

CS251

Intermediate Software Design

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CS 251 Course Philosophy

- Good design & programming techniques & practices are not best learned through generalities & platitudes
- Instead, it's more effective to see *by example* how significant programs can be made
 - *easier* to write & read,
 - *easier* to maintain & modify, &
 - *more* efficient & resilientvia the application of time-proven software patterns & advanced design/programming techniques



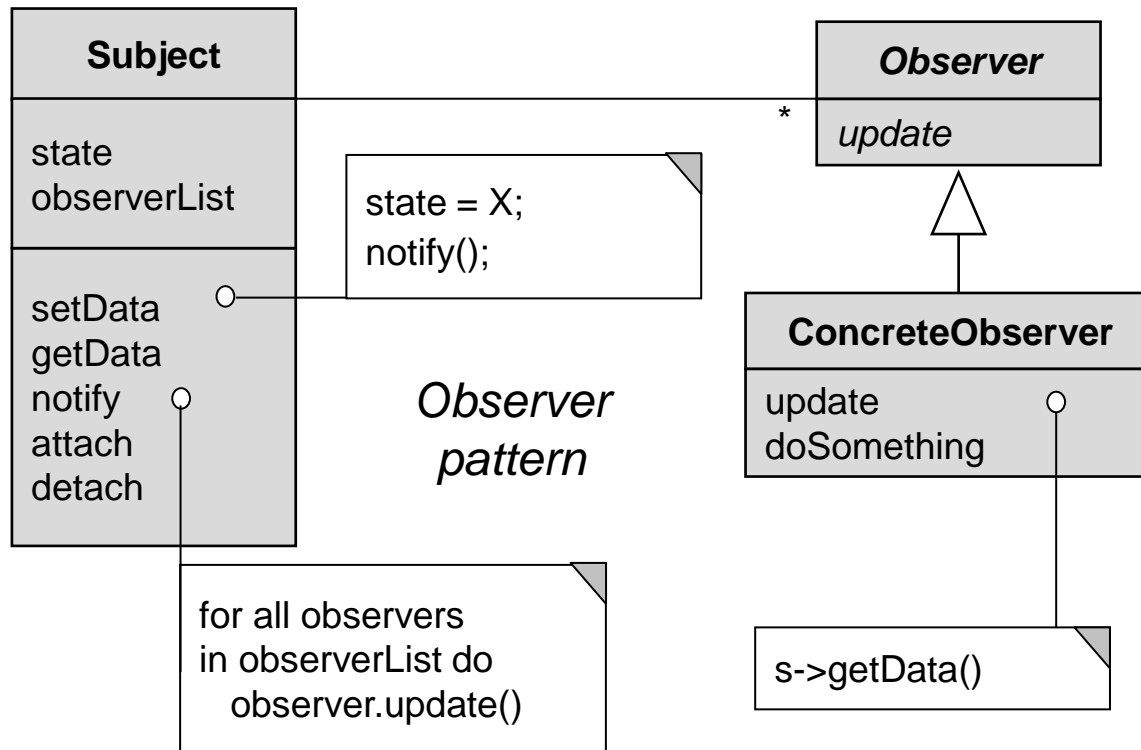
Summary of CS 251 Course Contents

- Focus on topics important to developing & maintaining quality software:
 - Reuse of patterns & software components
 - Developing, documenting, testing, & applying reusable classes & object-oriented frameworks



