CSE 374
Programming Concepts & Tools

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Winter 2015

Lecture 1 – Course Introduction

(thanks to Hal Perkins)

Welcome!

- We have 10 weeks to move to a level well above novice programmer:
  - Command-line tools/scripts to automate tasks
  - C programming (lower level than Java; higher than assembly)
  - Tools for programming
  - Basic software-engineering concepts
  - Basics of concurrency
- That's a lot!
- Get used to exposure, not exhaustive investigation
  - This is not intro programming anymore

Today

- In class today
  - Course mechanics
  - Overview and plan
  - Dive into the *command shell*
- By next time
  - Get going on homework 0
    - Due Wednesday night!!
    - Goal: Get a login shell on your Linux machine (probably CSE VM or klaatu) so you're ready to go!
  - Start reading Linux Pocket Guide (pp. 1-36 [1-33 1st ed] for sure; skim other parts for interesting things)

Who

- Staff
  - Brandon Myers, instructor, bdmyers@cs, CSE 214
  - Soumya Vasisht, TA, vasisht@cs
  - Harley Montgomery, TA, wmonty@cs
  - York Wei, TA, yorkw@cs
  - Shan Yang, TA, shany3@cs

  Please email cse374-staff@cs, not individual staff
- You!
  - Over 70 people(!)
  - Take anonymous survey on hw0 to let us know your experience with C and Linux

If you're trying to add the course…

- Watch for positions to open up in the next couple of days as people adjust their schedules

- Please add your name to the signup list before you leave. Undergrad advising will notify this week about enrollment.

What

- 3 classes/week (slides, code, demos, questions)
  - Material online (often after class), but **TAKE NOTES!**
  - Advice: jot down keywords and ideas; look up details later
  - Advice: use class for concepts (*what* you can do); use documentation for details (*how*)
  - Advice: **experiment**! Try things later that day.
  - Warning: the slides are **not** nearly enough to learn everything you need. They are an outline, tour guide, orientation only.

Requirements

- 7 homeworks (+ / - 1) (55%)
  - 3 shell commands and scripting
  - 3 C programming
    - Later two of these use tools extensively
    - One is a team project (work in pairs)
  - 1 C++ programming
- 1 midterm (15%), 1 final (25%)
- Last 5% is citizenship, participation
- Collaboration: individual work unless announced otherwise; *never* look at or show your code to others
- Extra credit: when available, small effect on your grade if you do it – no effect if you don't

Academic Integrity

- Policy in handout and on the course web. **Read it!**
- Do your own work – always explain any unconventional action on your part
- I trust you completely
- I have no sympathy for trust violations – nor should you
- Honest work is the most important feature of a university. It shows respect for your colleagues *and yourself.*

Deadlines

- Turn things in on time!
- But things happen, so …
  - You have 4 late days to use this quarter
  - No more than 2 late days per assignment
  - Counted in 24 hour chunks (10 min = 24 hours)
  - On group projects, can only use if both partners have late days and both partners are charged
- That's it. No other extensions (but contact instructor if you are hospitalized)
- Advice: Save late days for the end of quarter when you (might) really need them

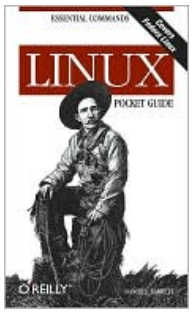
Breather!

1. Name?
2. Major?
3. one topic you want to learn in CSE374?
4. last place you traveled?

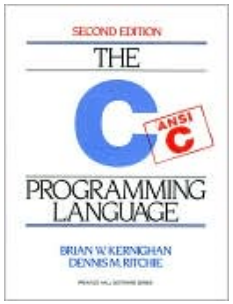
What to Expect

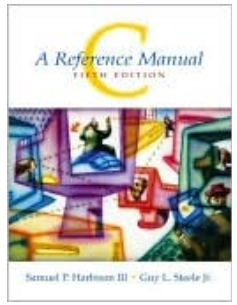
- Assignments may be less structured than you're used to
  - "Write a program that does this"
    - You need to figure out if you're getting the right output
    - Usually no "sample solution" to compare with (write your own tests)
  - Learning how to deal with this is part of the plan
- Learning how to learn things is part of the plan
  - Learn your way around man pages, books, online documents (Google *is* your friend – but only one of them)
  - But *don't* just cut-n-paste code to "get it to work"
    - You ***must*** *understand* why your code does what it does, and be able to explain it!
- Try stuff out! Modify examples!
  - The course is *much* harder if you only do the assigned work
  - *Don't* avoid learning new tools

