CS 216

Lecture 1
January 17th, 2014

CS 216 Introduction to Software Engineering

Logistics

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```
35% - Programming
30% - Weekly Assignments
25% - Tests
```

10% - Midterm

15% - Final

10% - Attendance

Typical week:

Practicum assignment due Thursday at midnight.

Homework due Friday at midnight.

Programming assignments due on Sunday nights, with extra office hours that week.

Clicker quizzes for attendance can happen any lecture



Homework! Combined with the first lab next week; due 1/24.

multilab nethack source control

CS 216 has three basic foci:

C++ programming in more depth (and object oriented design, too)

Software engineering techniques

Unix/Linux environment

Why?

The first skill of an engineer is asking questions.

Active participants

So, programing.

Programming languages are notations.

We express ideas with them

$f(x) = x^2$

```
(defun f (x)
(* x x))
```

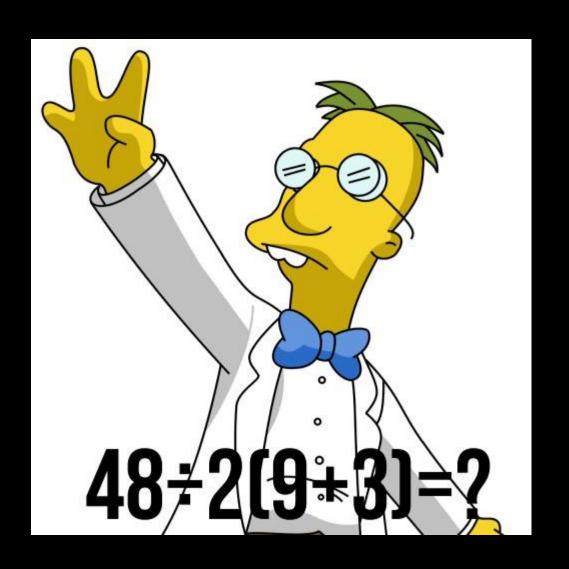
```
Declare:
    F(Domain) : Range

Satisfying:
    ! x [Domain] : F(x) = (x * x).
```

```
double f(double x)
{
    return x * x;
}
```

```
template<class T>
T f(T x)
    return x * x;
