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# EECE 200 – Introduction to Electrical and Computer Engineering

# Computer Software

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# Outline

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A. Motivation

B. Software and Languages

C. Become an expert

- Algorithms and Data Structures
- Operating systems
- Database Management Systems
- Software Engineering
- Testing and verification
- Complexity



# Examples of software systems

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**Search engines and web portals.**



# Examples of software systems

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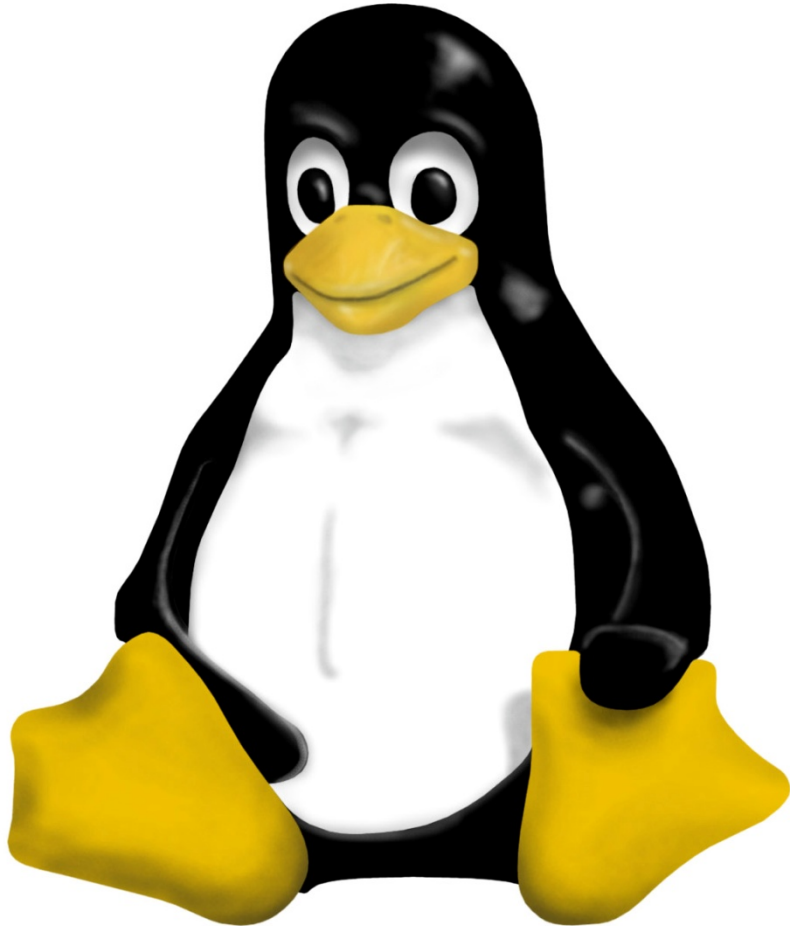


**Social network: facebook.**



# Examples of software systems

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**An operating system:  
Linux rules!**



# Examples of software systems

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**Trading application on  
iPhone:  
mobile computation**

