment, software

Programming is hard

- It is surprisingly difficult to specify, design, implement, test, debug, and maintain even a simple program
- CSE 331 will challenge you
- If you are having trouble, *think* before you act
  - Then, look for help
- We strive to create assignments that are reasonable if you apply the techniques taught in lecture
  - ... but hard to do in a brute-force manner
  - There is a method to our madness

Prerequisites

- Knowing Java is a prerequisite
  - We assume you have mastered 142 and 143

Examples:
- Sharing:
  - Distinction between `==` and `equals()`
  - Aliasing (multiple references to the same object)
- Subtyping
  - Varieties: classes, interfaces
  - Inheritance and overriding
- Object-oriented dispatch:
  - Expressions have a compile-time type
  - Objects/values have a run-time type

Logistics

- Website:
  `http://www.cs.washington.edu/cse331`

- See the website for all administrative details

- Read the handouts and required texts

- Take notes

- First assignment will be posted today

- You get 4 late days throughout the quarter
  - No other extensions (contact the instructor if you are hospitalized)

Academic Integrity

- Honest work is required of an engineer
- Collaboration policy on the course web. **Read it!**
  - Discussion is permitted
  - Carrying materials from discussion is not permitted
  - Everything you turn in must be your own work
    - Cite your sources, explain any unconventional action
  - You may not view others' work
  - If you have a question, ask
- I trust you completely
- I have no sympathy for trust violations – nor should you