# 0. Introduction

Slides: <u>02 Presentation of the course</u>

### **Key concepts**

We are moving from Object Oriented Model to Component Oriented Model. That allows the reuse of code and to structure a complex application into pieces.

#### **Frameworks**

With frameworks we have the Inversion of control: the program flow of control is dictated by the framework instead of by the caller. The framework provide a default behaviour, the programmer just have to override functions and handle events.

- Software framework: collection of common code providing generic functionality that can be overridden or specialized.
- Application framework: software framework used to implement the standard application structure for a specific environment.

### Examples of frameworks:

- .NET
- Android SDK
- Spring (Java)
- Cocoa (Apple's native OO API for MacOS that includes the Objective-C runtime.
- IDEs
- MFC: Microsoft Foundation Class Library (C++ GUI)
- Gnome (Linux GUI library in C)

### **Design Patterns**

FM Factory Method							<b>A</b> Adapter
PT Prototype	<b>S</b>	the holy behaviors			CR Chain of Responsibility	<b>CP</b> Composite	<b>D</b>
AF Abstract Factory	TM Template Method	CD	<b>MD</b>	Observer	IN	PX	FA Façade
<b>BU</b>	SR Strategy	MM Memento	ST State	IT Iterator	V	<b>FL</b>	<b>BR</b>

## **Course objectives**

- Programming language technology
  - Executions models
  - o Runtime
- Virtual Execution Environment
  - Memory Management
  - Thread Management
  - Exception Handling
  - Security
  - Debugging Support
  - AOT and JIT Compilation
  - Dynamic Link/Load
  - Reflection
  - Verification
- Programming metaphors
  - Objects
  - Components
  - Patterns
- Advanced Programming Techniques
  - Generic Programming: Java Generics, C++ templates, C# Generics, Scala generics
  - Lambda Calculus and Functional Programming: Haskell, Type classes and Monads, Metaprogramming
  - o Functional Programming: Lambdas and Stream API in Java 8
  - Scripting languages: Python