CMPT 479/745 Software Engineering: Theory and Practice

Introduction

Nick Sumner wsumner@sfu.ca

CMPT 479/745 Software Engineering: Theory and Practice

Introduction

Nick Sumner wsumner@sfu.ca

CMPT 479/**745** Software Engineering: Theory and Practice

Introduction

Nick Sumner wsumner@sfu.ca

- Who am I?
 - Nick Sumner (wsumner@sfu.ca)
 - Research Faculty (Software Engineering, Compilers, Program Analysis)

- Who am I?
 - Nick Sumner (wsumner@sfu.ca)
 - Research Faculty
- Who is your TA?
 - Shadab Romani

- Who am I?
 - Nick Sumner (wsumner@sfu.ca)
 - Research Faculty
- Who is your TA?
 - Shadab Romani
- What is the course website?
 - http://www.cs.sfu.ca/~wsumner/teaching/745/

- Who am I?
 - Nick Sumner (wsumner@sfu.ca)
 - Research Faculty
- Who is your TA?
 - Shadab Romani
- What is the course website?
 - http://www.cs.sfu.ca/~wsumner/teaching/745/
- Where can you discuss course issues?
 - CourSys https://coursys.sfu.ca/2021sp-cmpt-745-x1/discussion/

- Software engineering (informally)
 - Systematic approaches for managing risk while producing or providing software.

- Software engineering (informally)
 - Systematic approaches for managing risk while producing or providing software.
 - How can we write code that is adaptable to changing requirements?

- Software engineering (informally)
 - Systematic approaches for managing risk while producing or providing software.
 - How can we write code that is adaptable to changing requirements?
 - How can you know that code is correct or discover its incorrectness?

- Software engineering (informally)
 - Systematic approaches for managing risk while producing or providing software.
 - How can we write code that is adaptable to changing requirements?
 - How can you know that code is correct or discover its incorrectness?
 - Can you defend against attackers?

- Software engineering (informally)
 - Systematic approaches for managing risk while producing or providing software.
 - How can we write code that is adaptable to changing requirements?
 - How can you know that code is correct or discover its incorrectness?
 - Can you defend against attackers?
 - Can you discover what attackers have done?

- Software engineering (informally)
 - Systematic approaches for managing risk while producing or providing software.
 - How can we write code that is adaptable to changing requirements?
 - How can you know that code is correct or discover its incorrectness?
 - Can you defend against attackers?
 - Can you discover what attackers have done?
 - Can you automatically generate software?

- Software engineering (informally)
 - Systematic approaches for managing risk while producing or providing software.
 - How can we write code that is adaptable to changing requirements?
 - How can you know that code is correct or discover its incorrectness?
 - Can you defend against attackers?
 - Can you discover what attackers have done?
 - Can you automatically generate software?

Programs are themselves data that you can construct, analyze, transform, synthesize, ...

- Software engineering (informally)
 - Systematic approaches for managing risk while producing or providing software.
 - How can we write code that is adaptable to changing requirements?
 - How can you know that code is correct or discover its incorrectness?
 - Can you defend against attackers?
 - Can you discover what attackers have done?
 - Can you automatically generate software?
 - Spans techniques from novel logics to rigorous empirical assessment.
 - Rich interaction between theory and practice matter.

- Software engineering (informally)
 - Systematic approaches for managing risk while producing or providing software.
 - How can we write code that is adaptable to changing requirements?
 How car
 Can you
 Can you
 Can you
 - Spans techniques from novel logics to rigorous empirical assessment.
 - Rich interaction between theory and practice matter.

- Software engineering (informally)
 - Systematic approaches for managing risk while producing or providing software.
 - How can we write code that is adaptable to changing requirements?
 How car
 I will expect you to reason formally.
 Can you
 - Can you
 - Can you
 - Spans techniques from novel logics to rigorous empirical assessment.
 - Rich interaction between theory and practice matter.

- Software engineering (informally)
 - Systematic approaches for managing risk while producing or providing software.
 - How can we write code that is adaptable to changing requirements?
 How can how can be added as a set of the set of the
 - Can you reason practically.
 - Can you
 - Can you
 - Spans techniques from novel logics to rigorous empirical assessment.
 - Rich interaction between theory and practice matter.

