CS 891 Overview & Logistics

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Nashville, Tennessee, USA
Learning Objectives in this Lesson

• Understand the course topics & logistics
  • Course philosophy
  • Course contents
  • Structure of the lecture material
  • Overview of the assignments & assessments
• Setting up the Java & Android IDE on Android Studio
• Accessing Android & Java source code
Course
Philosophy
Effective techniques & practices for developing concurrent & parallel mobile apps are *not* best learned through generalities & platitudes.

“Sitting & thinking” is not sufficient...
Course Philosophy

- Instead, it's better to see *by example* how these programs can be made
- *Easier* to write & read,
- *Easier* to maintain & modify,
- *More* efficient & resilient by applying time-proven software patterns & object-oriented & functional design & programming techniques

This course involves a lot of hands-on software development & testing
Summary of the Course Contents
Summary of Course Contents

- Key Java 8 concurrency & parallelism frameworks

Including Java 8 object-oriented & functional programming language features
Summary of Course Contents

• Key Java 8 concurrency & parallelism frameworks

• Some Android UI & inter-process communication (IPC) mechanisms
Summary of Course Contents

- Key Java 8 concurrency & parallelism frameworks
- Some Android UI & inter-process communication (IPC) mechanisms
- Some mobile & web communication mechanisms
Summary of Course Contents

• Key Java 8 concurrency & parallelism frameworks
• Some Android UI & inter-process communication (IPC) mechanisms
• Some mobile & web communication mechanisms
• Patterns/frameworks for concurrent & networked programming
Summary of Course Contents

• Key Java 8 concurrency & parallelism frameworks
• Some Android UI & inter-process communication (IPC) mechanisms
• Some mobile & web communication mechanisms
• Patterns/frameworks for concurrent & networked programming
• We assume you know (or can quickly learn) Android, Java, & Git

See [www.coursera.org/specializations/android-app-development](http://www.coursera.org/specializations/android-app-development)
Structure of the Lecture Material
**Structure of the Lecture Material**

- This course has four main modules

<table>
<thead>
<tr>
<th>Section</th>
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| Java Concurrency & Parallelism   | • Coverage of basic & advanced Java 8 concurrency & parallelism frameworks, e.g.  
  • Java parallel (& sequential) streams  
  • Java completable futures |
| Mobile ⇌ Web Communication       | • HTTP communication & parsing libraries                                 |
| Software Patterns                | • Concurrency & communication patterns                                 |
## Structure of the Lecture Material

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  - Java parallel (& sequential) streams  
  - Java completable futures |
| Mobile ⇔ Web Communication      | HTTP communication & parsing libraries |
| Software Patterns                | Concurrency & communication patterns |

We will bounce around a bit when covering these topics
Structure of the Lecture Material

- This course has four main modules
- Each module is composed of lessons
Structure of the Lecture Material

• This course has four main modules
  • Each module is composed of lessons
  • Each lesson is composed of parts
Structure of the Lecture Material

- This course has four main modules
  - Each module is composed of lessons
  - Each lesson is composed of parts
  - Each part is a single lecture

Screencasts of each lesson “part” & PDF versions of the slides will be uploaded to [www.dre.vanderbilt.edu/~schmidt/cs891#lectures](http://www.dre.vanderbilt.edu/~schmidt/cs891#lectures)
Structure of the Lecture Material

- This course has four main modules
  - Each module is composed of lessons
  - Each lesson is composed of parts
  - Each part is a single lecture
  - Each part is composed of segments
Structure of the Lecture Material

- There will be a bi-weekly quizzes on material covered in the lectures

All quizzes (& the final) are “closed book”
Structure of the Lecture Material

- There will be a bi-weekly quizzes on material covered in the lectures
- $1^{st}$ quiz will be next Wednesday
Structure of the Lecture Material

- There will be a bi-weekly quizzes on material covered in the lectures
  - 1st quiz will be next Wednesday
  - We’ll hand back & review quizzes at the start of the next class

One of the benefits of a smaller class ;-)
Structure of the Lecture Material

- There will be a bi-weekly quizzes on material covered in the lectures
  - 1st quiz will be next Wednesday
  - We’ll hand back & review quizzes at the start of the next class

I recommend that you study for quizzes by reviewing slides & watching screencasts available at [www.dre.vanderbilt.edu/~schmidt/cs891#lectures](http://www.dre.vanderbilt.edu/~schmidt/cs891#lectures)
Structure of the Lecture Material

• There will be a cumulative final exam that covers all the lectures

The final exam will be held 9am to noon, Saturday, December 9th in this room.