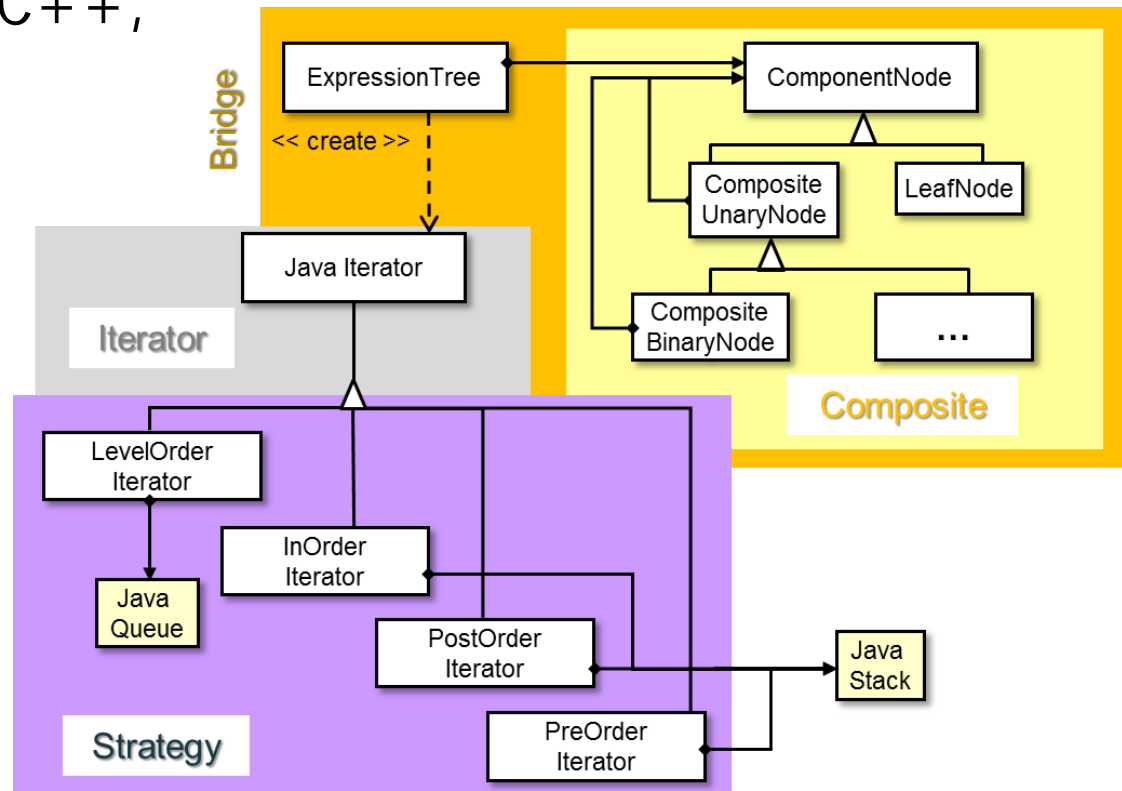
Summary of CS 251 Course Contents

- Patterns will be taught via an extended case study to provide good role models for software designs & to clearly articulate design tradeoffs



Summary of CS 251 Course Contents

- Object-oriented techniques will be taught to show how to build software architectures that minimize dependencies & coupling between components
- We assume you know C++, equivalent to what is covered in CS 201



Summary of CS 251 Course Contents

- No matter what you know about C++, however, you'll learn a lot more by the time this class is done!
- Especially C++11, STL, & patterns



CS 251 Course Work

- Programming assignments
 - All programs will be written in C++ & C++11
 - Will be graded using a GNU C++ compiler
 - We provide you with a VM (see course website for details)
 - Must be done individually



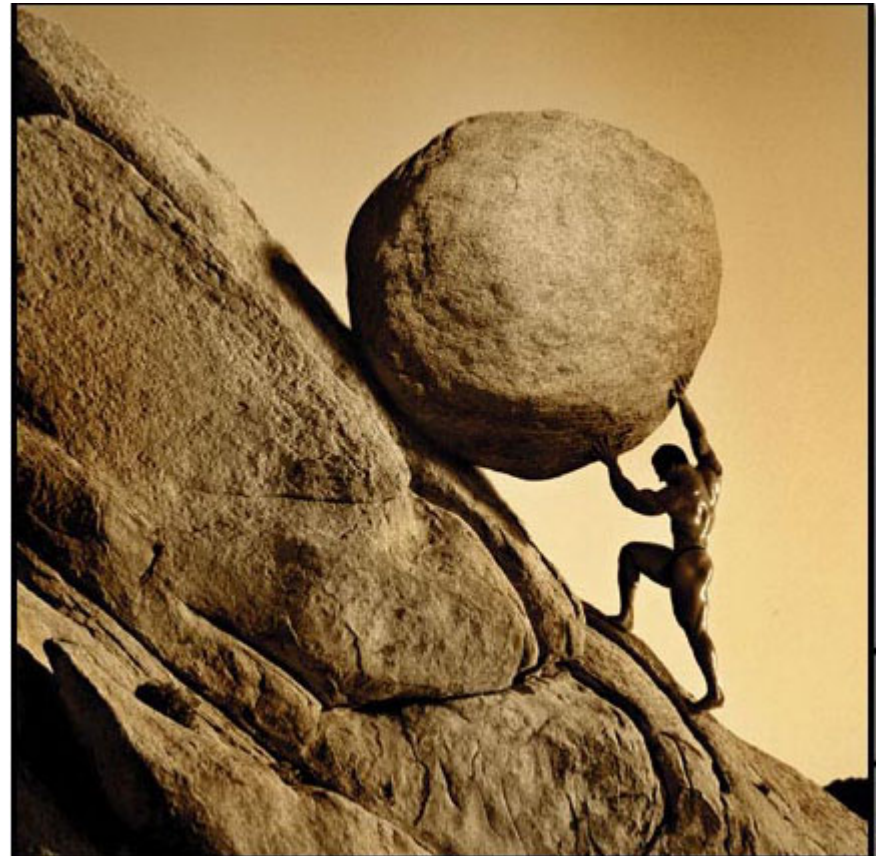
CS 251 Course Work

- Programs will be graded based on:
 - 40% Execution correctness
 - 30% Structure (e.g., modularization, information hiding, etc.)
 - 10% Insightful programming (e.g., developing reusable class components, etc.)
 - 5% effort-based assessment at first submission
 - 10% Consistent style (e.g., capitalization, indenting, etc.)
 - 10% Appropriate commenting style