- Software engineering (informally) •
 - Systematic approaches for managing risk while producing or providing software.
 - How cap we write code that is adaptable to changing requirements? I will expect you to ectness?
 - How car reason formally.
 - Can you reason practically.
 - Can you apply formalism to solve practical problems.
 - Can you
 - Spans techniques from novel logics to rigorous empirical assessment.
 - Rich *interaction* between theory and practice matter.

- Software engineering (informally) •
 - Systematic approaches for managing risk while producing or providing software.
 - How cap we write code that is adaptable to changing requirements? I will expect you to ectness?
 - How car reason formally.
 - Can you reason practically.
 - Can you apply formalism to solve practical problems.
 - recognize that practice may differ from formalism. Can you
 - Spans techniques from novel logics to rigorous empirical assessment.
 - Rich *interaction* between theory and practice matter.







• Important things we will **not** cover (nonexhaustive)

- Important things we will **not** cover (nonexhaustive)
 - Social aspects of software engineering
 - Project planning and management (Agile vs agile vs ...)
 - Requirements management
 - SLOs, SLA, and most SRE
 - Monoliths vs Services vs Microservices
 - Middleware management
 - ...

- Important things we will not cover (nonexhaustive)
 - Social aspects of software engineering
 - Project planning and management (Agile vs agile vs ...)
 - Requirements management
 - SLOs, SLA, and most SRE
 - Monoliths vs Services vs Microservices
 - Middleware management
 - ...

These are worthwhile topics. Seek them elsewhere.

- What we will (likely) cover
 - Foundations of software design
 - Performance & bottleneck analysis
 - Testing
 - Formal models of programs
 - Symbolic execution and automated test generation
 - Dynamic analysis
 - Static analysis
 - Parallelism & concurrency
 - Software security
 - Program synthesis

- What we will (likely) cover
 - Foundations of software design
 - Performance & bottleneck analysis
 - Testing
 - Formal models of programs
 - Symbolic execution and automated test generation
 - Dynamic analysis
 - Static analysis
 - Parallelism & concurrency
 - Software security
 - Program synthesis

- What we will (likely) cover
 - Foundations of software design
 - Performance & bottleneck analysis
 - Testing
 - Formal models of programs
 - Symbolic execution and automated test generation
 - Dynamic analysis
 - Static analysis
 - Parallelism & concurrency
 - Software security
 - Program synthesis

- What we will (likely) cover
 - Foundations of software design
 - Performance & bottleneck analysis
 - Testing
 - Formal models of programs
 - Symbolic execution and automated test generation
 - Dynamic analysis
 - Static analysis
 - Parallelism & concurrency
 - Software security
 - Program synthesis

- What we will (likely) cover
 - Foundations of software design
 - Performance & bottleneck analysis
 - Testing
 - Formal models of programs
 - Symbolic execution and automated test generation
 - Dynamic analysis
 - Static analysis
 - Parallelism & concurrency
 - Software security
 - Program synthesis

- What we will (likely) cover
 - Foundations of software design
 - Performance & bottleneck analysis
 - Testing
 - Formal models of programs
 - Symbolic execution and automated test generation
 - Dynamic analysis
 - Static analysis
 - Parallelism & concurrency
 - Software security
 - Program synthesis

- What we will (likely) cover
 - Foundations of software design
 - Performance & bottleneck analysis
 - Testing
 - Formal models of programs
 - Symbolic execution and automated test generation
 - Dynamic analysis
 - Static analysis
 - Parallelism & concurrency
 - Software security
 - Program synthesis
- https://www.cs.sfu.ca/~wsumner/teaching/745/21/schedule.html

- What we will (likely) cover
 - Foundations of software design
 - Performance & bottleneck analysis
 - Testing
 - Formal models of programs
 - Symbolic execution and automated test generation
 - Dynamic analysis
 - Static analysis
 - Parallelism & concurrency
 - Software security
 - Program synthesis

There is still far too much! We will focus on *breadth* over *depth*.