**You can make a fortune!**



# Examples of software systems



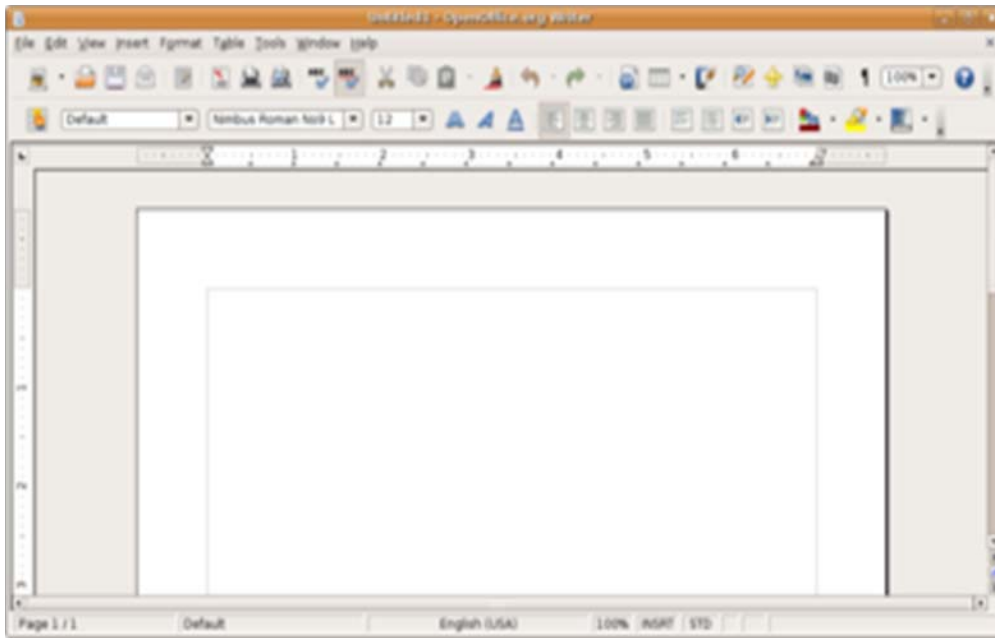
**Computer  
games**

**Interesting!**



# Examples of software systems

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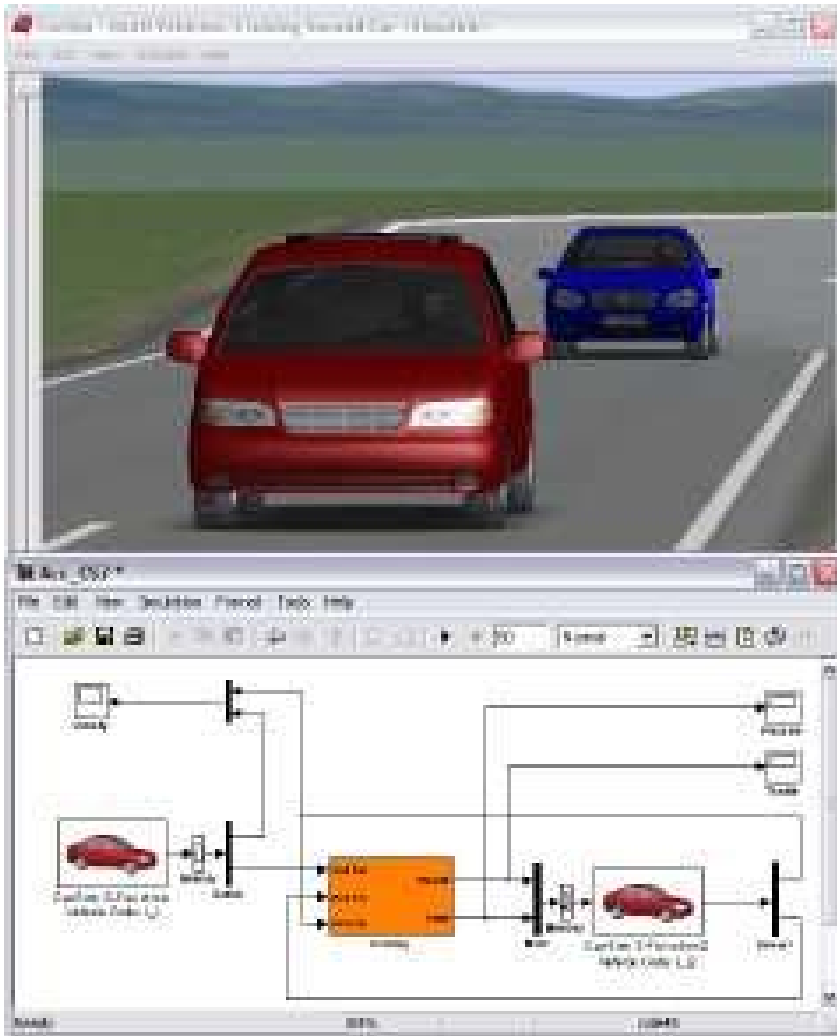
**Office and  
productivity tools.**





