Principles of Software Construction: Objects, Design, and Concurrency

Part 4: Et cetera

Toward SE in practice: People and process

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Administrivia

- Homework 6 available
 - Checkpoint deadline Thursday, December 3rd
 - Due Wednesday, December 9th

Key concepts from last Tuesday

Java lambdas and streams



Use caution making streams parallel

Remember our Mersenne primes program?

Runs in 10.1s on my 12-core, 24-thread Ryzen 9 3900X Does not reasonably terminate if the stream is .parallel()

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Lambdas and streams summary

- When to use a lambda
 - Always, in preference to CICE
- When to use a method reference
 - Almost always, in preference to a lambda
- When to use a stream
 - When it feels and looks right
- When to use a parallel stream
 - When you've convinced yourself it has equivalent semantics and demonstrated that it's a performance win

What Josh didn't show you...



Stream interface is a monster (1/3)

```
public interface Stream<T> extends BaseStream<T, Stream<T>> {
// Intermediate Operations
Stream<T> filter(Predicate<T>);
<R> Stream<R> map(Function<T, R>);
IntStream mapToInt(ToIntFunction<T>);
LongStream mapToLong(ToLongFunction<T>);
DoubleStream mapToDouble(ToDoubleFunction<T>);
<R> Stream<R> flatMap(Function<T, Stream<R>>);
IntStream flatMapToInt(Function<T, IntStream>);
LongStream flatMapToLong(Function<T, LongStream>);
DoubleStream flatMapToDouble(Function<T, DoubleStream>);
Stream<T> distinct();
Stream<T> sorted();
Stream<T> sorted(Comparator<T>);
Stream<T> peek(Consumer<T>);
Stream<T> limit(long);
Stream<T> skip(long);
```

Stream interface is a monster (2/3)

```
// Terminal Operations
void forEach(Consumer<T>);  // Ordered only for sequential streams
void forEachOrdered(Consumer<T>); // Ordered if encounter order exists
Object[] toArray();
<A> A[] toArray(IntFunction<A[]> arrayAllocator);
T reduce(T, BinaryOperator<T>);
Optional<T> reduce(BinaryOperator<T>);
<U> U reduce(U, BiFunction<U, T, U>, BinaryOperator<U>);
<R, A> R collect(Collector<T, A, R>); // Mutable Reduction Operation
<R> R collect(Supplier<R>, BiConsumer<R, T>, BiConsumer<R, R>);
Optional<T> min(Comparator<T>);
Optional<T> max(Comparator<T>);
long count();
boolean anyMatch(Predicate<T>);
boolean allMatch(Predicate<T>);
boolean noneMatch(Predicate<T>);
Optional<T> findFirst();
Optional<T> findAny();
```

Stream interface is a monster (3/3)

```
// Static methods: stream sources
public static <T> Stream.Builder<T> builder();
public static <T> Stream<T> empty();
public static <T> Stream<T> of(T);
public static <T> Stream<T> of(T...);
public static <T> Stream<T> iterate(T, UnaryOperator<T>);
public static <T> Stream<T> generate(Supplier<T>);
public static <T> Stream<T> concat(Stream<T>, Stream<T>);
```

In case your eyes aren't glazed yet

```
public interface BaseStream<T, S extends BaseStream<T, S>>
  extends AutoCloseable {
Iterator<T> iterator();
Spliterator<T> spliterator();
boolean isParallel();
S sequential(); // May have little or no effect
S parallel(); // May have little or no effect
S unordered(); // Note asymmetry wrt sequential/parallel
S onClose(Runnable);
void close();
```

It keeps going: java.util.stream.Collectors

```
... toList()
... toMap(...)
... toSet(...)
... reducingBy(...)
... groupingBy(...)
... partitioningBy(...)
```

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It keeps going: java.util.stream.Collectors

```
... toList()
... toMap(...)
... toSet(...)
... reducingBy(...)
... groupingBy(...)
... partitioningBy(...)
static <T,K,D,A,M extends Map<K,D>> Collector<T,?,M> groupingBy(
   Function<? super T,? extends K> classifier,
   Supplier<M> mapFactory,
   Collector<? super T,A,D> downstream)
```

Optional<T> – a third way to indicate the absence of a result

```
public final class Optional<T> {
    boolean isPresent();
    T get();
    void ifPresent(Consumer<T>);
    Optional<T> filter(Predicate<T>);
    <U> Optional<U> map(Function<T, U>);
    <u> Optional<U> flatMap(Function<T, Optional<U>>);
    T orElse(T);
    T orElseGet(Supplier<T>);
    <X extends Throwable> T orElseThrow(Supplier<X>) throws X;
```

Changes to existing libraries... e.g.,

```
public interface Collection<E> {
    ...
    default Stream<E> stream();
    default Stream<E> parallelStream();
    default Spliterator<E> spliterator();
}
```

Overall: Streams design discussion

Recall the fundamental API design principles...



