

Objectives

- Java wrap-up
 - Compilation benefits
 - Comparing with Python
- Software Development

COMPARATORS

Alternative Sorting


- What if object is **Comparable** but does not sort the way you want?
 - Special case
 - Don't want to change class
 - Don't have access to class
 - Example: want to sort strings so capital and lowercase letters are the same
- Use **Comparator** interface

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Comparator<T> Interface

- Declares two methods:
 - `int compare(T o1, T o2)`
 - Compare two objects and return a value as if we called `o1.compareTo(o2)`
 - `boolean equals(Object other)`  Have default from Object
 - Check if this Comparator equals other
 - Overloaded versions of **sort** in Arrays and Collections
 - Arrays: `void sort(Object[] array, Comparator c)`
 - Collections: `void sort(List list, Comparator c)`
- `EmployeeNameComparator.java`

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COMPILATION

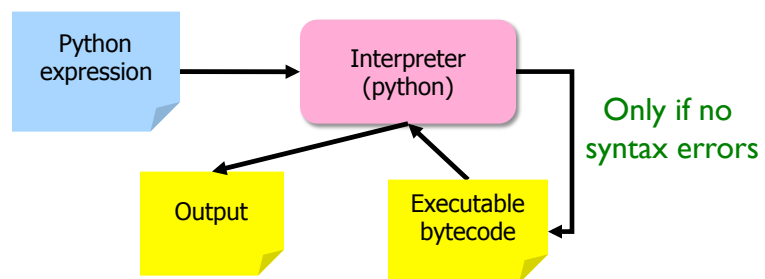
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Python Interpreter

1. Validates Python programming language expression(s)
 - Enforces Python syntax rules
 - Reports syntax errors
2. Executes expression(s)



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Java Compiler



- Lexical analysis, parsing, semantic analysis, *code generation*, and *code optimization*
- Code optimization: dead code eliminator, inline expansion, constant propagation, ...

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Compiling

- Translates high-level programming language to machine code or byte code
 - Java: `.java` → `.class` == bytecode
- Compiler optimization techniques
 - Generate *efficient* bytecode/machine code
 - Examples: get rid of unused local variables, transform loops, inline method calls
 - In Java: static typing for additional gains
- Can execute generated code multiple times
 - Performance gain
 - Interpreted → have to re-verify the code each time executed

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LANGUAGE COMPARISON

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Language Comparison

Java

Python

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Rest of the semester

- Shift from learning Java, specifically, to learning how to develop software (abstractly) with Java as our implementation/example
- Why Java?
 - Popular language
 - Many frameworks and tools for Java
 - Java's structure allows for strict adherence to design techniques
- Just a start
 - You'll need to continue learning more "on the street"

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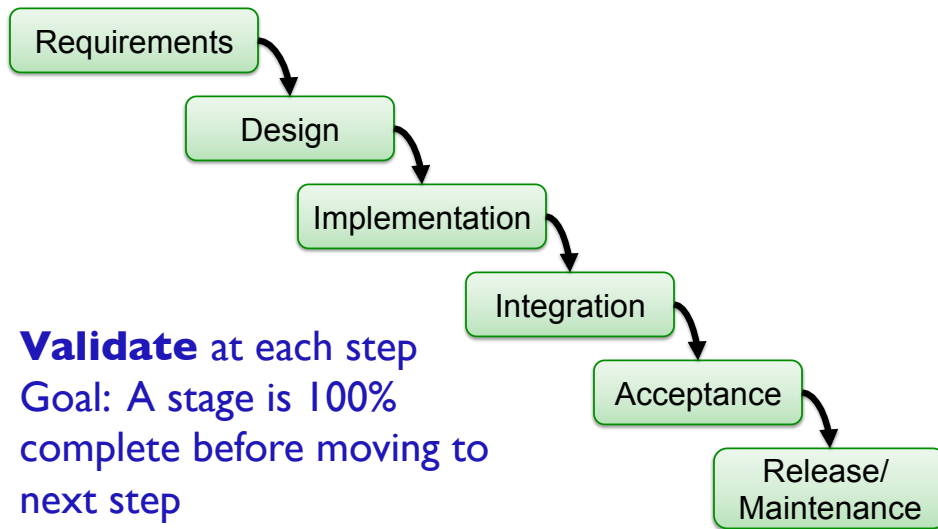
SOFTWARE LIFE CYCLE

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Traditional Software Engineering Process: Waterfall Model