# Examples of software systems

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**Simulators and  
computer aided  
design**

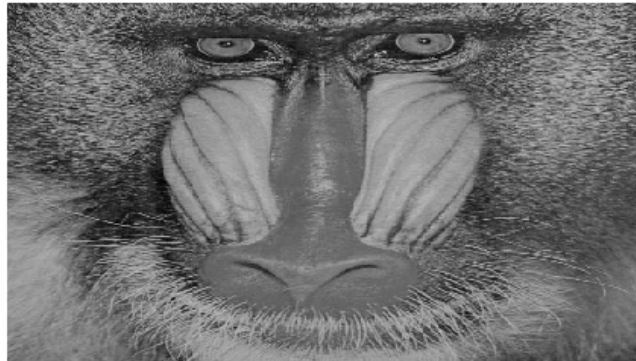
**labview, autocad,  
simulink, spice**



# Software for Image Processing

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BABOON IMAGE



Input Image



Detected edges

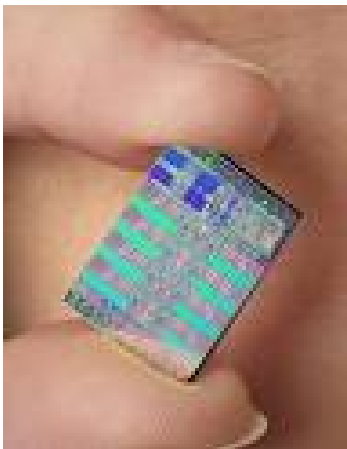


# What is Software and what is not

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- Each processor provides an instruction set
- A software program is a sequence of instructions that control the processor
  - The program handles data stored in memory or on disk
- Data stored in digital form is also considered software
  - Movies, spreadsheets, documents, autocad sketches
- Even a file containing hardware configuration is considered software



# Where does the program come from?

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- Software developers write software programs with high-level programming languages
  - A programming language is a language with a clear and non-ambiguous meaning
  - C/C++, Java, Basic, FORTRAN, COBOL, Pascal, C#, and SQL
- It follows that the low level language is the machine language (that is the instruction set)



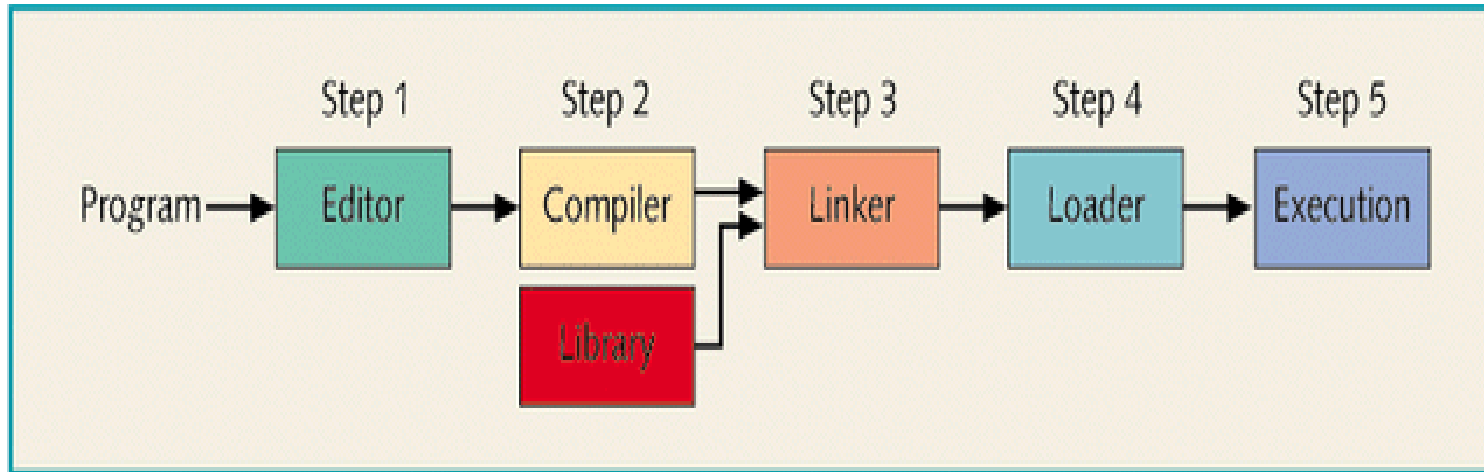
# Where does the program come from?