Resources – Books



- Linux Pocket Guide: Enough Linux for CSE 374 and well beyond (you should have this). Either edition
- *C Programming Language* (K&R) – The classic Good for C & programming philosophy, examples + concise language & library reference (optional)
- *C: A Reference Manual* (Harbison & Steele) – Not listed as a text for CSE 374. More modern than K&R; best source for authoritative details about current C language/libraries.
- Others: O'Reilly publishes good books on many specific topics. Free online access via UW library (Safari Books Online; includes O'Reilly) Safari includes other good tech publishers/books.





So What is CSE 374?

- Something of a "laundry list of everything else", but…

  There is an amorphous set of things computer scientists know about and novice programmers don't. Knowing them empowers you in computing, lessens the "friction" of learning in other classes, and makes you a mature programmer.

- The goal is to give you a sense of what's out there and what you can expect – and how you can learn more later when you need to

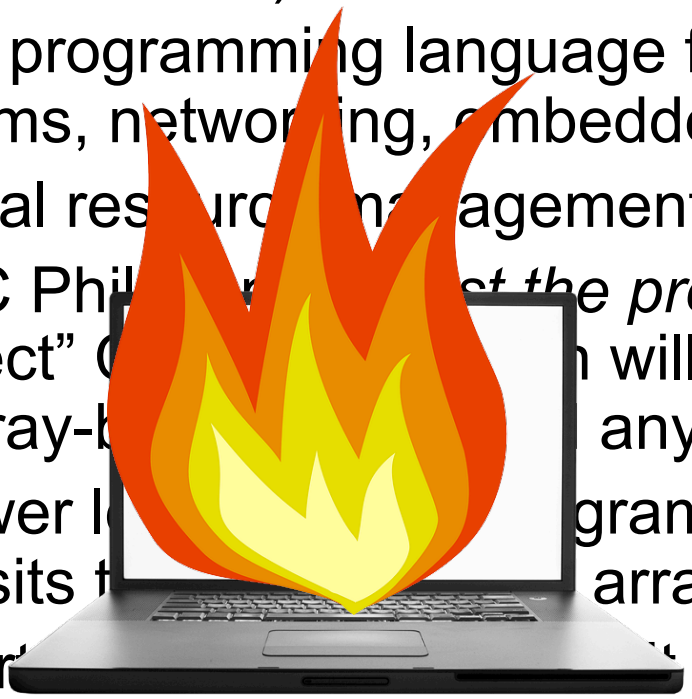
5 General Areas

1. The command line
   - Text-based manipulation of the computing environment
   - Automating (scripting) this manipulation
   - Using powerful *utility* programs

- Let the computer do what it's good at so you don't have to!
- We'll use Linux (an operating system) and bash (a *shell*) – but the concepts are not tied to these
- Idea: Knowing the name of what "ought to exist"
- Idea: Programming in a language designed for interaction

5 General Areas

2. C (and a little C++)
   - "The" programming language for operating systems, networking, embedded devices, …
   - Manual resource management
   - The C Philosophy: *Trust the programmer*, a "correct" C program will run a program with an array-bounds error, anything can happen
   - A "lower level" view of programming: all code and data sits in memory, memory is an array of bits"



- Idea: Partial knowledge is dangerous, don't let that deceive you!
- Idea: Learn to design before you write, and test often
- Use the best coding practices that we will teach you

5 General Areas

3. Programming tools – so far you have written programs and run them. There are programs for programming you should know about:
   - Compilers (vs interpreters)
   - Debuggers
   - Linkers
   - Recompilation managers
   - Version-control systems
   - Profilers
   - …

5 General Areas

4. Software development concepts – what do you need to know to write a million lines of code*?
   - Testing strategies
   - Team-programming concepts
   - Software specifications and their limits
   - …

*No, you will not write a million lines of code for CSE 374 this quarter, although it may seem like it at times…

5 General Areas

5. Basics of concurrency
   - it matters – most computers you can buy have (at least) 2 processors; that will be 16+ in a year or two
     - Understanding concurrency is *necessary* to be an effective programmer today
   - what happens when more than one thing can happen at once in a program?
   - Brand-new kinds of bugs (e.g., “data races”)
   - Approaches to synchronization (making two concurrent programs interact correctly)

Perspective

"There is more to programming than Java methods"

"There is more to software development than programming"

"There is more to computer science than software development"

So let's get started. . .

