Recap
• Game Project
  – Due: **TOMORROW** Tuesday December 8\textsuperscript{th} at 11:59pm
  – **Hard Deadline** (no late days)
    • to allow time for grading meetings during reading days
FINAL EXAM

• **Wednesday, December 16, noon – 2PM**
  
  Two locations:
  
  – CHEM 102  last names A - R
  – LEVH 101  last names S - Z

• *Comprehensive* exam over course concepts:
  
  – OCaml material (though we won’t worry much about syntax)
  – All Java material (emphasizing material since midterm 2)
  – all course content
  – old exams posted

• **Closed book, but:**
  
  – One letter-sized, *handwritten* sheet of notes allowed
Review Sessions

- **Mock Exam**
  - Sunday, December 13\(^{th}\)
  - 4:00pm – 8:00pm (pizza at 6:00pm!)
  - Location: TBA

- **Review Session**
  - Monday, December 14\(^{th}\)
  - 8:00pm – 10:00pm
  - Location: TBA

- **Office Hours**
  - See online Schedule

- **Look for Details on Piazza**
• Check your scores online for errors (starting tomorrow)
  – Homework 1-6, Midterms 1&2, class participation
  – Lab attendance, HW 7,8 grades will be entered soon!

• Send mail to tas120@seas if you are missing any grades

• You are looking at the same database I will use to calculate final grades...
  – Homework 50% (50%/9 per project)
  – Labs 6%
  – First midterm 12%
  – Second midterm 12%
  – Final exam 18%
  – Class participation 2%
How is the Game Project going so far?

1. started coding
2. it's somewhat working
3. it's mostly working
4. debugging / polishing
5. done!
What did you think of the use of clickers this semester?
1. worked well – definitely keep using them
2. no strong opinion
3. didn’t like it
CIS 120 Recap
From Day 1

• CIS 120 is a course in **program design**

• Practical skills:
  – ability to write larger (~1000 lines) programs
  – increased independence ("working without a recipe")
  – test-driven development, principled debugging

• Conceptual foundations:
  – common data structures and algorithms
  – several different programming idioms
  – focus on modularity and compositionality
  – derived from first principles throughout

• It will be fun!

Promise: A **challenging** but **rewarding** course.
1. Understand the problem
   What are the relevant concepts and how do they relate?
2. Formalize the interface
   How should the program interact with its environment?
3. Write test cases
   How does the program behave on typical inputs? On unusual ones? On erroneous ones?
4. Implement the required behavior
   Often by decomposing the problem into simpler ones and applying the same recipe to each
• Key concept: Write tests before coding
  – "test first" methodology

• Examples:
  – Simple assertions for declarative programs (or subprograms)
  – Longer (and more) tests for stateful programs / subprograms
  – Informal tests for GUIs (can be automated through tools)

• Why?
  – Tests clarify the specification of the problem
  – Thinking about tests informs the implementation
  – Tests help with extending and refactoring code later
    • automatic check that things are not getting broken
  – Industry practice
Functional/Procedural Abstraction

- Concept: *Don't Repeat Yourself!*
  - Find ways to generalize code so it can be reused in multiple situations

- Examples: Functions/methods, generics, higher-order functions, interfaces, subtyping, abstract classes

- Why?
  - Duplicated functionality = duplicated bugs
  - Duplicated functionality = more bugs waiting to happen
  - Good abstractions make code easier to read, modify, maintain
Persistent data structures

• Concept: Store data in **persistent, immutable** structures; implement computation as **transformation** of those structures.

• Examples: immutable lists and trees in OCaml (HW 1/2/3), images and Strings in Java (HW 7/9).

• Why?
  – Simple model of computation: similar to mathematics.
  – Simple interface: don’t have to reason about aliasing (no implicit communication between various parts of the program, all interfaces are explicit).
  – **Recursion** amenable to mathematical analysis (a la CIS 160).
  – Plays well with parallelism.

