



UNIVERSITY OF SAN FRANCISCO
CHANGE THE WORLD FROM HERE

Principles of Software Development

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Welcome to CS 601!

- **Learn to think like a software developer**

- Modular design
- Reusable code
- Problem solving

- **Foundations**

- Concurrency
- Networking
- Web and HTTP
- Distributed topics

A practical approach



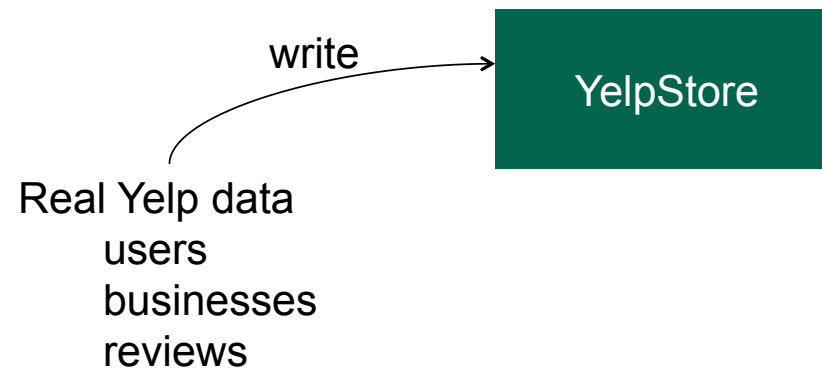
- Learn by doing – build a user review web application!
- Labs – practice fundamentals
- Project – get creative!

Today

- **Introductions**
- **Expectations**
- **A bit of history**
- **Java**

Lab 1

- Practice with data structures



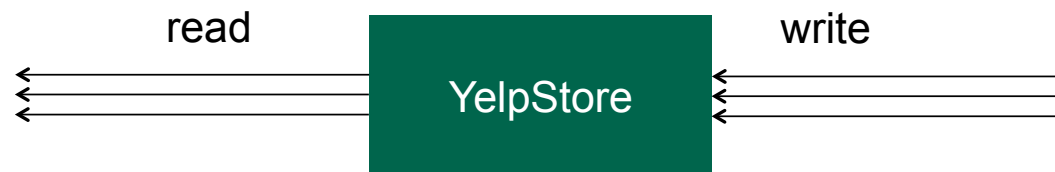
Lab 2

- More practice with data structures



Lab 3

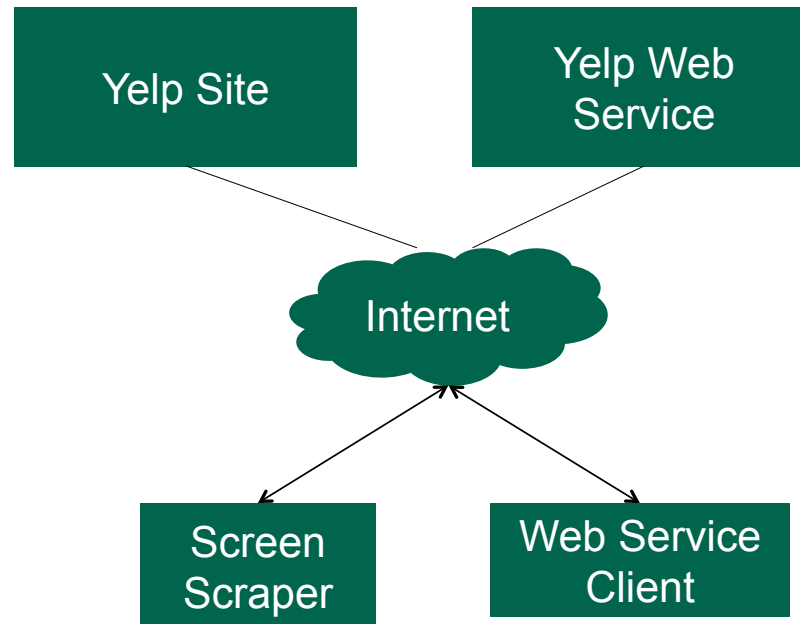
- **Concurrency and multithreaded programming**