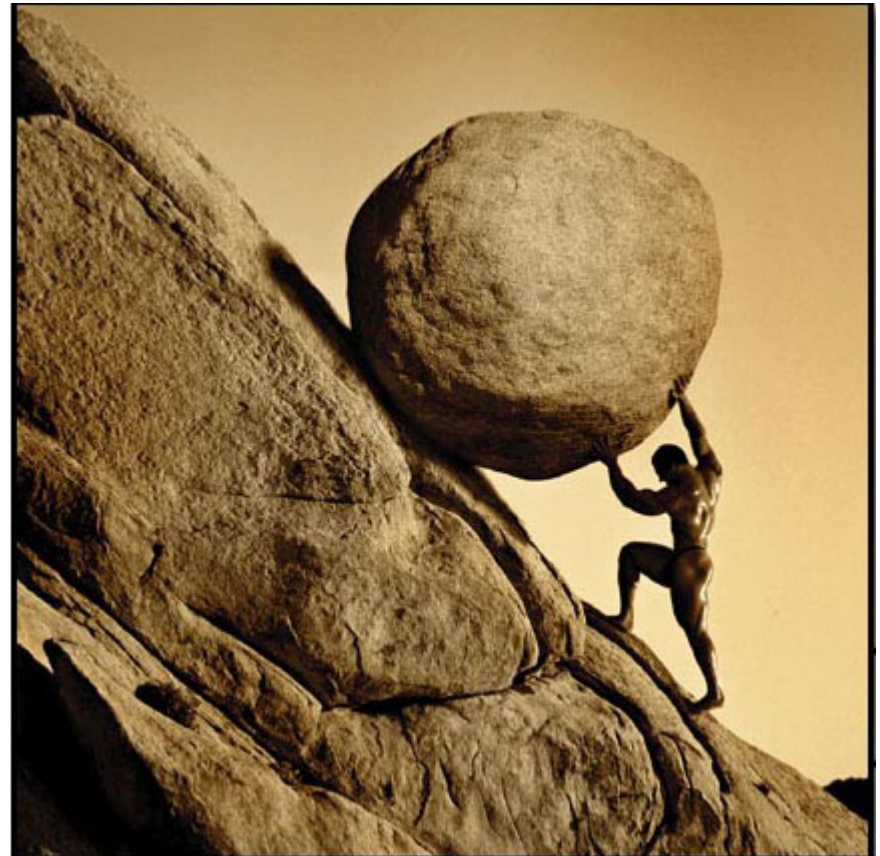
CS 251 Course Work

- Programs turned in after the due date will receive a 0
- Weekly quizzes
 - Starting next week on Wednesday
- A Final Exam



CS 251 Course Work

- The relative weighting* of each portion of the course is:
 - 45% Quizzes
 - 40% Programming projects
 - 10% Final exam
 - 05% Participation
- * Relative weighting may change



CS 251 Semester Outline

- **C++ overview/review**

- History & evolution
- Summary of programming paradigms & how they can be realized in C++

- **Advanced C++ programming**

- Generic programming, exception safety, & memory management
- C++11 features
 - e.g., range-based for loops, Lambda expressions, move semantics, type traits, etc.

- **C++ Standard Template Library**

- Containers, iterators, algorithms, etc

- **Gang-of-Four design patterns**

- Expression tree case study

CS 251 Ground Rules

- Assignments *must* be submitted on time
- Work *must* be your own
 - www.vanderbilt.edu/student_handbook/the-honor-system#statement-of-the-honor-code
- *No* laptops open, texting, iPads, or smartphones during lecture or quizzes
 - Failure to comply will affect your class participation grade..
- Audio versions of the lectures (plus slides) will be recorded & placed on the course website after class



CS 251 Ground Rules

- You may be called upon periodically to answer questions
- You'll get out of this course what you put into it, so be prepared to work hard
- Be prepared for quizzes, lots of in class discussions, many hours of programming assignments, & occasional guest lectures
- Make *sure* to avail yourself of available help
 - e.g., office hours, TAs, Piazza, email, recorded lectures, etc.



CS251 Office Hours & Evacuation Plan

- All office hours will take place in Featheringill Hall room 226
- Check course website www.dre.vanderbilt.edu/~schmidt/cs251 for the list of office hour times
- See engineering.vanderbilt.edu/about/evacuationplans.php for the class evacuation plan

