Software Engineering

Moscow Institute of Physics and Technology

Course Lecturer

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- Graduate of the Moscow Institute of Physics and Technology
- Candidate of Technical Sciences in specialty 1.2.1
- Associate Professor and Course Lecturer at the MIPT
- Software Developer and AI Researcher since 2010
- Author of 20 publications in peer-reviewed scientific journals
- Author of 11 reports at international conferences

Currently, I am engaged in the design and development of various computing systems using concurrent and network programming, in particular, I am working on the optimization of infrastructure components for financial systems of automated high-frequency trading.



Course Program

- 01. Introduction and Brief Overview
- 02. Basics of Programming
- 03. Object Oriented Programming
- 04. Generic Programming
- 05. Software Architecture Patterns
- 06. Projects and Libraries
- 07. Handling Errors and Debugging
- 08. Instruments of Calculus
- 09. Detailed Memory Management
- 10. Collections and Containers
- 11. Iterators and Algorithm Libraries
- 12. Text Data Processing
- 13. Streams and Data Serialization
- 14. Concurrent Programming
- 15. Network Technologies and Tools



C++ Definition

C++ is a compiled general - purpose programming language based on weak static type system. This language supports multiple programming paradigms and provides both low - level and high - level features.

- The processor understands only low-level machine code
- The developer writes high-level source code
- The compiler translates the source code into machine code
- The types of all objects are known at compile time
- Various automatic implicit type conversions are allowed

C++ Evolution

- Originally developed as a set of the C language extensions
- Currently is an independent and full-fledged language
- Inherited components of Ada, Fortran, Simula and others
- Influenced Java, Go, Python and many other languages
- Has taken place in the market and has several competitors

The first commercial release of the C++ language was on 14/10/1985.

C++ Standards

- C++98 fundamental standard
- C++03 patch
- Technical Report 1 2007 and various Boost libraries
- C++11 significant extensions
- C++14 patch
- C++17 patch
- C++20 significant extensions
- C++23 patch
- C++26 the next standard under development

Additional features are provided by libraries such as Boost and Qt.



C++ Use Cases

- Operating systems and robotics software
- Highly loaded data processing systems
- Gaming software and simulation systems
- Financial systems of automated trading
- Software for highly responsible industries

The C++ language provides both low-level and high-level features.

Programming Paradigms

- Declarative programming SQL and HTML
- Imperative programming statements
- Procedural programming subroutines
- Functional programming Lisp, Erlang and Haskell
- Structured programming sequences, selections and loops
- Object oriented programming classes
- Generic programming templates
- Event driven programming events and callbacks
- Concurrent programming threads, processes and networks

The same program can be implemented in many different paradigms.



Instruments

| Instrument | Considered | Alternative |
|------------------------|--------------------|----------------|
| Linux operating system | Ubuntu | Debian, CentOS |
| Environment | Visual Studio Code | CLion |
| Toolset::Compiler | g++ from GCC | Clang |
| Toolset::Builder | CMake | Bazel, Ninja |
| Toolset::Debugger | GDB, Valgrind | LLDB |
| Toolset::Profiler | Google.Benchmark | gperftools |
| Version control system | Git | no |
| Git graphical client | SmartGit, IDE | GitHub Desktop |
| Project hosting system | GitHub | Bitbucket |

References

- learncpp.com basic educational materials
- cppreference.com language reference
- boost.org Boost libraries documentation
- github.com open projects and libraries
- stackoverflow.com developers QA forum

The list of recommended books is available at my own Google - table.