Lab 4

- **Web clients**

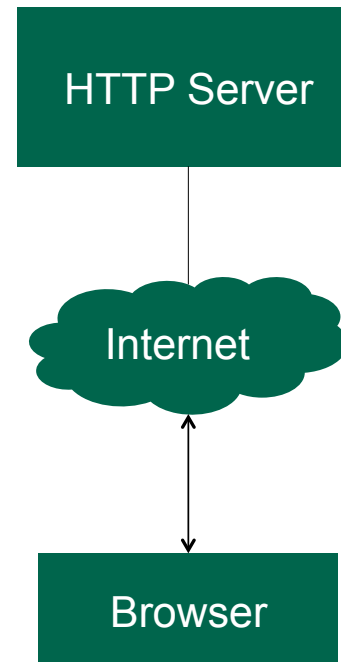
- Screen scraper
- Web service client



Lab 5

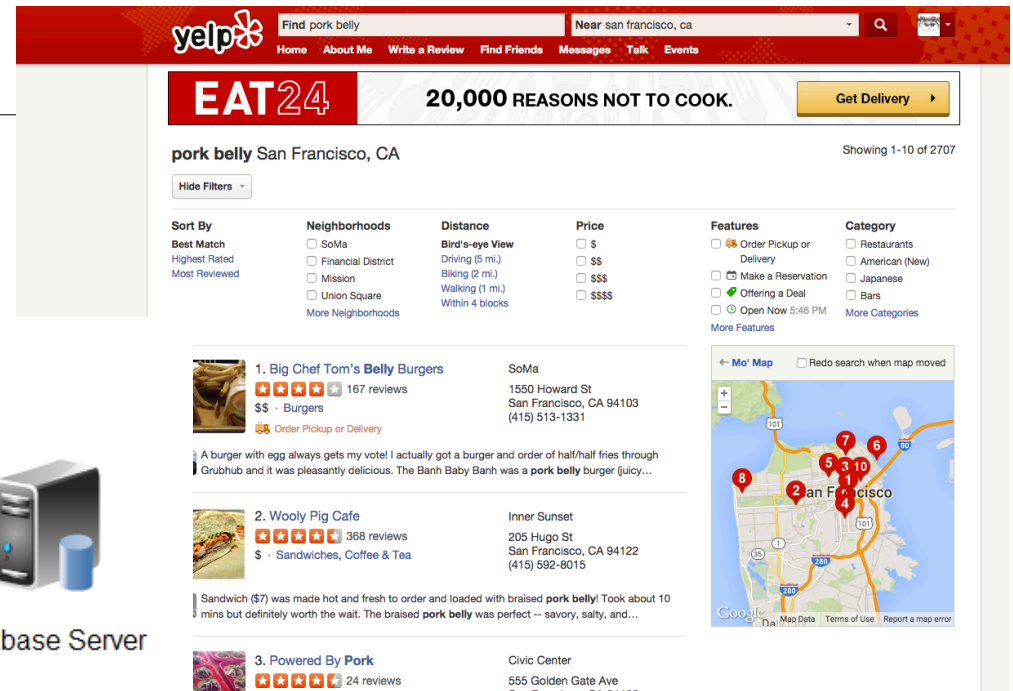
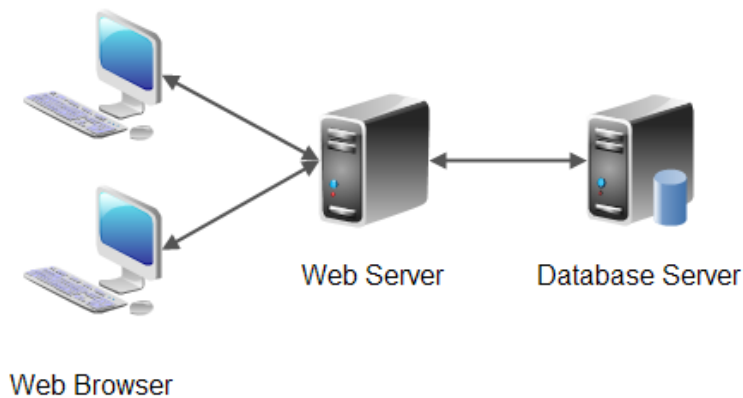
- **HTTP Server**

- Using raw sockets!