KEEP CALM AND GOOD LUCK ON FINAL EXAMS
Overview of the Assignments & Assessments
Programming assignments should be written in Java 8 using Android Studio. You can use any IDE, but your final submission must build/run with Android Studio 3.x & Android Nougat 7.1 (API 25).
Overview of Assignments & Assessments

- Programming assignments should be written in Java 8 using Android Studio
- Please install the Java 8 runtime environment (JRE)

See github.com/douglascraigschmidt/CS891/wiki/Installing-Software
Overview of Assignments & Assessments

- Android programming assignments must be submitted using Android Studio

- A wizard for creating new apps
- A visual editor for creating GUIs
- An editor for manipulating Android XML descriptors needed for your app
- An emulator for testing your apps on your PC
- A debugger for finding errors in the emulator or on a device

See developer.android.com.sdk
Overview of Assignments & Assessments

- Android programming assignments must be submitted using Android Studio
- Please install Android 7.1 Nougat (API level 25)

See en.wikipedia.org/wiki/Android_Nougat
Overview of Assignments & Assessments

- All source code for assignments & examples available at GitHub

Go to GitHub at [github.com/douglascraigschmidt/CS891](https://github.com/douglascraigschmidt/CS891)
Overview of Assignments & Assessments

• All source code for assignments & examples available at GitHub
• You will need to learn how to use GitLab et al.
Overview of Assignments & Assessments

• All source code for assignments & exam
  • You will need to learn how to use GitLab et al.
  • Be prepared to update your repositories occasionally

“If you don’t like change, you’re going to like irrelevance even less.”
Overview of Assignments & Assessments

- Assignments will provide a range of experience with Java 8 & Android concurrent/parallel programs

See github.com/douglascraigschmidt/CS891/tree/master/assignments
Overview of Assignments & Assessments

• Assignments will provide a range of experience with Java 8 & Android concurrent/parallel programs
  • Implement an image crawler app on Android using various Java 8 features, e.g.
    • Java sequential & parallel streams
    • Java completable futures
    • Java lambda expressions, method references, & functional interfaces

The topics covered by the assignments may change a bit during the semester
Overview of Assignments & Assessments

• Assignment assessments will be done via reviews by course staff
Overview of Assignments & Assessments

- Assignment assessments will be done via reviews by course staff
- Assignments *must* be submitted on time or you’ll get a 0

See github.com/douglascraigschmidt/CS891/wiki/CS-891-FAQ
Assignment assessments will be done via reviews by course staff.

- Assignments must be submitted on time or you’ll get a 0.
- Your initial submission must compile & be largely complete or you won’t get a review or a final grade.

Overview of Assignments & Assessments

- Submit Program
- Feedback to students
- Revise Program
- TA/Grader Review
- Final grade
- Resubmit Program

Instructor Review
Assignment Due
Overview of Assignments & Assessments

- Assignment assessments will be done via reviews by course staff
  - Assignments *must* be submitted on time or you’ll get a 0
  - Your initial submission must compile & be largely complete or you won’t get a review or a final grade
  - Work *must* be your own
    - This goes for quizzes & programming assignments

www.vanderbilt.edu/student_handbook/the-honor-system#statement-of-the-honor-code
Overview of Assignments & Assessments

- Assessment criteria

<table>
<thead>
<tr>
<th>Assessment Category</th>
<th>%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execution correctness</td>
<td>40%</td>
</tr>
<tr>
<td>Structure (e.g., modularization, information hiding, etc.)</td>
<td>30%</td>
</tr>
<tr>
<td>Insightful programming (e.g., developing reusable class components, etc.)</td>
<td>10%</td>
</tr>
<tr>
<td>Consistent style (e.g., capitalization, indenting, etc.)</td>
<td>10%</td>
</tr>
<tr>
<td>Appropriate commenting style</td>
<td>10%</td>
</tr>
</tbody>
</table>

See [www.dre.vanderbilt.edu/~schmidt/cs891/assignments.html](http://www.dre.vanderbilt.edu/~schmidt/cs891/assignments.html)
• The relative weighting of each portion of the course is:
  • 40% Quizzes
  • 40% Programming projects
  • 10% Final exam
  • 10% Participation
Overview of Assignments & Assessments