Linux Cycles

- We're somewhat agnostic about what you use
  - We provide a standard CSE Fedora linux – two flavors: remote login and virtual machine (next)
- Other environments are possible
  - Needs to be a fairly recent Linux distribution with standard tools, bash shell, gcc, utilities (Ubuntu, Fedora, others…)
  - Mac OS X developer tools has what you need
- But we use CSE Fedora to test your code, so you should verify your code works there

Free CSE Linux (virtual) Machines!

- CSE Linux virtual machine
  - 64-bit Fedora 17 with CSE configuration
  - Runs on Mac, Windows, even other Linux(!)
  - Need VMware Player (free, Windows or Linux host) or VMware Fusion (~$50 at bookstore, Mac) or VirtualBox (free, what I use)
  - CSE 374 web has links to details

UW CSE Linux Virtual Machine

- Startup
- Configure user account name and user/superuser passwords
- Shell window

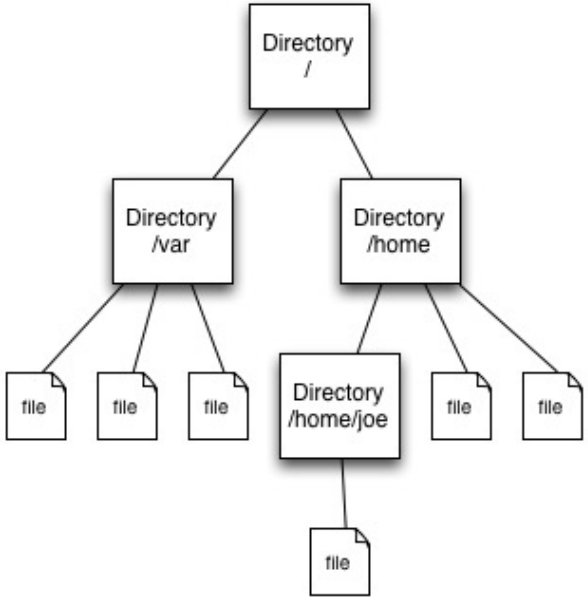
Demo

Alternative - klaatu

- Everyone in the class has an account on klaatu.cs.washington.edu
  - Userid is your UW netid
  - Password will be mailed to your @uw email address later today
- Same Fedora Linux as the virtual machine
- Login details and suggestions on the CSE 374 web

The O/S, the Filesystem, the Shell

- Some things you might have a sense of but never were told precisely (may as well start at the beginning). . .
- The file-system is a tree
  - (Actually it's a dag)
  - The top is / "root"
  - Interior nodes are directories (displayed as folders in GUIs)