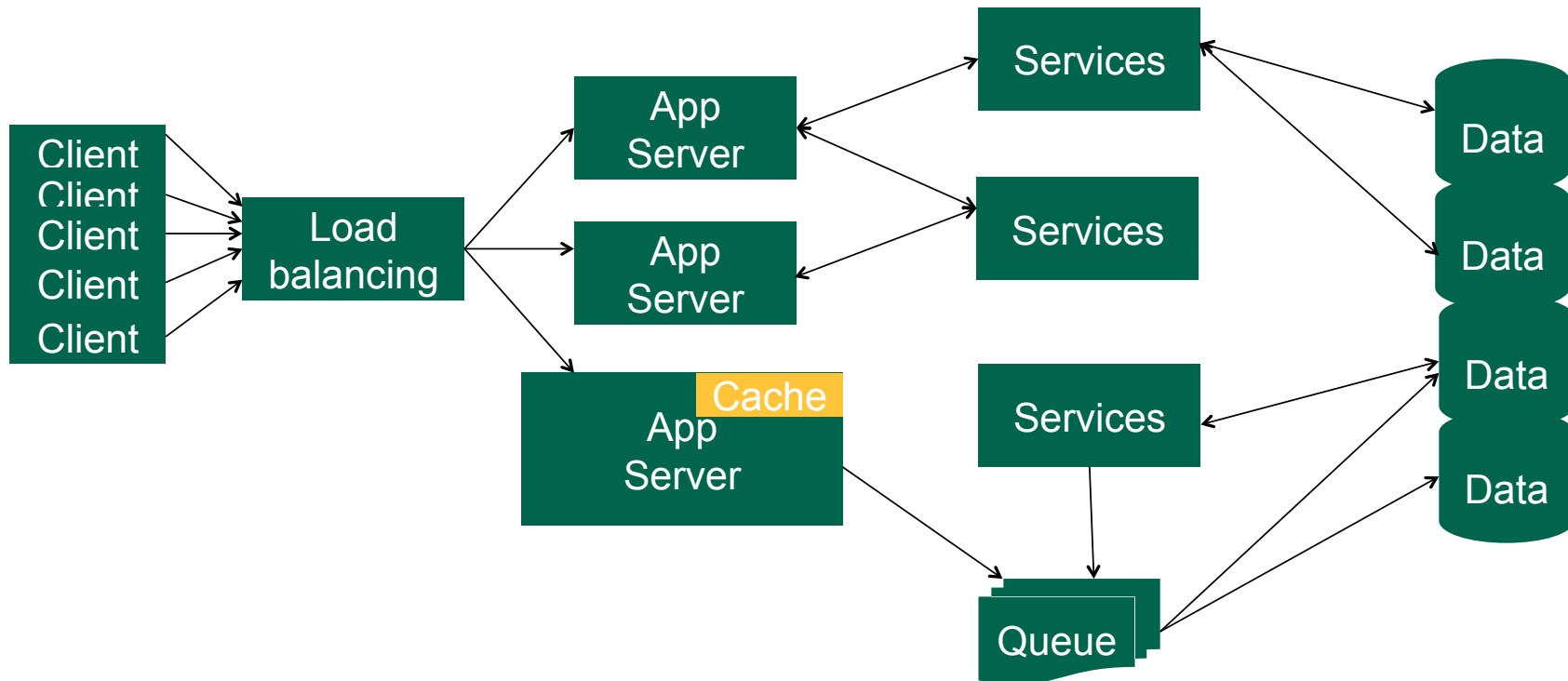


Project

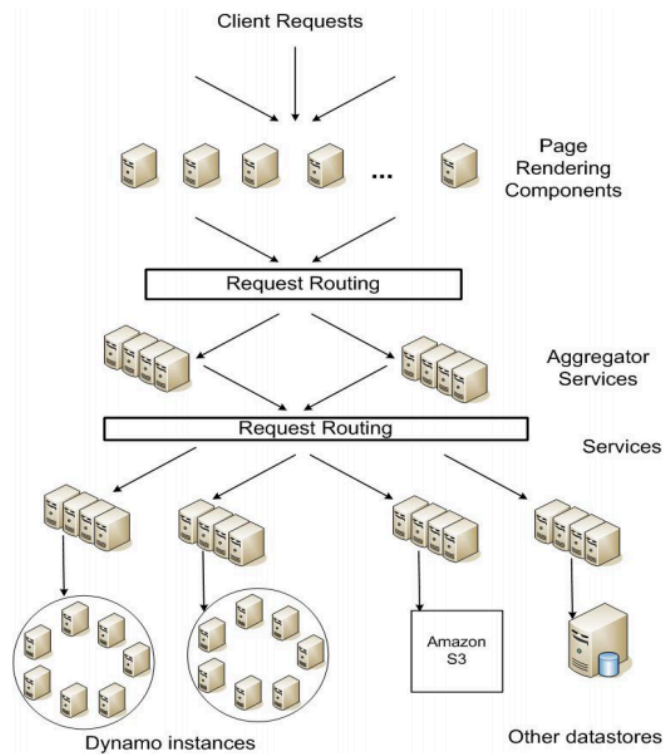
- Fully functional website