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- A compiler transforms the high level code into a sequence of instructions
- The compiler is a software program by itself



# An integrated development environment (IDE)



**Figure 1-3** Processing a high-level language program

- A development environment comes with at least a library of services and a compiler
  - An full blown GUI integrated environment is often referred to as an IDE
- Each contemporary computational system comes with an IDE and an SDK



# Categories of software

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- Applications
  - User level software such as a web browser
- Middleware
  - Libraries and services that link software components together
- Firmware
  - Fixed and small code that controls electronic devices
- Kernel or operating system software
  - System code that makes up the operating system
- Data
  - Movie files, hardware configuration, code, databases, text files, pictures, etc...



# Sample C++ program

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```
#include <iostream>
using namespace std;

int
main(int argc, char* argv[]) {
    cout << "Hello ECE 200 Students! ; )" << endl;
    return 0;
}
```





# Example Software application

The screenshot displays the Bank of America website interface. At the top left is the Bank of America logo with the slogan "Higher Standards". Below the logo is a navigation menu with four tabs: "Accounts" (highlighted in red), "Bill Pay & e-Bills", "Transfer Funds", and "Customer Service". Under the "Accounts" tab, there are four sub-links: "Accounts Overview", "Account Activity" (highlighted in red), "Account Summary", and "Search".

The main content area is titled "John Jones - Personal Accounts" with the date "Monday, January 12, 2004".

On the left side, there is a section titled "I want to..." with four blue underlined links: "View my account details", "Set up a bill payment", "Pay a bill", and "Transfer funds between accounts".

On the right side, there is a section titled "Account" with four blue underlined links: "Interest Checking - 3858", "Regular Savings - 0490", "Fixed Term CD -2747", and "Fixed Term IRA - 4128".

At the bottom left of the main content area, there is a section titled "Announcements".



# How you become an expert software engineer

- Study and learn
  - Programming Languages (e.g. C++, Java) -- EECE 230
  - Data Structures – EECE 330
  - Operating Systems – EECE 432
  - Algorithms – EECE 431
  - Software Engineering – EECE 430
  - Databases – EECE 433
  - Programming practices – EECE 636
  - Testing – EECE 635
  - Verification – EECE 637
  - Compilers – EECE 434