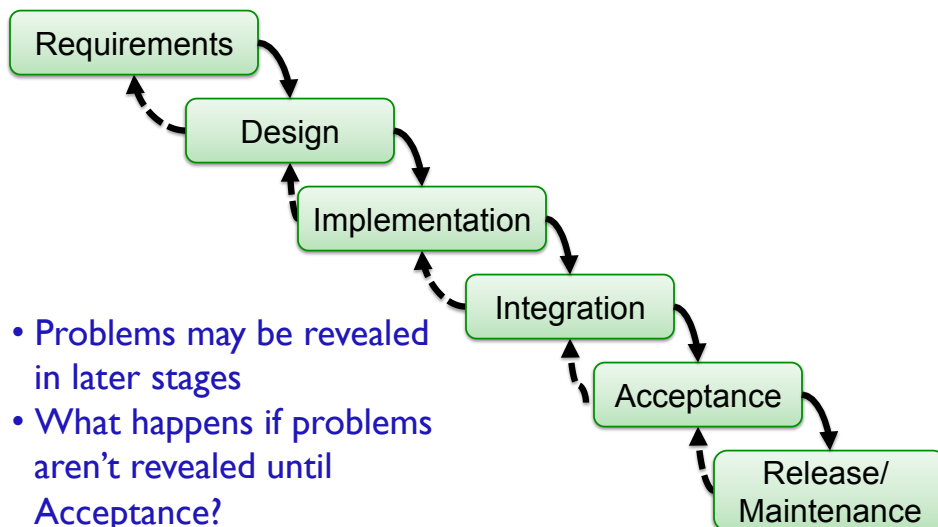


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Feedback in Waterfall Model

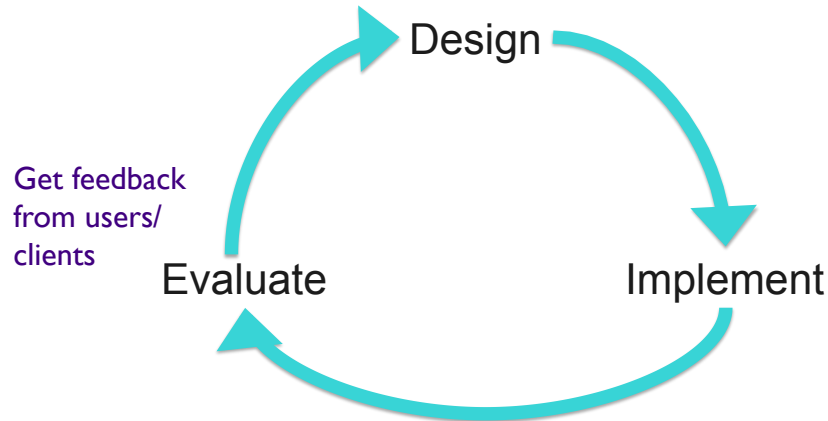


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Iterative Design



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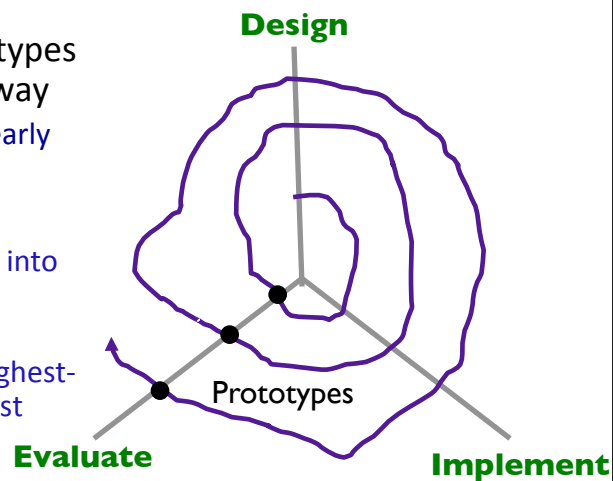
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Spiral Model

Consistent with agile development

- Idea: smaller prototypes to test/fix/throw away
 - Finding problems early costs less
- In general...
 - Break functionality into smaller pieces
 - Implement most depended-on or highest-priority features first



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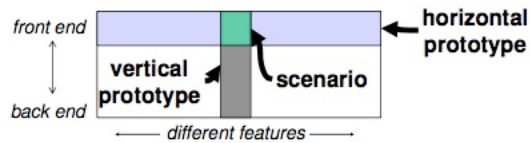
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Prototypes

- Purpose/Dimensions

- Functionality
- Interaction
- Implementation



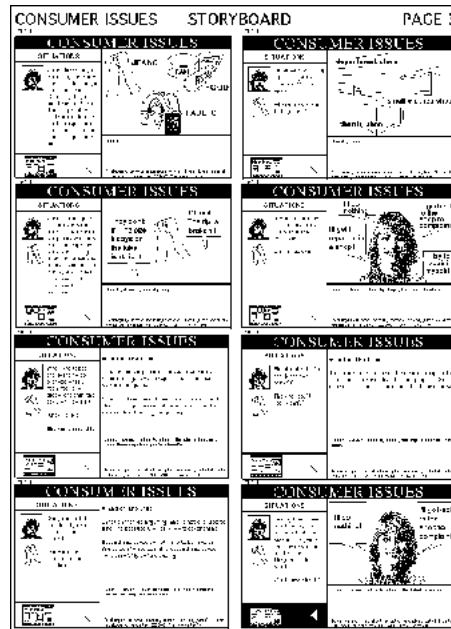
- Fidelity:

- Low: omits details
- High: closer to finished project
- Multi-dimensional
 - Breadth: % of features covered
 - Only enough features for certain tasks
 - Depth: degree of functionality
 - Limited choices, canned responses, no error handling

From Nielsen,
Usability Engineering

Low Fidelity Prototypes

- Media: Paper
- Examples: storyboard, sketches, flipbook, flow diagram



High Fidelity Prototypes

- Media: Flash, HTML (non-interactive), PowerPoint, Video
- Examples: Mockups, Wizard of Oz

Virtual Peer for
Autistic Children



<http://www.articulab.justinecassell.com/projects/samautism/index.html>

How to Implement an Effective Solution

- Understand the problem (interact with people)
- Understand external constraints (interact with people)
- Design an effective solution to the problem
- While designing the solution, design some tests to verify that the problem is solved (and remains solved)
- Code the effective solution to the problem
- Teach other team members about your solution to the problem (interact with people)

Spiral Model Steps

- Design a {method, class, package}
- Implement the {method, class, package}
- Test the {method, class, package}
- Fix the {method, class, package}
- Deploy the {method, class, package}
- Get feedback
 - Probably will require modifications to design
 - May even need to rollback a previous version
- Repeat