**Recursion** is the natural way of computing a function \( f(t) \) when \( t \) belongs to an inductive data type:

1. Determine the value of \( f \) for the base case(s).
2. Compute \( f \) for larger cases by combining the results of recursively calling \( f \) on smaller cases.
3. Same idea as mathematical induction (a la CIS 160).
Tree Structures

• Lists (i.e. “unary” trees)
• Simple binary trees
• Trees with invariants: e.g. binary search trees
• Widget trees: screen layout + event routing
• Swing components

• Trees are ubiquitous in CS!
  – file system organization
  – languages, compilers
  – domain name hierarchy  www.google.com
First-class computation

• Concept: *code is a form of data* that can be defined by functions, methods, or objects (including anonymous ones), stored in data structures, and passed to other functions.

• Examples: map, filter, fold (HW4), pixel transformers (HW6), event listeners (HW5, 7, 9)

```java
cell.addMouseListener(new MouseAdapter() {
    public void mouseClicked(MouseEvent e) {
        selectCell(cell);
    }
});
```

• Why?
  – Powerful tool for abstraction: can factor out design patterns that differ only in certain computations.
  – Heavily used for reactive programming, where data structures store "reactions" to various events.
Types, Generics, and Subtyping

• Concept: *Static type systems* prevent errors. Every expression has a static type, and OCaml/Java use the types to rule out buggy programs. *Generics* and *subtyping* make types more flexible and allow for better code reuse.

```ocaml
let rec contains (x:'a) (l:'a list) : bool =
    begin match l with
    | [] -> false
    | h::tl -> x = a || (contains x tl)
    end
```

• Why?
  – Easier to fix problems indicated by a type error than to write a test case and then figure out why the test case fails
  – Promotes refactoring: type checking ensures that basic invariants about the program are maintained
Abstract types and encapsulation

• Concept: Type abstraction hides the actual implementation of a data structure, describes a data structure by its interface (what it does vs. how it is represented), supports reasoning with invariants

• Examples: Set/Map interface (HW3), queues in OCaml and Java, encapsulation and access control

\textbf{Invariants} are a crucial tool for reasoning about data structures:

1. \textit{Establish} the invariants when you create the structure.
2. \textit{Preserve} the invariants when you modify the structure.
Mutable data

- Concept: Some data structures are *ephemeral*: computations mutate them over time

- Examples: queues, deques (HW4), GUI state (HW5, 9), arrays (HW 6), dynamic arrays, dictionaries (HW8)

- Why?
  - Common in OO programming, which simulates the transformations that objects undergo when interacting with their environment
  - Heavily used for event-based programming, where different parts of the application communicate via shared state
  - Default style for Java libraries (collections, etc.)

A queue with two elements
Sequences, Sets, Maps

- **Specific abstract data types**: sequences, sets, and finite maps

- **Examples**: HW3, Java Collections, HW 7, 8

- **Why?**
  - These abstract data types come up again and again
  - Need aggregate data structures (collections) no matter what language you are programming in
  - Need to be able to choose the data structure with the right semantics
Lists, Trees, BSTs, Queues, and Arrays

- Concept: specific implementations for abstract types

- Examples: HW2-4, Java Collections

- Why?
  - Need some concrete implementation of the abstract types
  - Different implementations have different trade-offs. Need to understand these trade-offs to use them well.
  - For example: BSTs use their invariants to speed up lookup operations compared to linked lists.

```java
interface Set {
  boolean isEmpty(); ...
}
```

A queue with two elements
Abstract Stack Machine

• Concept: The Abstract Stack Machine is a detailed model of the execution of OCaml/Java

• Example: throughout the semester!

• Why?
  – To know what your program does without running it
  – To understand tricky features of Java/OCaml language (aliasing, first-class functions, exceptions, dynamic dispatch)
  – To help understand the programming models of other languages: Javascript, Python, C++, C#, ...
  – To predict performance and space usage behaviors
Event-Driven programming

• Concept: Structure a program by associating "handlers" that run in reaction to program events. Handlers typically interact with the rest of the program by modifying shared state.

• Examples: GUI programming in OCaml and Java

• Why?
  – Practice with reasoning about shared state
  – Practice with first-class functions
  – Necessary for programming with Swing
  – Common in GUI applications
Why OCaml?
Why some other language than Java?