  - Data Mining – EECE 635
  - Complexity theory – EECE 631



# Algorithms

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- Al-Khwarizmi documented the first algorithm in the 9th century
  - Using the decimal notation to express numbers
  - Fibonacci was instrumental in spreading the word
- AI algorithm is a procedure that solves a problem
  - Within a set of constraints on resources
    - such as time and memory,
- More complex problems
  - More efficient algorithms



# Efficient Algorithms

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- An efficient algorithm is based on:
  - Efficient data representation associated with a set of operations
    - Add numbers in Roman notation versus in decimal notation
- Measured in terms of memory and time needed to solve the problem



# Data Structures

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- Textual data does not have structure
  - “My name is Samir. I am from Lebanon. I was born in 1963.”
- Structured data is an abstraction that makes data access easier
  - Declaration {string: **name**, string: **origin**, integer: **dob**}
  - Instantiation: {“Samir”, “Lebanon”, 1963}



# Fundamental Data Structures

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- These for software are what beams and columns are for civil engineering
- Examples:
  - Lists
  - Stacks
  - Queues
  - Binary Trees
  - Hash Tables...



# Operating Systems

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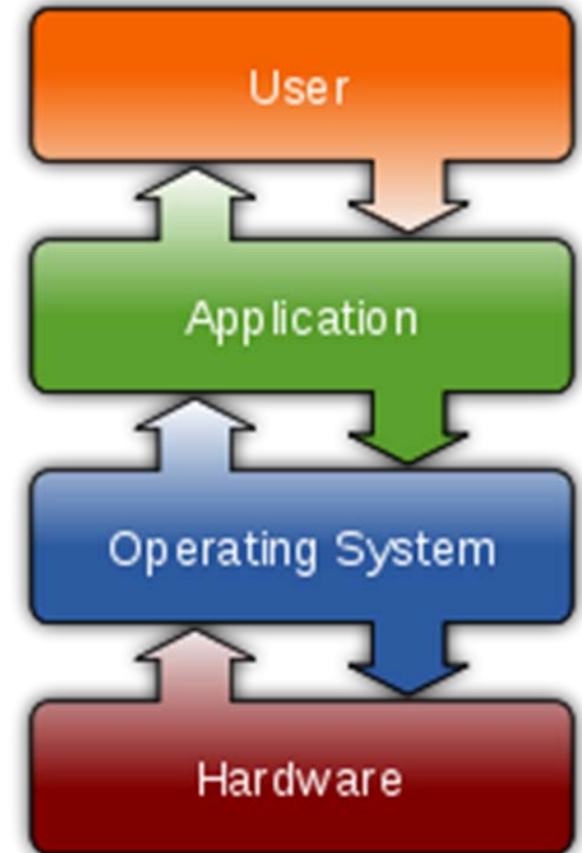
- Provide logical abstractions over the physical machine
  - A file is an abstraction of a block on disk
  - A process is an abstraction of an active sequence of instructions
  - Memory is an abstraction of infinite storage
- Manage computer Resources
  - Processors, Memory, External Storage, Input/Output Devices...



# Operating Systems

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- By the power of abstraction, an illusion of
  - infinite memory
  - infinite storage
  - infinite computation power
- Efficient use of resources
  - good understanding of underlying OS techniques





# Examples of Operating Systems

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- Linux
  - Free, open source, robust and efficient



- Apple
  - GUI oriented, elegant



- Windows
  - Dominant personal computer OS
- Application specific
  - Digital camera OS
  - Cell phone OS



# What is a DataBase

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- Large, integrated collection of data.
  - Entities (e.g., students, courses)
  - Relationships (e.g., Raghieb Alami is taking ECE200)
- [Database Management System \(DBMS\)](#)
