

## **Course Overview / Review**

**Recall the software life cycle:**

### **Analysis**

- define the problem**
- develop program specifications**

### **Design**

### **Coding**

### **Testing**

- black box vs white box**
- test coverage**
- test cases: positive, negative, boundary**

### **Deployment (or operation or maintenance)**

- bug fixes**
- add new features**

# Design

Choose classes, methods, data, etc.

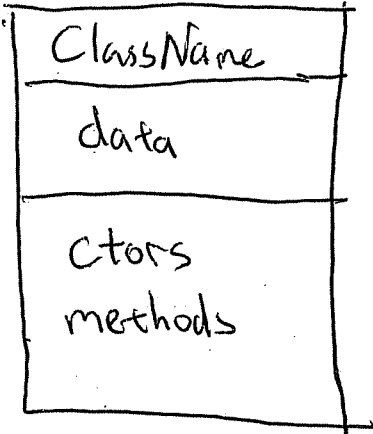
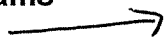
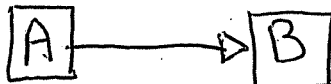
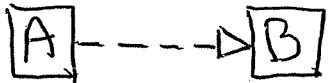
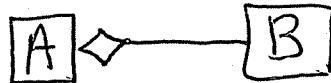
Recognize relationships between classes

Goals:

- maximize cohesion
- minimize coupling

Describing the design using UML diagrams

- class diagrams
- class relationship diagrams



# Coding

**Edit - compile - run cycle**

**Variables**

**Data types: primitive vs reference**

**Sending messages (calling methods)**

**Defining classes**

- data members**

- constructors**

- methods**

- visibility modifiers**

- class vs instance**

**Control-flow constructs**

- selection statements: if, if-else, switch**

- repetition statements: for, while, do-while**

**Building connections between classes**

- interfaces**

- inheritance – is-a relationships**

- polymorphism**

**Handling problems**

- building in checks for "bad" input**

- exceptions**

  - defining**

  - throwing**

  - handling using try-catch or by passing down the call stack**

  - checked vs unchecked exceptions**

**Input and output**

- console**

- file – text based**

## Three Themes

Compatibility

Accessibility

Compile-time vs run-time

Compatibility - assignment & casting

primitive types double f = 7;

but not ~~int x = 3.14;~~ → int x = (int)3.14;

reference types

interfaces: TaskList list = anything that implements  
interface TaskList

inheritance: Super t = subclass value

Vehicle t = new Car();

casting Car c = (Car)t; → use instanceof before casting to avoid ClassCastException

Accessibility public vs private

static vs non-static

of inherited data & methods

Compile-time vs Runtime

compile-time errors vs run-time errors

polymorphism

compile-time → type of var determines what can be done with the var

run-time → type of object determines which code to execute

exceptions

compile-time → must handle checked exceptions

run-time → how an exception gets handled

## What's next?

### CS major

need 302, 367, and 240 to declare

### CS certificate

6 courses:

- 302, 367
- up to 2 other under -400 level courses
- at least 2 400+ level classes

See <http://www.cs.wisc.edu/ugac/> for full details

# What's next next?

## CS 367: Introduction to Data Structures and Algorithms

### Data structures

- stacks
- queues
- priority queues
- linked lists
- trees
- graphs

### Algorithms

- recursion
- searching
- sorting
- hashing

### Analysis of data structures and algorithms

- complexity

Example: array of addresses

look up an address - how long does it take

unsorted

best case: 1 step

worst case:  $N$  steps ( $N = \text{size of array}$ )

avg case:  $N/2$  steps

sorted

best case: 1 step

worst case: on the order of  $\log_2 N$  steps

avg case: " " " " " "

