CSE 331
Software Design & Implementation

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Spring 2014

Course Wrapup

Today

- Administrivia
- Project demos
- A look back at CSE 331
  - High-level overview of main ideas and goals
  - Connection to homeworks
  - Context
- Also:
  - Thank-yous
- Last 20 minutes for course evaluations

Administrivia

Final exam

- Tuesday, 2:30-4:20
- Comprehensive but weighted towards the 2nd half of the course
- Old exams on the web
  - Some questions won't apply if we didn't do similar things this quarter
- Last minute Q&A review Monday, 4:30, EEB 037

Projects

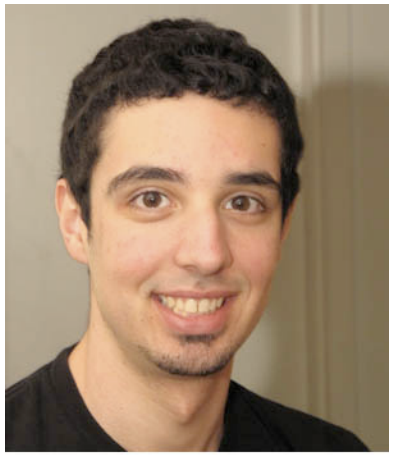
- Let's see what you've done….

CSE 331

What was it all about?

But first….

Huge thanks to the folks who made it work



Alex Mariakakis

Karina Jain

Vinod Rathnam

Sarah Wai

3 slides from Lecture 1…

10 weeks ago: Welcome!

We have 10 weeks to move well beyond novice *programmer*:

- Larger programs
  - Small programs are easy: "code it up"
  - Complexity changes everything: "design an artifact"
  - Analogy: using hammers and saws vs. making cabinets (but not yet building houses)
- Principled, systematic software: What does "it's right" mean? How do we know "it's right"? What are best practices for "getting it right"?
- Effective use of languages and tools: Java, IDEs, debuggers, JUnit, JavaDoc, Subversion, …
  - Principles are ultimately more important than details
    - You will forever learn details of new tools/versions

10 weeks ago: Goals

- CSE 331 will teach you to 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 and modularity
  - Documentation
- What are ways to verify correctness?
  - Testing
  - Reasoning and verification

10 weeks ago: Managing complexity

- Abstraction and specification
  - Procedural, data, and control flow abstractions
  - Why they are useful and how to use them
- Writing, understanding, and reasoning about code
  - Will use Java, but the issues apply in all languages
  - Some focus on object-oriented programming
- Program design and documentation
  - What makes a design good or bad (example: modularity)
  - Design processes and tools
- Pragmatic considerations
  - Testing
  - Debugging and defensive programming
  - [more in CSE403: Managing software projects]

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 avoid them in the first place
  - Proving, testing, debugging: all are intellectually challenging

How CSE 331 fits together

Lectures: ideas	⇒ Assignments: get practice
Specifications	⇒ Design classes
Testing	⇒ Write tests
Subtyping	⇒ Write subclasses
Equality & identity	⇒ Override equals, use collections
Generics	⇒ Write generic classes
Design patterns	⇒ Larger designs; MVC
Reasoning, debugging	⇒ Correctness, testing
Events	⇒ GUIs
Systems integration	⇒ N/A

What you have learned in CSE 331

Compare your skills today to 10 weeks ago

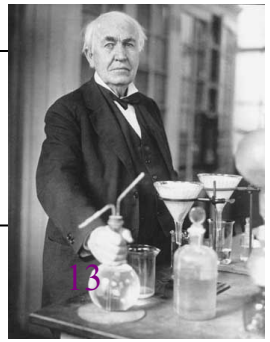
- Theory: abstraction, specification, design
- Practice: implementation, testing
- Theory & practice: correctness

Bottom line aspiration: Much of what we've done 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!

> Genius is 1% inspiration and 99% perspiration.
> Thomas A. Edison



What you will learn later

- Your next project can be much more ambitious
  - But beware of "second system" effect
- 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!
  - Voraciously consume ideas *and* tools

What comes next?

Classes

- CSE 403 Software Engineering
  - Focuses more on requirements, sofware 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

Last slide

- System building is fun!
  - It's even more fun when you're successful
- Pay attention to what matters
  - Take advantage of the techniques and tools you've learned (and will learn!)
- On a personal note:
  - Stay in touch. It's great to find out how things are going later in CSE and beyond….

    (And I'm always looking for more great TAs ☺)