The O/S, the Filesystem, the Shell

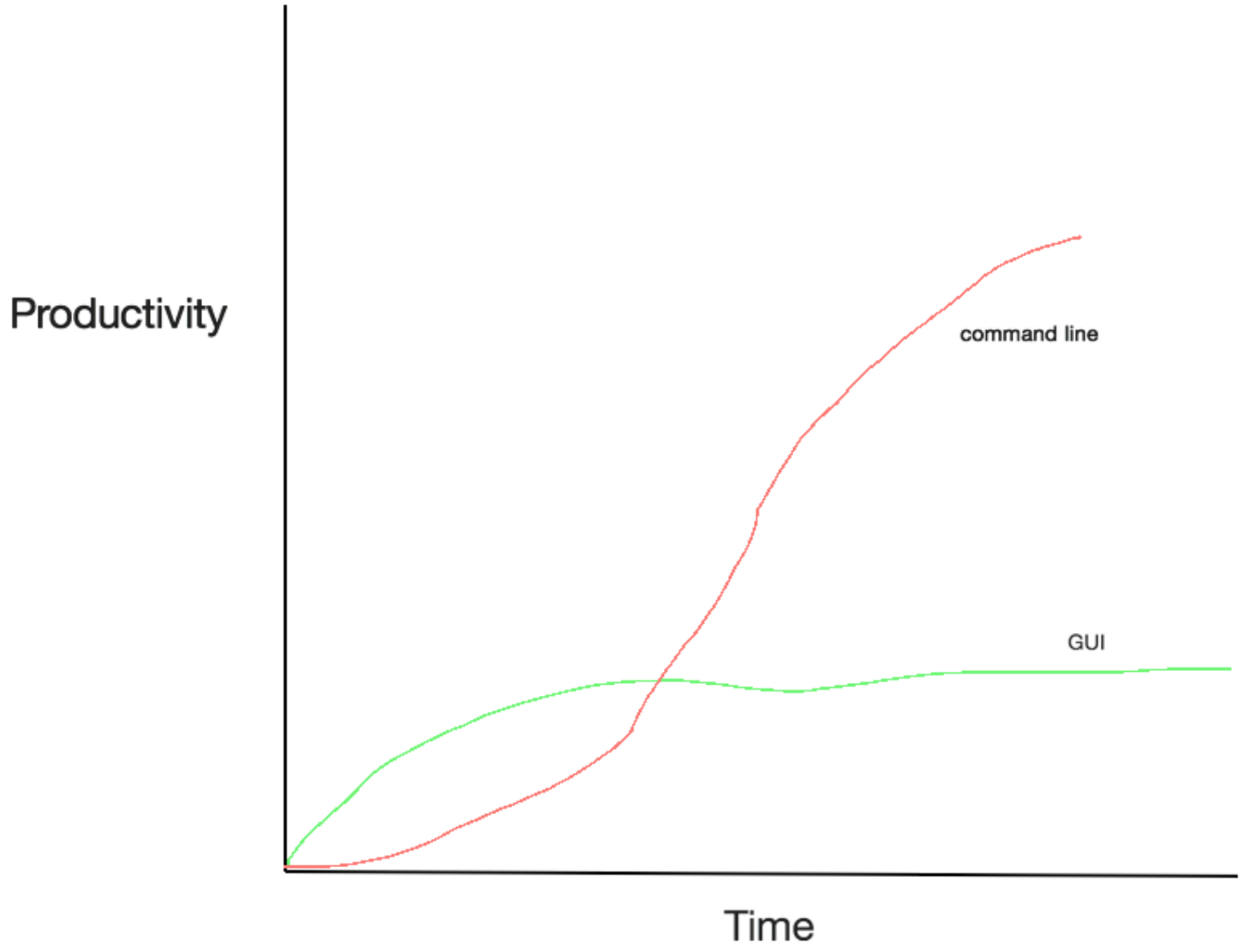
- Users log-in, which for Linux means getting a shell
  - They have permissions to access certain files/ directories
  - They have a “home directory” somewhere in the file-system
  - They can run programs. A running program is a process. (Actually could be more than one.)

File Manipulation

- You may be used to manipulating files via a GUI using WIMP
- You can do all the same things by running programs in the shell
- Just like an “explorer window”, the shell has a current working directory
- It really helps to remember the names of key commands: ls, cp, mv, rm, cat, cd, pwd.
  - (Most are really just programs.)
- Current directory: .
- Parent directory: ..
- Relative vs. absolute pathnames

What?

- Why would anyone want to interact like this?
  - Old people who remember life before GUIs :-)
  - Power users who can go faster
  - Users who want easy logging
  - Users who want easy instructions
  - Users who want programmability (scripting!)
- The last one will be the core of the first assignments
- Most computer scientists **use GUIs and shells**, depending what they're doing.
- Linux also has GUIs and Windows also has shells


Productivity
command line
GUI
Time

Options, man (and info)

- Bad news for new Linux users:
  - Program names and options are short, arcane, and numerous
- Good news
  - Most programs print a *usage* argument if given bad options (or often implement -help or --help)
  - The command man *P* prints a file describing program *P*
    - Also: info *P* for complex programs (bash, gcc, emacs, some others
  - Tons of other resources (e.g., Linux Pocket Guide; the web – google is your friend)
  - Things are somewhat standardized (dashes for options followed by argument as needed)

A Few More Programs and Options

- less (is more)
  - used by man
  - spacebar, b, G, g, j, k, /search-exp, q
- chmod

And some that aren't technically programs (more on this later)

- exit
- echo
- (cd)

Work to do!

- Get started on homework 0 ***now!*** – due Wednesday
  - This means get your Linux setup working ***today*** (well, ok, maybe tomorrow – but **not later!**)
    - klaatu account info mailed this afternoon
  - Includes follow up on discussion board – join in!
- Start ~~reading~~ trying the Pocket Guide
  - pp. 1-32, the skim through later sections
  - Don't memorize stuff – try it!
  - Get an idea of what's possible and where to look
- If you're trying to add, put your name on the signup sheet