```

What ends up being critical is the clarity of expression of those ideas!



Stop wasting everyone's time and use more parentheses.

"Buffalo buffalo, Buffalo buffalo buffalo Buffalo buffalo."

What is engineering?

en-gi-neer-ing noun \-'nir-in\

Definition of ENGINEERING





- 1 : the activities or function of an engineer
- 2 a: the application of science and mathematics by which the properties of matter and the sources of energy in nature are made useful to people
 - b : the design and manufacture of complex products <software engineering>
- 3 : calculated manipulation or direction (as of behavior) <social engineering> compare GENETIC ENGINEERING
 - See engineering defined for English-language learners »
 See engineering defined for kids »

Examples of ENGINEERING

Rhymes with ENGINEERING

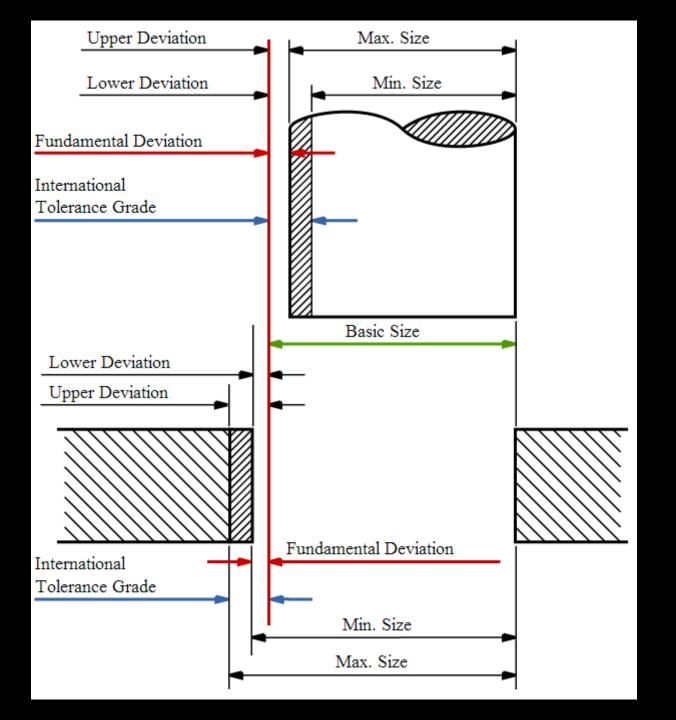
fictioneering, mountaineering, power steering

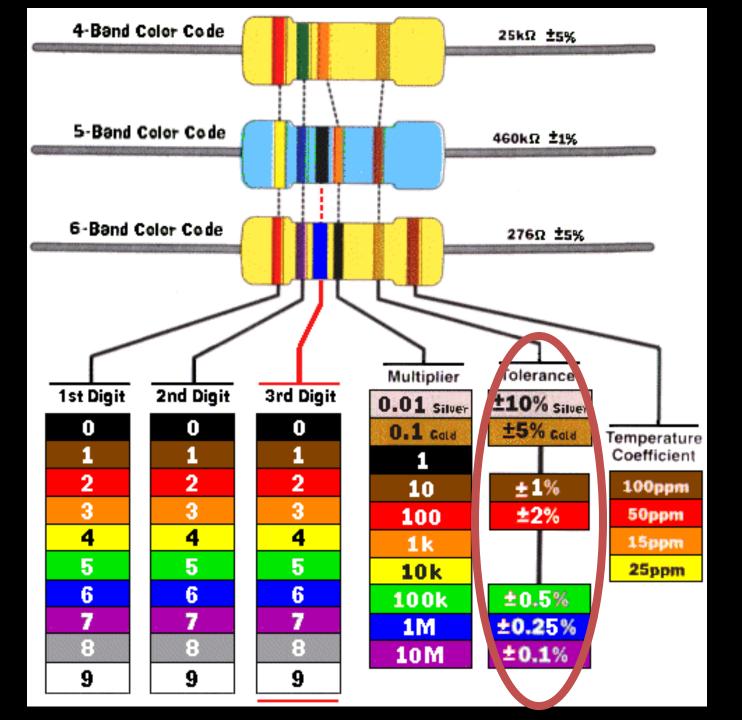
Design

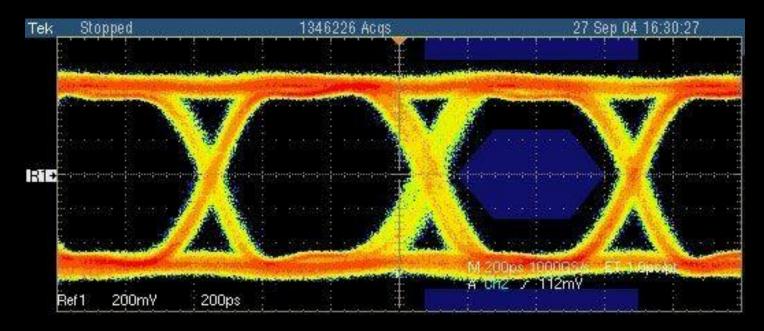
Constraint

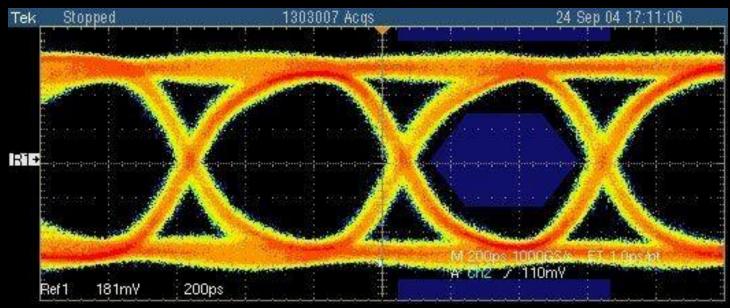
Imperfection













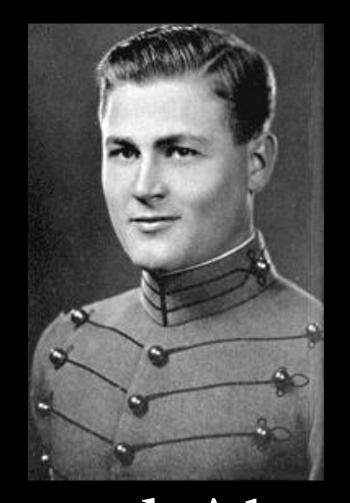


I don't really like to say engineering is largely about failure...

