

# CSE 331 wrapup

CSE 331  
University of Washington

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# Goal from 10 weeks ago

Move beyond being a novice programmer:

- Principled, systematic programming: What does it mean to get it right? How do we know when we get there? What are best practices for doing this?
- Effective use of languages and tools: Java, IDEs, debuggers, JUnit, Javadoc, Subversion
  - The principles are ultimately more important than the details
- Larger programs

A huge **thanks** to the folks who made it work



**Krysta Yousoufian**



**Jackson Roberts**



**Michael Hotan**



**Alexander Eding**

# CSE 331 goals

Enable students to

- manage complexity
- ensure correctness
- write modest programs

# CSE 331 topics

## Manage complexity:

- Abstraction
- Specification
- Modularity
- Program design & organization
  - OO design, dependences, design patterns, tradeoffs
- Subtyping
- Documentation

## Ensure correctness:

- Reasoning
- Testing
- Debugging

## Write programs:

- Practice and feedback
- Introduction to: tools (version control, debuggers), understanding libraries, software process, requirements, usability

# Divide and conquer: Modularity, abstraction, specs

No one person can understand all of a realistic system

**Modularity** permits focusing on just one part

**Abstraction** enables ignoring detail

**Specifications** (and **documentation**) formally describe behavior

**Reasoning** relies on all three to understand/fix errors

Or to **avoid** them in the first place

# Getting it right ahead of time

Design: predicting implications

Example: understanding interconnections, using module dependency diagram (MDD)

Understanding the strengths and weaknesses

If you don't understand a design, you can't use it

Documentation matters!

# Documentation

Everyone wants good documentation when **using** a system

Not everyone likes **writing** documentation

Documentation is often the most important part of a user interface

What's obvious to you may not be obvious to others

An undocumented software system has zero commercial value.

John Chapin  
CTO of Vanu, Inc.





# Testing

Helps you understand what you didn't understand while designing and implementing

A good test suite exercises each behavior

Theory: revealing subdomains, proves correctness

Practice: code coverage, value coverage, boundary values

Practice: testing reveals errors, never proves correctness

A good test suite makes a developer fearless during maintenance

# Maintenance

- Maintenance accounts for most of the effort spent on a *successful* software system
  - often 90% or more
- A good design enables the system to **adapt to new requirements** while maintaining quality
  - Think about the long term, but don't prematurely optimize
- Good documentation enables others to understand the design

# Correctness

In the end, **only correctness matters**

*Near*-correctness is often easy!

*Correctness* can be difficult

How to determine the goal?

Requirements elicitation

Design documents for the customer

How to increase the likelihood of achieving the goal?

Unlikely without use of modularity, abstraction, specification, documentation, design, ...

Doing the job right is usually justified by return on investment (ROI)

How to verify that you achieved it?

Testing

Reasoning (formal or informal) helps!

Use proofs and tools as appropriate

Returnin gave a little practice

# Working in a team

No one person can understand all of a realistic system

- Break the system into pieces

- Use modularity, abstraction, specification, documentation

Different points of view bring value

Work effectively with others

- Sometimes challenging, usually worth it

Manage your resources effectively

- Time, people

- Engineering is about tradeoffs

Both technical and management contributions are critical

# How CSE 331 fits together

<b>Lectures: ideas</b>	<b>⇒ Assignments: get practice</b>
Specifications	⇒ Design classes
Testing	⇒ Write tests
Subtyping	⇒ Write subclasses
Equality & identity	⇒ Override equals, use collections
Polymorphism	⇒ Write generic class
Design patterns	⇒ Larger designs
Reasoning, debugging	⇒ Correctness, returnin
Events	⇒ GUIs
Usability, teamwork	⇒ (For fun and for future use)

# What you have learned in CSE 331

Compare your skills today to 10 weeks ago

Theory: abstraction, specification, design

Practice: implementation, testing

Theory & practice: correctness

Bottom line: The assignments would be **easy** for you today

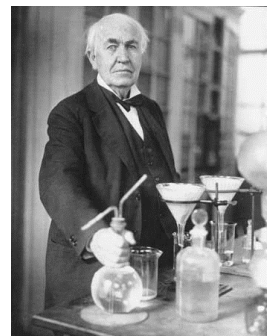
This is a measure of how much you have learned

**There is no such thing as a “born” programmer!**

Your next project can be more ambitious

Genius is 1% inspiration and 99% perspiration.

Thomas A. Edison



# What you will learn later

Your next project can be much more ambitious

Know your limits

Be humble (reality helps you with this)

You will continue to learn

Building interesting systems is never easy

Like any worthwhile endeavor

Practice is a good teacher

Requires thoughtful introspection

Don't learn *only* by trial and error!

# What comes next?

## Classes

- CSE 403 Software Engineering
  - Focuses more on requirements, software lifecycle, teamwork
- Capstone projects
- Any class that requires software design and implementation

## Research

- In software engineering & programming systems
- In any topic that involves software

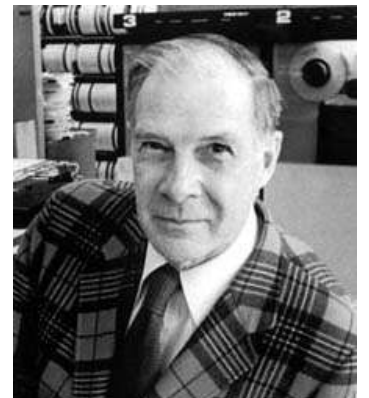
## Having an impact on the world

- Jobs (and job interviews)
- Larger programming projects

The purpose of computing is insight, not numbers.

Richard W. Hamming

*Numerical Methods for Scientists and Engineers*





# Go forth and conquer

System building is fun!

It's even more fun when you build it successfully

Pay attention to what matters

Use the techniques and tools of CSE 331 effectively