• The relative weighting of each portion of the course is:
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Participation is roughly 5% attendance & 5% in-class involvement in discussions
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- 40% Quizzes
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- 10% Final exam
- 10% Participation

Participation is roughly 5% attendance & 5% in-class involvement in discussions

Don’t expect to get an A in this class if you do not participate!!!!
Setting Up the Android & Java IDE on Android Studio
Installing Eclipse Java/Android Developer Tools

- See developer.android.com/sdk

Android Studio

The Official IDE for Android

Android Studio provides the fastest tools for building apps on every type of Android device.

World-class code editing, debugging, performance tooling, a flexible build system, and an instant build/deploy system all allow you to focus on building unique and high quality apps.

DOWNLOAD ANDROID STUDIO
2.3.3 FOR WINDOWS (1,926 MB)
Installing Eclipse Java/Android Developer Tools

- Installation steps
Installing Eclipse Java/Android Developer Tools

- Installation steps
  - Download & install the Java Standard Edition JDK & JRE 8

Java SE Development Kit 8 Downloads

Thank you for downloading this release of the Java™ Platform, Standard Edition Development Kit (JDK™). The JDK is a development environment for building applications, applets, and components using the Java programming language.

The JDK includes tools useful for developing and testing programs written in the Java programming language and running on the Java platform.

See also:
- Java Developer Newsletter (tick the checkbox under Subscription Center > Oracle Technology News)
- Java Developer Day hands-on workshops (free) and other events
- Java Magazine
- JDK MD5 Checksum

Looking for JDK 8 on ARM?
JDK 8 for ARM downloads have moved to the JDK 8 for ARM download page.

Java SE Development Kit 8u25

You must accept the Oracle Binary Code License Agreement for Java SE to download this software.

- Accept License Agreement
- Decline License Agreement

<table>
<thead>
<tr>
<th>Product / File Description</th>
<th>File Size</th>
<th>Download</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linux x86</td>
<td>135.24 MB</td>
<td>jdk-8u25-linux-i586.rpm</td>
</tr>
<tr>
<td>Linux x86</td>
<td>154.88 MB</td>
<td>jdk-8u25-linux-i586.tar.gz</td>
</tr>
<tr>
<td>Linux x64</td>
<td>135.6 MB</td>
<td>jdk-8u25-linux-x64.rpm</td>
</tr>
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www.oracle.com/technetwork/java/javase/downloads
Installing Eclipse Java/Android Developer Tools

• Installation steps
  • Download & install the Java Standard Edition JDK & JRE 8
  • Download & install Android Studio 3.x

Be an Early Adopter

Get early access to the latest features and improvements in Android Studio by downloading the Android Studio Preview.

The Android Studio Preview can run side-by-side with your stable version, so you can work on the same projects in both versions.

Important: If you've upgraded a project from using an alpha version of Android plugin 3.0.0 to using a beta version of the plugin, you'll need to first clean your project by selecting Build > Clean Project from the menu bar.

DOWNLOAD 3.0 BETA 2
FOR WINDOWS (704 MB)

[developer.android.com/studio/preview]
Add Components to the SDK

• Launch the Android Studio SDK Manager
• Select “Nougat” version of Android (7.1, API 25)

Add Components to the SDK

- Launch the Android Studio Virtual Device Manager
- Create an Android API 25 emulator

[Image: Your Virtual Devices]

developer.android.com/tools/devices/managing-avds.html
Intel HAXM Virtualization Driver

**Requirements**

- Intel virtualization extensions (VT, VT-x, vmx)
- AMD virtualization extensions (AMD-v, SVM) [only supported on Linux]
- Download an x86 emulator image

**Windows & Mac OSX**

- `<sdk>/extras/intel/Hardware_Accelerated_Execution_Manager/IntelHAXM.exe/dmg`

**Linux**

- Install KVM & pass “-enable-kvm” flag to emulator when starting

[developer.android.com/tools/devices/emulator.html#acceleration]
Accessing Java & Android Source Code
Accessing Java & Android Source Code

- Android source code is available
- For browsing [android.googlesource.com](https://android.googlesource.com)

### android Git repositories

To clone one of these repositories, install git, and run:

```
git clone https://android.googlesource.com/name
```