• Level playing field for students with varying backgrounds coming into the same class
• Two points of comparison allow us to emphasize language-independent concepts

...but, why specifically OCaml?
Rich, orthogonal vocabulary

• In Java: int, A[], Object, Interfaces
• In OCaml:
  – primitives
  – arrays
  – objects
  – datatypes (including lists, trees, and options)
  – records
  – refs
  – first-class functions
  – abstract types

• All of the above can be implemented in Java, but untangling various use cases of objects is subtle
• Concepts (like generics) can be studied in isolation, fewer intricate interactions with the rest of the language
Functional Programming

• In Java, every reference is mutable and optional by default

• In OCaml, persistent data structures are the default. Furthermore, the type system keeps track of what is and is not mutable, and what is and is not optional

• Advantages of immutable/persistent data structures
  – Don’t have to keep track of aliasing. Interface to the data structure is simpler
  – Often easier to think in terms of "transforming" data structures than "modifying" data structures
  – Simpler implementation (Compare lists and trees to queues and deques)
  – Powerful evaluation model (substitution + recursion).
Who uses OCaml?
Why Java?
Object Oriented Programming

• Provides a different way of decomposing programs

• Basic principles:
  – Encapsulation of local, mutable state
  – Inheritance to share code
  – Dynamic dispatch to select which code gets run

• but why specifically Java?
Important Ecosystem

- Canonical example of OO language design
- Widely used: Desktop / Server / Android / etc.

- Industrial strength tools
  - Eclipse
  - JUnit testing framework
  - Profilers, debuggers, ...

- Libraries:
  - Collections
  - I/O libraries
  - Swing
  - ...

![Language Ranking Table]

<table>
<thead>
<tr>
<th>Language Rank</th>
<th>Types</th>
<th>Spectrum Ranking</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Java</td>
<td>🌍📱💻</td>
<td>100.0</td>
</tr>
<tr>
<td>2. C</td>
<td>🌍📱💻</td>
<td>99.9</td>
</tr>
<tr>
<td>3. C++</td>
<td>🌍📱💻</td>
<td>99.4</td>
</tr>
<tr>
<td>4. Python</td>
<td>🌍📱💻</td>
<td>96.5</td>
</tr>
</tbody>
</table>
Onward...
What Next?

• Classes:
  – CIS 121, 262, 320 – data structures, performance, computational complexity
  – CIS 19x – programming languages
    • C++, C#, Python, Haskell, Ruby on Rails, iPhone programming
  – CIS 240 – lower-level: hardware, gates, assembly, C programming
  – CIS 341 – compilers (projects in OCaml)
  – CIS 371, 380 – hardware and OS’s
  – CIS 552 – advanced programming
  – And many more!
The Craft of Programming

• *The Pragmatic Programmer: From Journeyman to Master*
  by Andrew Hunt and David Thomas
  – Not about a particular programming language, it covers style, effective use of tools, and good practices for developing programs.

• *Effective Java*
  by Joshua Bloch
  – Technical advice and wisdom about using Java for building software. The views we have espoused in this course share much of the same design philosophy.
• **Real World OCaml**
  by Yaron Minsky, Anil Madhavapeddy, and Jason Hickey
  – Using OCaml in practice: learn how to leverage its rich types, module system, libraries, and tools to build reliable, efficient software.
  – [https://realworldocaml.org/](https://realworldocaml.org/)

• Explore related Languages:

- Haskell
- Scala
- Clojure
Ways to get Involved

- dining philosophers
- Undergraduate Research
- Become a TA!
- Women in Computer Science
Parting Thoughts

• Improve CIS 120:
  – End-of-term survey will be sent soon
  – Penn Course evaluations also provide useful feedback
  – We take them seriously: please complete them!
let rec length (l:int list) : int =
  begin
  match l with
  | [] -> 0
  | _ :: tl -> 1 + length(tl)
  end
Did you attend class today?

1. yes
2. yes
3. yes
4. yes
5. maybe