6.005 Elements of Software Construction

Fall 2008

6.005 elements of software construction

Conclusion

Daniel Jackson & Rob Miller

Fall 2008

Today

conclusion
- take-away messages
- what to do next

project 3 awards

6.005 quiz game

HKN evaluations

What You've Learned in 6.005

think first, then code
- abstracting a real-world problem into a model
  - State machine paradigm: state machine, grammar
  - Symbolic paradigm: datatypes and operations
  - Relational paradigm: object model
- applying design patterns to translate models into code

how to create good software
- easy to understand
- safe from bugs
- ready for change

software engineering literacy
- Java
- MIDI, URL, HTTP, maps, lists, sets, streams, SAT, threads, queues, sockets, client/server, GUI, SQL
- Subversion, Eclipse, JUnit, code coverage, dependence diagrams

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What to Do Next

Spring
- 6.813/6.831 User Interface Design & Implementation
- 6.035 Computer Language Engineering

IAP
- 6.370 IAP Programming Competition
- 6.470 IAP Web Programming Competition

Fall
- 6.197 Performance Engineering