

# CSE 333 – SECTION 10

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More classes & review

# Course Evals

- We care about your feedback
- Please fill them out 😊

# HW4

- How's HW4 going? Any Questions?
- **Due Saturday Night**
  - Reality is that hw4 must be committed/pushed/tagged/checked by 11 pm Saturday night
    - No late submission after that, no further late days.

# Final Exam

- No final exam

# What We Learned

- C Programming
- POSIX
- C++ Programming
- Networks
- Threads

# CSE 451 – Operating Systems

- This class is called “systems programming”
  - We hope you learned to interact with the OS
  - “magic OS stuff” kept mostly hidden in CSE 333
- If you want to understand the “Magic OS” stuff, take this!
- Usually considered a “must take” class
- Usually in C 😊
- Partner class!
- Lots of work, but very rewarding!

# CSE 452 – Distributed Systems

- Like OS, but understanding how multiple systems will interact with each other and over a network
- Doesn't require OS
- More theory to it than you'd think
- Lots of work (project is big and confusing)
- Usually hard to get in to the course
- Hard, but very very cool. Would strongly recommend.

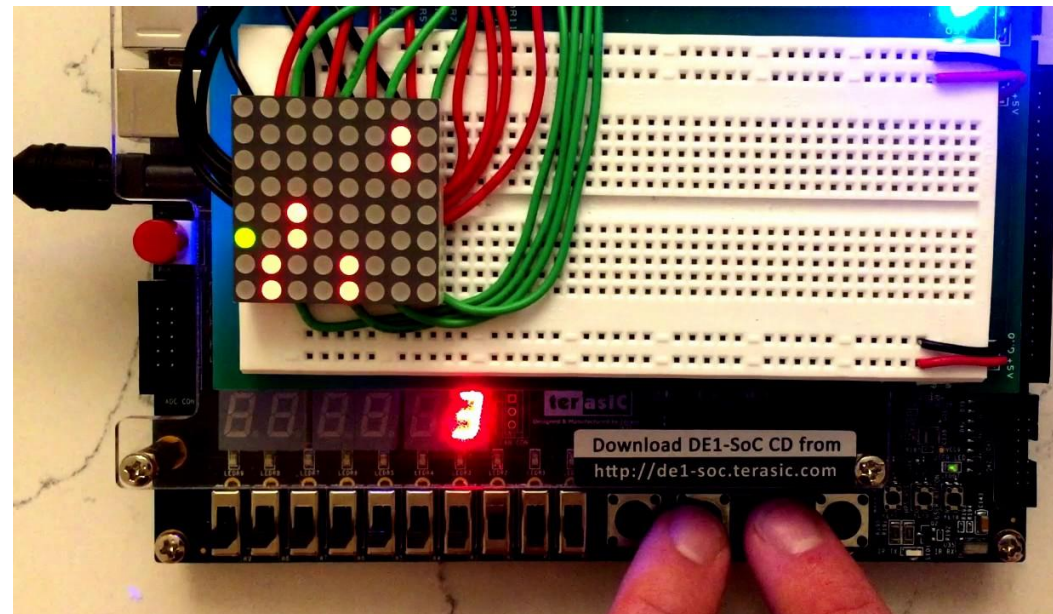
# Web Programming!

- In case you liked doing the html part of HW4 (for some reason)
- In case building a website like 333gle is really cool to you
- CSE 154 – Web Programming
  - JavaScript, HTML, CSS, (Python maybe?)
  - More hands on and helpful like 142
  - Not as harsh as 14x
- CSE 442
  - JavaScript, D3, Tableau
  - More focused on learning to make viz
- INFO 340
  - I've been told it is good by other CS majors



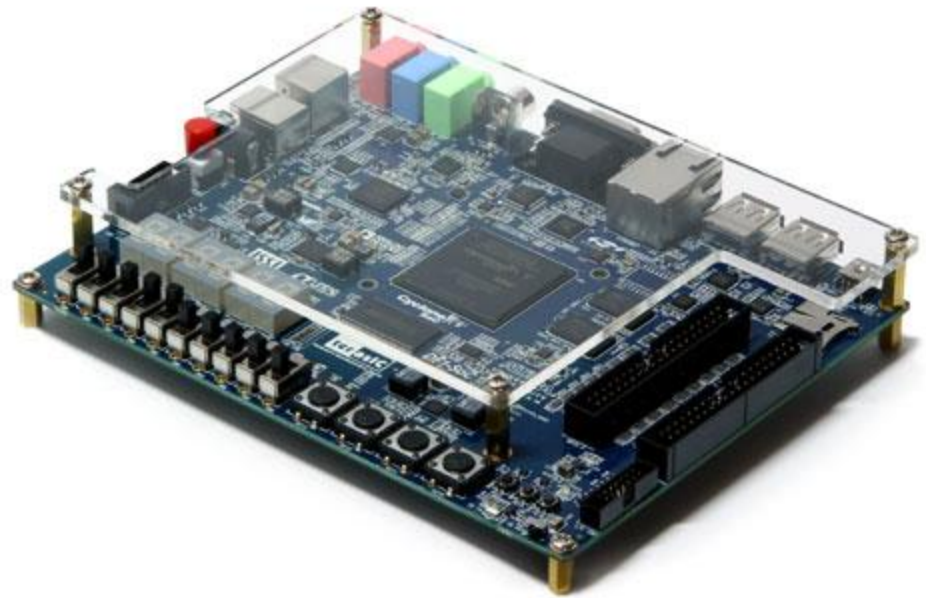
# CSE 369 / ECE 271 Digital Design

- Learn some of how computers work
  - Internal Clocks inside computers
- Learn about bytes & bit manipulations
- Deals with some Boolean algebra
- “Hardware applications of some of 311”
- It is all in SystemVerilog!