But engineering is largely about failure.

Failure is a common consequence of the interaction between constraint and imperfection.

This is magnified by scale!





Edward Aloysius Murphy, Jr

"Anything that can go wrong, will."

"If there is any way to do it wrong, he will."

"If it can be done wrong, then somebody is going to do it wrong."

Let's apply this to software

Concurrency & Networking

Our most 1mportant imperfection is ourselves.

We want software that contains no mistakes.

However – we understand that not making mistakes is not a viable option.

"Writing it perfect the first time" is just not feasible from a cost perspective.

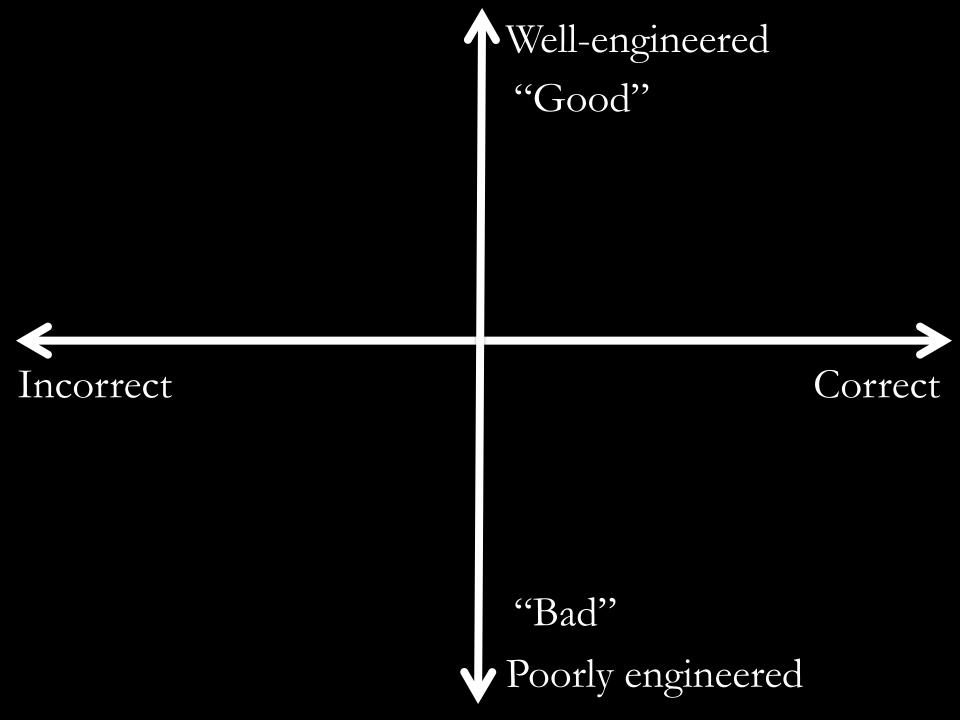
So what do we do?

Anticipate mistakes

Detect mistakes

Fix mistakes

This is software engineering



Why is this so important if it works?

Code is like diamond.

CHAOS Report

Successful: Finished on time and on budget.

Challenged: Completed, but over budget, late, etc.

Table 1

Standish project benchmarks over the years

| Year | Successful (%) | Challenged (%) | Failed (%) |
|------|----------------|----------------|------------|
| 1994 | 16 | 53 | 31 |
| 1996 | 27 | 33 | 40 |
| 1998 | 26 | 46 | 28 |
| 2000 | 28 | 49 | 23 |
| 2004 | 29 | 53 | 18 |
| 2006 | 35 | 46 | 19 |
| 2009 | 32 | 44 | 24 |

But what does "success" really mean?

