# CISC 3120 CO2: Overview of Software Development and Java

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#### Outline

- Recap and issues
- Brief introduction to software development process
- Brief introduction to history of Java
- Writing simple Java program (from command line)
  - · Review concepts of class, object
  - Text-based application user interface
- Assignments

# How well am I doing?

- Check CUNY Blackboard
  - Updated every class to September 14
  - Peer and random inspections after September 14

#### Attendance

- A: you arrived on time and signed attendance sheet
- N: you missed the class
- L: you signed attendance sheet, but were late
- X: you were excused with support legitimate documentation

# Individual Assignment

- Practice W01-1\_08-31
  - · Individual assignment
  - A: Accepted
  - U: Unaccepted, not submitted, or not submitted on time.

#### Practice W01-1\_08-31

- What shows up in Github classroom?
- Feedback method
  - Created issues in Github
- Any problems?
  - Issue type 1: Accepted assignment, but did nothing. I don't even know who you are (unaccepted)
  - Issue type 2: The content of your file is wrong (unaccepted)
  - Issue type 3: You did not create the folder for the assignment (accepted, however, may not in the future)

# Group Assignment

- Project 0
  - Group assignment
- Letter grade
  - A: may not be perfect, but I am very happy with what you team did.
  - B: at least two members completed something.
  - C: at least one member completed something.
  - F: nothing is done.

# Project 0

- What shows up in Github classroom?
- Feedback method
  - Created issues in Github
- Any problems?
  - Issue type 1: some members did not join the team in Github
  - Issue type 2: some members joined, but did not make contribution

### Questions?

- Attendance
- Practice assignment
- Team Assignment
- · Github issues

# Suggestion

- Use Github Issue Tracking in your assignments
  - Practice assignment: manage your own to-do, bugs, and other items
  - Team project: manage to-do, bugs, other items; delegate tasks to members
- Communicate effectively with the instructor and the fellow team members

# Communicate Effectively

- Follow Stack Overflow,
  - https://stackoverflow.com/help/how-to-ask

#### Develop Software Applications

- Apply engineering principles and scientific techniques to software development
- Software engineering

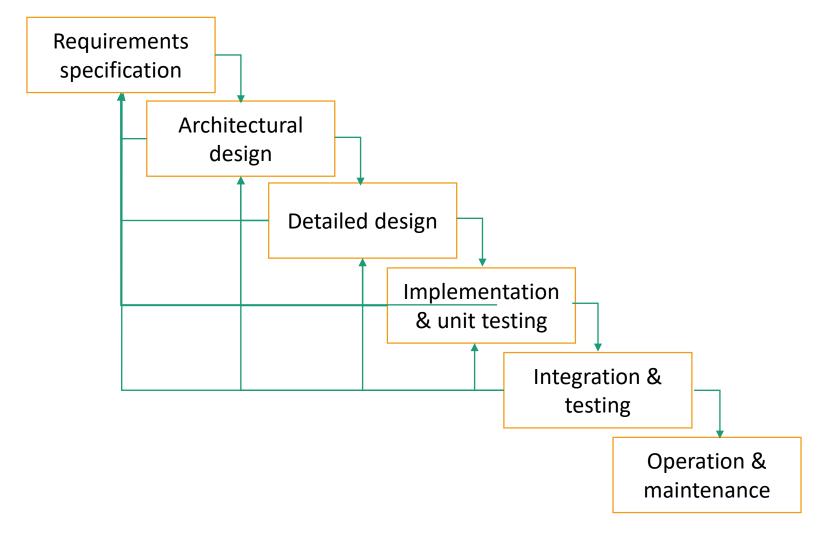
# Main Parties in Software Development

- Two main parties: customers, designers
  - Real word scenarios can be more complicated about who the customers and designers are

# Software Life Cycle

- Main activities
  - Requirement analysis
  - Architectural specification
  - Detailed specification
  - Implementation and unit testing
  - Integration and testing
  - Operation and maintenance

#### Waterfall Model



#### Lots of Documentation



#### Software Development Process

· Waterfall vs. Spiral vs. Agile







#### Validation and Verification

- Validation
  - Are we building the right product?
- Verification
  - Are we building the product right?
- Testing

#### In CISC 3120 ...

- Projects
  - The instructor is your customer



- · You deliver a verified product to the customer
- How does the software life cycle fit in?
- Learn to design and develop applications in Java



#### Java

- An Object-Oriented Programming language after C++
- Designed for devices, later for the Web
- "Write once, run anywhere"
- Java Virtual Machine (JVM)



# Writing Java Programs

- · Create Java source code
  - Use a text editor (e.g., notepad) or an IDE (e.g., Eclipse)
- Compile Java source code to generate Java byte code
  - Use javac to compile the Java source code
- Run Java byte code in Java Virtual Machine
  - · Use java to run the Java byte code program

# The "Hello, World" Java Program

Create the HelloWorld.java file

```
public class HelloWorld {
        public static void main(String[] args) {
            System.out.println("Hello, World");
      }
}
```

# Compile and Run

- Without using any IDE
- From the command line:
  - Compile
     javac HelloWorld.java
  - Run
     java HelloWorld

# The Beer Song

• A little big program that prints out the lyrics of the song "99 bottles of beer".

# Command Line Arguments

What if I want to start at 10 beers?

# Different iteration mechanisms?

### Questions?

- Software development process
- · Write your first Java programs

## Assignments

 Practice examples to be posted at the class website