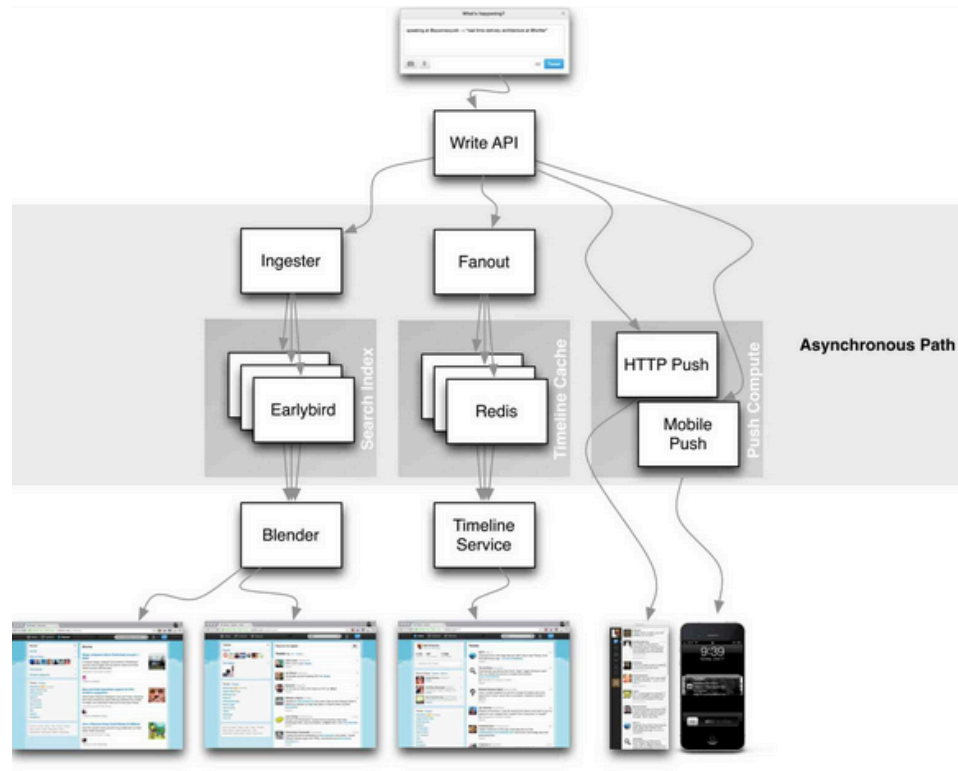
Scaling



Amazon – Original SOA



Twitter – Service Oriented Architecture (SOA)