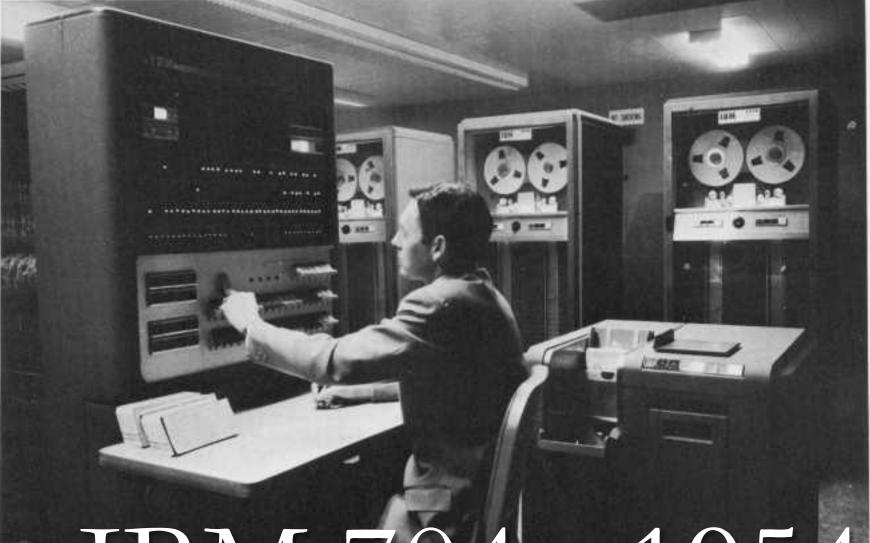
Software projects are never really "done"

There's a transition from active development to maintenance

And maintenance can be over 90% of the time spent on the project!

So how did we get here?

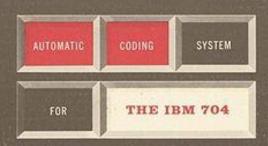




IBM 704 - 1954

PROGRAMMERS REFERENCE MANUAL

Fortran



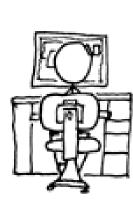
1956

1968 Go To Statement Considered Harmful

I COULD RESTRUCTURE THE PROGRAM'S FLOW OR USE ONE LITTLE 'GOTO' INSTEAD.









Celebrating 40 years uptime



PROGRAMMING

Brian W. Kernighan . Dennis M. Ritchie

1972

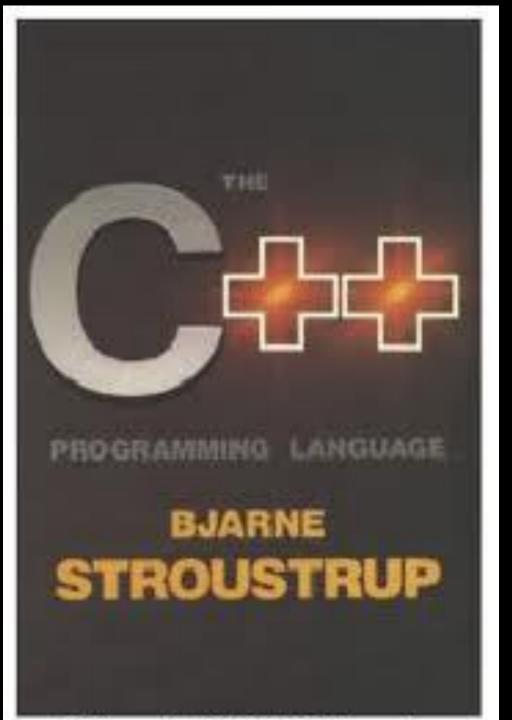
IBM PC - 1981







Introducing the same old idea.
YUGO,\$3990.*



I think C++ is a great teaching language.

This doesn't mean it's perfect.

