CSE 333
Lecture 22 -- wrapup

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Final exam Wednesday, 2:30-4:20

- Topic list and old exams on the web
  ‣ Anything all quarter is possible, but biased toward 2nd half
- Last minute Q&A Tuesday, 4:30, GUG 218
So what have we been doing for the last 10 weeks?
Course goals

Explore the gap between

- Intro: the computer is a magic appliance that runs programs
- CSE 351: the computer is a stupid appliance that executes really, really simple instructions (really fast)
Course map: 100,000 foot view

Hardware:
- CPU
- memory
- storage
- network
- GPU
- clock
- audio
- radio
- peripherals

Operating system:
- C application
  - C standard library (glibc)
- C++ application
  - C++ STL / boost / standard library
- Java application
  - JRE

OS / app interface (system calls)

HW/SW interface (x86 + devices)
Goals

Skills

- Programming closer to the hardware: C/C++
- Disciplined design, testing, debugging

Knowledge

- OS interface and semantics, languages, some networking
- A deep(er) understanding of “the layer below”

› quiz: when is the data safely on disk after a write? Actually received over the network? How many copies are made along the way?
Main topics

C Programming, tools, and workflow
Memory management
System interfaces and services (files, etc.)
C++: the 800-lb gorilla of programming languages
- “better C” + classes + STL + smart pointers + …
Networking basics: TCP/IP, sockets, …

Drilling deeper…
The C/C++ Ecosystem

System layers: C/C++, libraries, operating system

Building programs
- `cpp`: `#include`, `#ifndef`, and all that
- `compiler (cc1)`: source $\rightarrow$ `.o`
- `loader (ld)`: `.o + libraries \rightarrow$ executable
Program execution

What’s a process?

- Address space
- Thread(s) of execution
- Environment (arguments, open files, …)
C language

Structure of C programs

- Header files and implementations; declaration vs definition
- Internal vs external linkage
- Standard types and operators (scalars including things like uint64_t, structs, arrays, typedef, etc.)
- Functions: defining, using, execution model
- Standard libraries and data structures (strings, streams, ...)
  - C standard library, system calls, and how they are connected
- Handling errors in a language without exception handling
  - return codes, errno, and friends
Memory

**Object scope and lifetime** (static, automatic, dynamic)

**Pointers and associated operators** (`,`, `*`, `-`, `[ ]`)
- Using pointers for call-by-reference as well as linked data

**Dynamic memory allocation** (malloc/free; new/delete)
- Who is responsible for dynamic memory & what happens if not done right (dangling pointers, memory leaks, ...)

**Tools:** debuggers (gdb), monitors (valgrind), ...
- Most important tool: thinking(!)
C++ (and C++11)

A “better C”
- Type-safe streams and memory mgmt (new, delete, delete[ ]), etc.

References and const

C with classes (and objects)
- Constructors, copy constructor, destructor, assignment

Subclasses and inheritance
- Dynamic vs static dispatch & why it matters, virtual functions, vtables
- Pure virtual functions and abstract classes

C++ casts - what are they and why so many (compared to C)?
Templates, STL, and smart ptrs

Templates: parameterized classes and functions
- How the idea is similar to Java generics and what’s different
- How C++ implements templates (expansion)

STL: basics = vector, list & map containers and iterators
- Copy semantics

Smart pointers: unique, shared, and weak
- Reference counting, resource management

Using class heirarchies with STL
- Pointer vs value semantics, assignment slicing
Networking

Layered protocol model, particularly TCP and IP
- What they do, how they are related, how they differ

Network addressing and protocols: IP addresses, DNS, IPv4, IPv6, ports

Application protocols: where HTTP fits in the scheme
Network Programming

Client side
1. get IP address / port
2. create socket
3. connect socket to server
4. read / write data
5. close socket

Server side
1. get IP address / port
2. create socket
3. bind socket to address / port
4. indicate that socket is a listener
5. accept connection from client
6. read / write data
7. close socket
Concurrency

Why?
- Better resource utilization
- Better throughput

Processes
- Heavyweight, isolated, created by cloning: fork()

Threads
- Lightweight, share address space, pthreads

Synchronization (particularly threads)
- What are the main issues?
Processes vs threads on one slide

- OS kernel [protected]
- Stack
- Shared libraries
- Heap (malloc/free)
- Read/write segment 
  .data, .bss
- Read-only segment 
  .text, .rodata

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Parent

Child

fork()
Phew! That’s it!!

But that’s a lot!!

Studying for the exam
- Review lecture slides, assignments, exercises
- Try some of the end-of-lecture problems for practice
- Look at old exams and topic list on the web
  ‣ Try the old exam questions first, before looking at answers
- Study groups! Ask questions / trade ideas on the discussion board! Ask course staff questions!
- The goal is learning and mastery
That’s it (almost)

But first, ...
This doesn’t happen without great help!
Thanks!!

Course staff:

Phillip Dang
Renshou Gu
Josh Nazarian
Joshua Rios
Bruce Wen
Reid Zhang
One more thing...

Course evals

- Constructive feedback (positive we hope, but negative when called for) is what helps us get better
- Please fill out online before it closes
Congratulations and good luck on the exam!!

You’ve learned a lot – go out and build great things!!!

See you Wednesday!