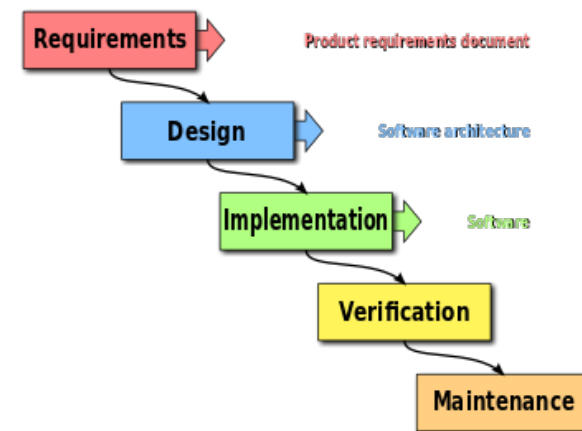


Software Engineering

- **There are many examples of failed software projects**
 - Affordable care act website
 - Therac-25 radiation therapy machine killed patients because of a bug
- **Software Engineering**
 - Term coined in 1969. Discover more structured methods for building software.
- **Also see “Engineering Software as a Service: An Agile Approach Using Cloud Computing” by Fox and Patterson**

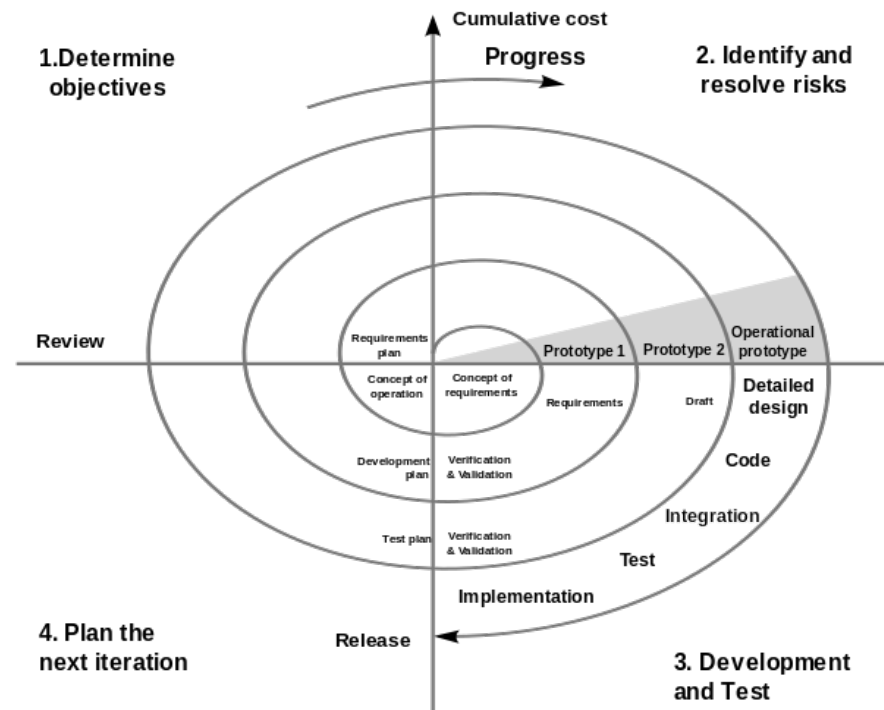
Waterfall – 1970s

- Each phase happens once
- Good for projects that require a lot of planning
 - NASA applications
- “Plan to throw one [implementation] away; you will, anyhow.” -Fred Brooks, Jr.
- Need user/client in the loop
 - Early prototypes



Spiral – 1980s

- Develop prototypes
- Consult client
- Iterate
- Iterations 6-24 months long



Rational Unified Process – 2003

- **Four phases**
 - Inception
 - Elaboration
 - Construction
 - Transition
- **Each phase may have multiple iterations**

The Agile Manifesto – 2001

- Individuals and interactions over processes and tools
- Working software over comprehensive documentation
- Customer collaboration over contract negotiation
- Responding to change over following a plan



Exercise

- Identify the ten applications you think are most important.
- For each, do you think agile would be an appropriate software development methodology?