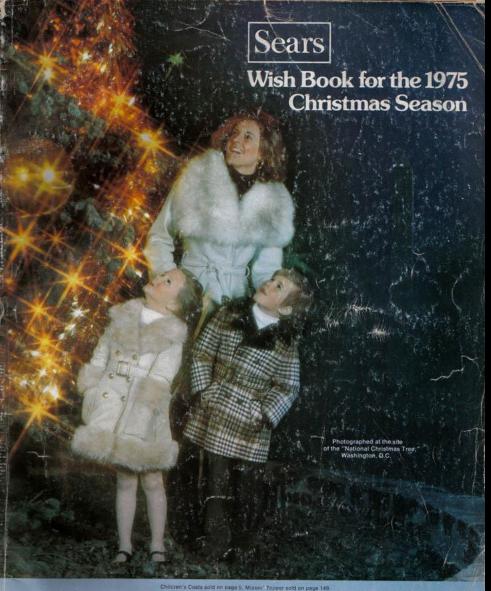
a = b;

a == b;

C++ - by design — is basically a superset of C.

FORTRAN: 1956 C: 1972

1972 - 1956 = 16



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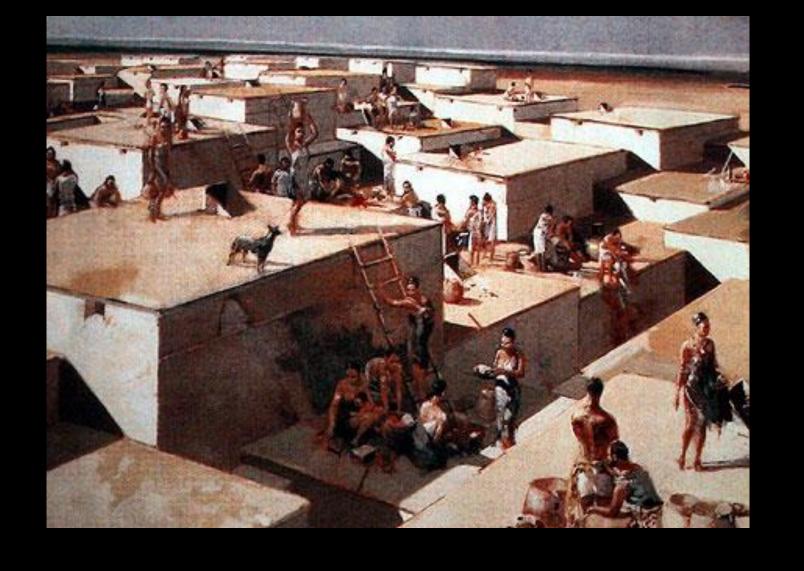
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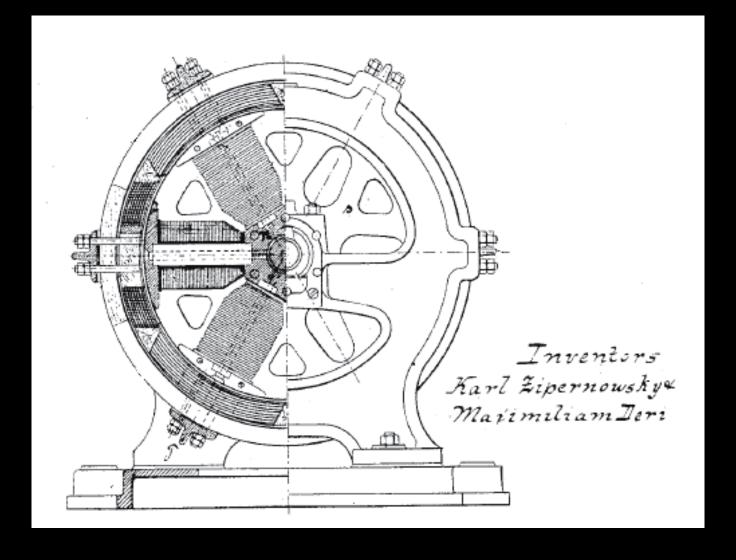
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Çatalhöyük – c. 7500 BCE



Commercial generation of electricity Mid to late 19th century

Our field is new.

Software didn't really exist until 1945, and software engineering started in the 60s.