<table>
<thead>
<tr>
<th>Name</th>
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<tbody>
<tr>
<td>accessories/manifest</td>
</tr>
<tr>
<td>device/asus/deb</td>
</tr>
<tr>
<td>device/asus/flo</td>
</tr>
<tr>
<td>device/asus/flo-kernel</td>
</tr>
<tr>
<td>device/asus/grouper</td>
</tr>
<tr>
<td>device/asus/tilapia</td>
</tr>
<tr>
<td>device/common</td>
</tr>
<tr>
<td>device/generic/armv7-a</td>
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<td>device/generic/armv7-a-neon</td>
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<tr>
<td>device/generic/art</td>
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<td>device/generic/common</td>
</tr>
<tr>
<td>device/generic/goldfish</td>
</tr>
<tr>
<td>device/generic/mini-emulator-armv7-a-neon</td>
</tr>
<tr>
<td>device/generic/mini-emulator-mips</td>
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  - For downloading source.android.com

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The Android Source Code

Android is an open-source software stack created for a wide array of devices with different form factors. The primary purposes of Android are to create an open software platform available for carriers, OEMs, and developers to make their innovative ideas a reality and to introduce a successful, real-world product that improves the mobile experience for users. We also wanted to make sure there was no central point of failure, where one industry player could restrict or control the innovations of any other. The result is a full, production-quality consumer product with source code open for customization and porting.

Governance Philosophy

Android was originated by a group of companies known as the Open Handset Alliance, led by Google. Today, many companies – both original members of the OHA and others – have invested heavily in Android. These companies have allocated significant engineering resources to improve Android and bring Android devices to market.

The companies that have invested in Android have done so on its merits because we believe an open platform is necessary. Android is intentionally and explicitly an open-source – as opposed to a free software – effort; a group of organizations with shared needs has pooled resources to collaborate on a single implementation of a shared product. The Android philosophy is pragmatic, first and foremost. The objective is a shared product that each contributor can tailor and customize.

Uncontrolled customization can, of course, lead to incompatible implementations. To prevent this, the Android Open Source Project also maintains the Android Compatibility Program, which spells out what it means to be "Android compatible" and what is required of device builders to achieve that status. Anyone can (and will) use the Android source code for any purpose, and we welcome all legitimate uses. However, in order to take part in the shared ecosystem of applications we are building around Android, device builders must participate in the Android Compatibility Program.

The Android Open Source Project is led by Google, who maintains and further develops Android. Although Android consists of multiple subprojects, this is strictly a project management technique. We view and manage Android as a single, holistic software product, not a "distribution", specification, or collection of replaceable parts. Our intent is that device builders port Android to a device; they don't implement a specification or curate a distribution.
Accessing Java & Android Source Code

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  - For downloading
jdk8.java.net/download.html
Summary
Summary

- You will get out of this course what you put into it
• You will get out of this course what you put into it
• Be prepared to work hard

HARD WORK

“Human Felicity is produc'd not so much by great Pieces of good Fortune that seldom happen, as by little Advantages that occur every Day” - Benjamin Franklin
Summary

• You will get out of this course what you put into it
• Be prepared to work hard
• Do not miss deadlines…
Summary

- You will get out of this course what you put into it
- Be prepared to work hard
- Do *not* miss deadlines…
- Participate in discussions in class & on piazza

See piazza.com/vanderbilt/fall2017/cs891/home
You will get out of this course what you put into it
- Be prepared to work hard
- Do *not* miss deadlines…
- Participate in discussions in class & on piazza
- No laptops/phones in class unless explicitly allowed

Failure to comply with this rule will cost you participation points
You will get out of this course what you put into it
- Be prepared to work hard
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- Avail yourself of available resources

See www.dre.vanderbilt.edu/~schmidt/cs891
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- Be prepared to work hard
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Please resist the urge to email me directly unless it’s a confidential matter or you’d like to schedule a meeting!
Summary

• You will get out of this course what you put into it
• Be prepared to work hard
• Do not miss deadlines…
• Participate in discussions in class & on piazza
• No laptops/phones in class unless explicitly allowed
• Avail yourself of available resources
• There are abundant opportunities!

Summary

• If there’s an emergency, pay attention to the escape route!
• See engineering.vanderbilt.edu/about/evacuationplans.php

See video at www.youtube.com/watch?v=ZXpFznXb_vI starting ~20 seconds