# CSE/ECE 371 Adv. Digital Design

- If you liked SystemVerilog from previous course (271/369)
- Pretty much, you do more Verilog and a little C

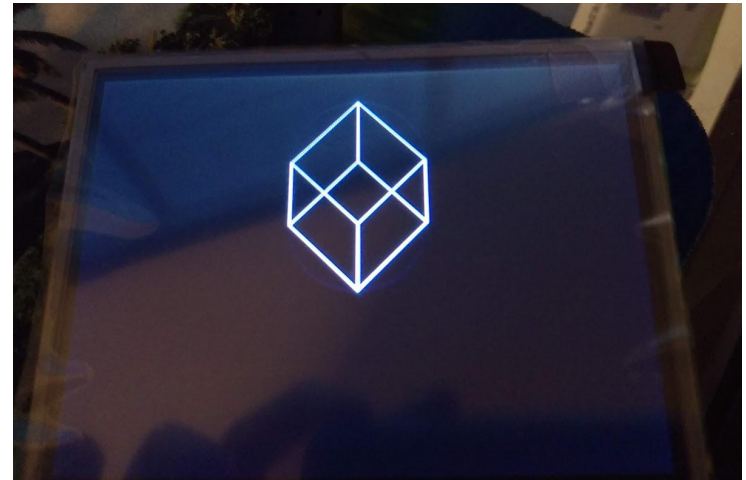


# CSE/ECE 469 & 470 Computer Arch.

- If you want to now even lower level details into what makes your computer.
- Goes into some processor design, instruction set details, pipelining etc. (Cool stuff)
- Varies from professor to professor
- Could be group work
- In either System Verilog or C

# CSE/ECE 474 –Embedded Systems

- If you like C programming, and what we showed in concurrency
- You learn how to interact with a computer with limited ram, and other resources
- Learn How this computer acts different due to “Real Time” requirements.
- C, Team & Partner work
- Can be a lot of work
- you need background info



# CSE 461 - Networks

- We did a “basic” understanding of how networks work
- We mainly just understood how it works in C and with POSIX
  
- Want more network stuff?
- Any language you want (and some required python)
  
- Teams & Group work

# CSE 332 – Data Stucts & Parallelism

- If you like concurrency, then you'll hopefully like the last part of this class!
- Required to take it anyways
- Team work (usually)
- Cool course 😊
- In java 😞

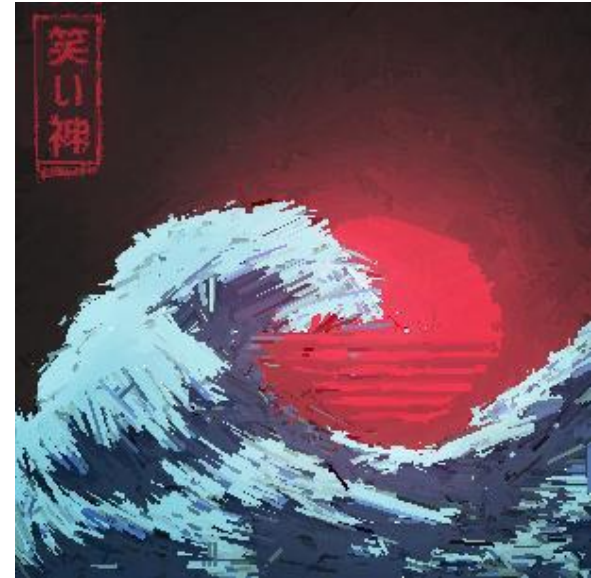
# CSE 455 – Computer vision

- Requires 333
- Deals with bytes in an image
  - This part is in C 😊
- Deals with ML
  - “New ways” to do computer vision via ML
- Sometimes, these are the people making attu slow 😞



# CSE 457 - Graphics

- Cool, but hard
- Requires 333
- Lots of C/C++, some (light) linear algebra & physics
- If you want to do graphics, you have to do it in C++
- You will make cool artifacts in this course!
- Skeleton code provided is not documented well and a little bit “spaghetti” 😞





# CSE 401 - Compilers

- Does not require CSE 333
- You have a project that has you:
  - Scan a java program into tokens
  - Parse the tokens into a “program tree”
  - Generate symbol table
  - Check semantics
  - Outputs runnable assembly
- Course is cool, incorporates aspects of CSE 331, CSE 311, and CSE 351
- In java, but still a great course!

# CSE 484 - Security

- Cool course, but not just systems
- You learn about security generally
- This includes understanding some system security flaws (in C/C++, buffer overflow attacks).
- First lab in the course is in C
- Considered light workload, but still cool 😊

# TA-ing

- You are all well enough equipped to TA CSE333, CSE351, CSE374 and others.
- You do NOT have to 4.0 a class to TA it (I didn't 4.0 this class)
- You do NOT have to be a super social person
- TA-ing will reinforce your understanding of any material
- If you think you would be interested, I would highly recommend reaching out and giving it a try.
- If interested, but scared
  - We have TA training for this
  - Feel free to talk to me or another TA/Professor about it. We are happy to chat :)

# Courses in C/C++

- CSE 351
- CSE 333
- CSE 374
- CSE 451
- CSE 455
- CSE 457
- CSE 474
- CSE 484

Ask us Anything!!



Good Luck <3