Today: Software engineering in practice

- An introduction to software engineering
- Methodologies discussion: Test-driven development

What is software engineering?



Compare to other forms of engineering

- e.g., Producing a car or bridge
 - Estimable costs and risks
 - Well-defined expected results
 - High quality
- Separation between plan and production
- Simulation before construction
- Quality assurance through measurement
- Potential for automation







Software engineering in the real world

- e.g., HealthCare.gov
 - Estimable costs and risks
 - Well-defined expected results
 - High quality
- Separation between plan and production
- Simulation before construction
- Quality assurance through measurement
- Potential for automation



1968 NATO Conference on Software Engineering





Sociotechnical systems

 A sociotechnical system is, roughly, any interlinked system of people, technology, and their environment

How a Self-Driving Uber Killed a Pedestrian in Arizona

By TROY GRIGGS and DAISUKE WAKABAYASHI UPDATED MARCH 21, 2018

A woman was <u>struck and killed</u> on Sunday night by an autonomous car operated by Uber in Tempe, Ariz. It was believed to be the first pedestrian death associated with self-driving technology.

What We Know About the Accident





https://www.nytimes.com/interactive/2018/03/20/us/self-driving-uber-pedestrian-killed.html?mtrref=www.google.com&assetType=REGIWALL https://www.bbc.com/news/business-50312340

https://www.bbc.com/news/technology-44243118

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Technology

Boeing's 737 Max Software Outsourced to \$9-an-Hour Engineers

By Peter Robison
June 28, 2019, 4:46 PM EDT

- ▶ Planemaker and suppliers used lower-paid temporary workers
- Engineers feared the practice meant code wasn't done right

A year after the first 737 Max crash, it's unclear when the plane will fly again

Two crashes of Boeing's 737 Max 8 killed 346 people, and authorities are blaming Boeing's design, a faulty sensor and airline staff. Plus: Everything you need to know about the plane.



Kent German D November 1, 2019 9:01 AM PDT







The cockpit of a grounded 737 Max 8 aircraft. Photographer: Dima:

It remains the mystery at the hea crisis: how a company renowned made seemingly basic software n deadly crashes. Longtime Boeing was complicated by a push to ou contractors.

The Max software -- plagued by is planes grounded months longer week revealed a new flaw -- was of was laying off experienced engin suppliers to cut costs.

https://spectrum.ieee.org/aerospace/aviation/h developer

How the Boeing 737 Max Disaster Looks to a Software Developer

Design shortcuts meant to make a new plane seem like an old, familiar one are to blame

By Gregory Travis

The views expressed here are solely those of the author and do not represent positions of IEEE Spectrum or the IEEE.



Photo: Jemal Countess/Getty Images

This is part of the wreckage of Ethiopian Airlines Flight ET302, a Boeing 737 Max



ed killing 346 people.

ts 737 Max 8 that killed 346 people, <u>Boeing</u> is facing its newest and most critical aircraft models. The sund the world, and the Federal Aviation



Major topics in 17-313 (Foundations of SE)

- Process considerations for software development
- Requirements elicitation, documentation, and evaluation
- Design for quality attributes
- Strategies for quality assurance
- Empirical methods in software engineering
- Time and team management
- Economics of software development



The foundations of our Software Engineering program

- Core computer science fundamentals
- Building good software, organizing software projects
 - Development teams, customers, and users
 - Process, requirements, estimation, management, and methods
- The larger context of software
 - Business, society, policy
- Engineering experience
- Communication skills
 - Written and oral



Summary

- Software engineering requires consideration of many issues, social and technical, above code-level considerations
- Interested? Take 17-313
- Shameless plug: Take API Design, 17-480

