

# CS 455/555: Project Logistics

# Project teams: Pair Programming

- ▶ *Pair programming* is an agile software development technique in which two developers work as a pair together on one workstation. The **driver**, writes code while the other, the **observer** or **navigator**, reviews each line of code as it is typed in. The navigator also considers the "strategic" direction of the work and considers improvements and likely future problems. The two developers switch roles frequently.

[https://en.wikipedia.org/wiki/Pair\\_programming](https://en.wikipedia.org/wiki/Pair_programming)

- ▶ *Lean Software Development: Building and Shipping Two Versions* by Kate Matsudaira. Communications of the ACM, Vol. 58 No. 12, Pages 56-58. (Note: This article will be accessible only on campus or if you are logged in your Boise State account).

<http://cacm.acm.org/magazines/2015/12/194642-lean-software-development/fulltext>

# Find your buddy!

- ▶ Have you taken Operating Systems course?
- ▶ Have you taken Networks course (with network programming)?
- ▶ A solid understanding of multithreaded programming in any language.

# What Language to Use for the Backend?

- ▶ **C++**: Google File System, YouTube, parts of Facebook, Twitter, Wikipedia
- ▶ **Java**: Amazon, Netflix, eBay, LinkedIn, Google AdWords, GMail, Hadoop, Hive, Zookeeper, Cassandra.
  - ▶ Major chunks of NY Stock exchange, LSX, CME etc. Trading systems, risk systems etc at basically every large bank.
- ▶ *Functional Programming Languages*:
  - ▶ **Erlang** (JVM based): Facebook Chat, WhatsApp
  - ▶ **Scala** (JVM based): LinkedIn, Twitter, New York Times, Spark

- ▶ Used widely to build distributed systems so there are many supporting libraries available.
- ▶ Networking features are in the core of the language: support for TCP/IP, UDP/IP (including multicast), high-performance non-blocking I/O, HTTP / URx support, REST support, XML support, JSON support, and even security features like SSL
- ▶ Rich set of data structures are available in core libraries.
- ▶ Strong multithreaded performance. Java supports natively thread creation, locking primitives, wait/notify, multithreaded data structures, and other more advanced support for complex multi-threaded programming.
- ▶ Supports serialization of objects natively. This is needed to send complex data structures over the network.
- ▶ Java APIs are used widely in industry. The platform is mature.