Berkeley CS61B Data Structures, Spring 2021

https://sp21.datastructur.es/about.html

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<https://sp21.datastructur.es/>

1 Course Structure

Small minority of your learning:

* **Introduction to new material**: Lectures / reading.

The vast majority of your learning:

* **Theory**: Discussion sections, study guides, theory homework.
* **Programming, Tool Usage, Problem Decomposition:** Labs, coding HW, projects.
* **Design:** Projects 2 and 3.

2 Course Phases

Phase 1: Programming Intensive Introduction to Java.

* Weeks 1-4.
* One browser-based programming HW (this HW0 is optional).
* Four labs to introduce you to various tools (starting this week).
* Two projects (proj0 and proj1).
* Midterm 2/10 at time TBD.

Phase 2: Data Structures.

* Weeks 5-10.
* Incredibly important and foundational material: Expect an CS job interview to lean heavily on this part of the course.
* One programming HWs (HW1) and one exam-prep theory HW (HW2).
  + Applications and deeper insight into data structures.
* One very large solo project (Proj 2), due 4/2. Checkpoint due 3/12.
* Labs:
  + Lab 5: Peer review on project 1.
  + Two labs that implement data structures (hash table and BST).
  + Remaining labs are focused on project 2.
* Midterm 3/17 at time TBD.

Phase 3: Algorithms and Software Engineering.

* Weeks 10-14
* Project:
  + Proj 3: Build Your Own World: An open ended project where you and a partner build a 2D world with physics according to your own design. Due during lab in the last week of the class.
* Labs devoted to project.
* One theory homework due 5/3.

See calendar at <http://datastructur.es> for more.

3 Learn to Use the Terminal (Optional)

If you already know how to open and use a terminal, skip this section.

The terminal is an application that allows you to run all sorts of programs, as well as manipulate files in your own computer. It is a powerful but also dangerous tool, so please be careful with using some of these commands. On Unix-like operating systems, the Terminal application will provide you with everything that you need. On macOS, for example, you can use Spotlight to search for the Terminal application.

Here are some important ones that you may find useful in this course:

* cd: change your working directory
* cd hw

This command will change your directory to hw.

* pwd: present working directory
* pwd

This command will tell you the full absolute path for the current directory you are in if you are not sure where you are.

* .: means your current directory
* cd .

This command will change your directory to the current directory (aka. do nothing).

* ..: means one parent directory above your current directory
* cd ..

This command will change your directory to its parent. If you are in /workspace/day1/, the command will place you in /workspace/.

* ls: list files/folders in directory
* ls

This command will list all the files and folders in your current directory.

ls -l

This command will list all the files and folders in your current directory with timestamps and file permissions. This can help you double-check if your file updated correctly or change the read-write- execute permissions for your files.

* mkdir: make a directory
* mkdir dirname

This command will make a directory within the current directory called dirname.

* rm: remove a file
* rm file1

This command will remove file1 from the current directory. It will not work if file1 does not exist.

rm -r dir1

This command will remove the dir1 directory recursively. In other words, it will delete all the files and directories in dir1 in addition to dir1 itself. Be careful with this command!

* cp: copy a file
* cp lab1/original lab2/duplicate

This command will copy the original file in the lab1 directory and and create a duplicate file in the lab2 directory.

* mv: move or rename a file
* mv lab1/original lab2/original

This command moves original from lab1 to lab2. Unlike cp, mv does not leave original in the lab1 directory.

mv lab1/original lab1/newname

This command does not move the file but rather renames it from original to newname.

There are some other useful tricks when navigating on a command line:

* Your shell can complete file names and directory names for you with *tab completion*. When you have an incomplete name (for something that already exists), try pressing the tab key for autocomplete or a list of possible names.
* If you want to retype the same instruction used recently, press the up key on your keyboard until you see the correct instruction. This saves typing time if you are doing repetitive instructions.

4 Defining and Using Classes

## （1）Managing Complexity

a good foundational computer science course should primarily teach you to properly manage complexity.

* This philosophy drives nearly all aspects of this 61B’s design.

helper methods.

* Using helper methods lets you formalize the decomposition of large problems into small ones.
* By focusing mental effort on a single task, there’s less room to make mistakes.

5 Project 0 2048Game

完成了前三个测试后。开始跟着Hug的video写public boolean tilt(Side side)的探索代码时，需要把电脑系统语言设置成英文，否则无论怎么按方向键，tile都无法移动。

6 Testing Philosophy

## （1）Correctness Tool #1: Autograder

Berkeley CS61B’s autograder is in fact based on JUnit plus some extra custom libraries.

Autograder has some benefits.

However, autograders don't exist in the real world and relying on autograders can build bad habits.

## （2）Correctness Tool #2: JUnit Tests

JUnit testing, as we have seen, unlocks a new world for you. Rather than relying on an autograder written by someone else, you write tests for each piece of your program.

We refer to each of these pieces as a unit.

This allows you to have confidence in each unit of your code - you can depend on them. This also helps decrease debugging time as you can isolate attention to one unit of code at a time (often a single method). Unit testing also forces you to clarify what each unit of code should be accomplishing.

There are some downsides to unit tests, however. First, writing thorough tests takes time. It's easy to write incomplete unit tests which give a false confidence to your code. It's also difficult to write tests for units that depend on other units (consider the addFirst method in your LinkedListDeque).

***Test-Driven Development (TDD)***

TDD is a development process in which we write tests for code before writing the code itself. The steps are as follows:

1. Identify a new feature.
2. Write a unit test for that feature.
3. Run the test. It should fail.
4. Write code that passes the test. Yay!
5. Optional: refactor code to make it faster, cleaner, etc. Except now we have a reference to tests that should pass.

Test-Driven Development is not required in this class and may not be your style but unit testing in general is most definitely a good idea.

## （3）Correctness Tool #3: Integration Testing

Unit tests are great but we should also make sure these units work properly together. Integration testing verifies that components interact properly together.

JUnit can in fact be used for this.

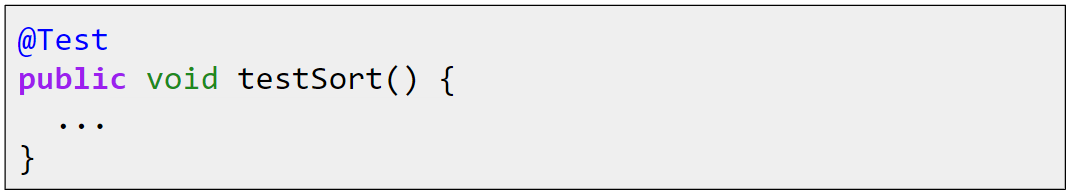
You can imagine unit testing as the most nitty gritty, with integration testing a level of abstraction above this.

The challenge with integration testing is that it is tedious to do manually yet challenging to automate. And at a high level of abstraction, it's easy to miss subtle or rare errors.

As a summary, you should **definitely write tests but only when they might be useful**! Taking inspiration from TDD, writing your tests before writing code can also be very helpful in some cases.

7 What is an Annotation?

Annotations (like org.junit.Test) don’t do anything on their own.



Runner uses reflections library to iterate through all methods with “Test” annotation.