• https://www.cs.sfu.ca/~wsumner/teaching/745/19/schedule.html

• What we will (likely) cover

This Course

• What we will (likely) cover



- Grading:
 - Assignments (weekly): 50%
 - Exams: 25%
 - Term Project: 25%

- Grading:
 - Assignments (weekly): 50%
 - Exams: 25%
 - Term Project: 25%
- Assignments
 - A short programming and/or written assignment each week
 - Demonstrate understanding & application of in class material
 - Will expect you to think critically & independently

- Grading:
 - Assignments (weekly): 50%
 - Exams: 25%
 - Term Project: 25%
- Assignments
 - A short programming and/or written assignment each week
 - Demonstrate understanding & application of in class material
 - Will expect you to think critically & independently
- Exams
 - Just the final
 - Demonstrate competence & application of course material

- Term Projects:
 - An open ended project that demonstrates competence

- Term Projects:
 - An open ended project that demonstrates competence
 - Address real world problems in software engineering

• Term Projects:

- An open ended project that demonstrates competence
- Address real world problems in software engineering
- Develop a new tool or technique to address the problem

• Term Projects:

- An open ended project that demonstrates competence
- Address real world problems in software engineering
- Develop a new tool or technique to address the problem
- For undergrads, I have preplanned projects if you want them
- Grads should come up with a proposal of their own

• Term Projects:

- An open ended project that demonstrates competence
- Address real world problems in software engineering
- Develop a new tool or technique to address the problem
- For undergrads, I have preplanned projects if you want them
- Grads should come up with a proposal of their own
- Discussing with me in advance is recommended
- Initial proposals due by Feb 24. Meetings w/me on 24th & 25th.

• Term Projects:

- An open ended project that demonstrates competence
- Address real world problems in software engineering
- Develop a new tool or technique to address the problem
- For undergrads, I have preplanned projects if you want them
- Grads should come up with a proposal of their own
- Discussing with me in advance is recommended
- Initial proposals due by Feb 24. Meetings w/me on 24th & 25th.

I want you to walk away with a project you are proud of. It may lead to a paper. It may to a business. It may lead to a tool.

- Late Submissions
 - None accepted in general (3 late days to spend throughout semester)

- Late Submissions
 - None accepted in general (3 late days to spend throughout semester)
- Cheating
 - Any instance results in a score of 0 for the entire assignment involved.
 - Repeat offenders will be reported and recommended for immediate failure in the course.

- Late Submissions
 - None accepted in general (3 late days to spend throughout semester)
- Cheating
 - Any instance results in a score of 0 for the entire assignment involved.
 - Repeat offenders will be reported and recommended for immediate failure in the course.

It is better to get 0 credit than to cheat!

- Late Submissions
 - None accepted in general (3 late days to spend throughout semester)
- Cheating
 - Any instance results in a score of 0 for the entire assignment involved.
 - Repeat offenders will be reported and recommended for immediate failure in the course.
 - Per SFU policy, sharing your solution to an assignment is dishonesty.
 Do not post solutions for assignments to github or elsewhere.

- Late Submissions
 - None accepted in general (3 late days to spend throughout semester)
- Cheating
 - Any instance results in a score of 0 for the entire assignment involved.
 - Repeat offenders will be reported and recommended for immediate failure in the course.
- Expected Workload
 - Strong should expect to spend 9-10 hours outside of class per week.
 - If you are missing some skills, you should expect to spend more.
 - This is not a required class.
 If you are only here for credit, it is better to leave.

- Late Submissions
 - None accepted in general (3 late days to spend throughout semester)
- Cheating
 - Any instance results in a score of 0 for the entire assignment involved.
 - Repeat offenders will be reported and recommended for immediate failure in the course.
- Expected Workload
 - Strong should expect to spend 9-10 hours outside of class per week.
 - If you are missing some skills, you should expect to spend more.
 - This is not a required class.
 If you are only here for credit, it is better to leave.
- Attendance
 - You don't have to attend, but all in class materials are your responsibility

Let's get started