  - software designed to store and manage databases
- Applications:
  - Student Information Systems, Banking, Manufacturing, production, inventory, orders, Human resources, Salaries , employees



# Today's Databases



# Example: Friendship Database

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- Entities
  - Persons, Locations, Professions
- Relations
  - Friends
  - Colleagues
  - Neighbors
- Result
  - Social networks: Facebook, LinkedIn



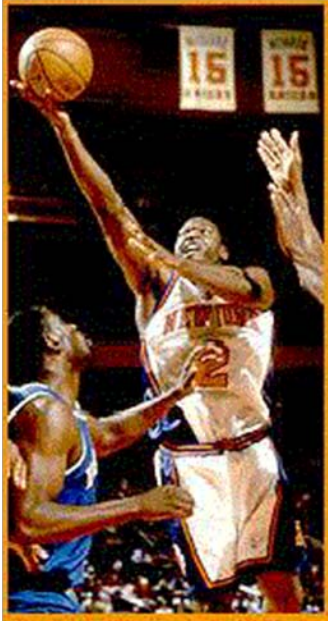
# Advantages of Database Systems

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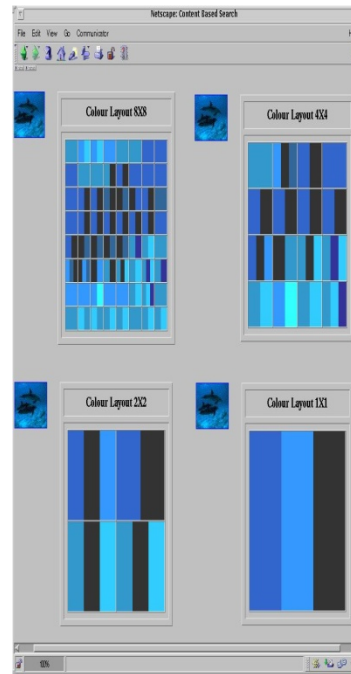
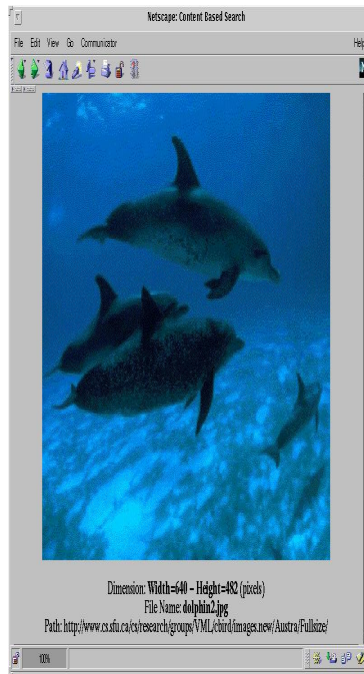
- Atomicity of updates
  - Failures may leave database in an inconsistent state with partial updates carried out
  - Example: Transfer of funds from one account to another should either complete or not happen at all
- Concurrent access by multiple users
  - Uncontrolled concurrent accesses can lead to inconsistencies
    - Example: Two people reading a balance and updating it at the same time
- Security problems
  - Hard to provide user access to some, but not all, data



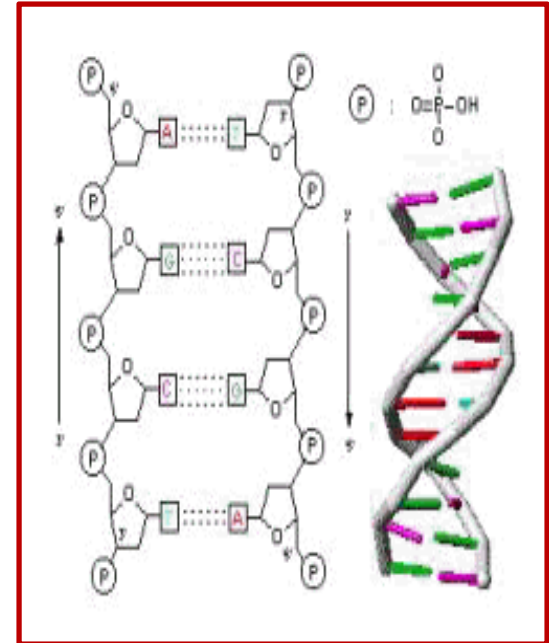
# Data Mining



Best combination of players?



*Multimedia mining*



*genetic contributions to disease and drug response*



# Software costs

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- Software costs often dominate computer system costs
  - greater than the hardware cost.
- Roughly 60% of costs are development costs, 40% are testing costs.
  - For custom software, evolution costs often exceed development costs.





# Software Engineering

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- Software maintenance costs more than software development
  - For systems with a long life, maintenance costs may be several times development costs.
- Software engineering is concerned with cost-effective software development
  - theories, methods and tools for professional software development.





# Software Engineering

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- Systematic and organised approach
- Appropriate tools and techniques
  - depending on the problem to be solved
  - the development constraints
  - the resources available.



# Software Verification and Testing

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- Software deals with infinite resources
  - Impossible to be fully tested
- Software deals with flexible and abstract concepts
  - High complexity
- Almost always software systems have logical flaws
  - AKA bugs



# Software Verification and Testing

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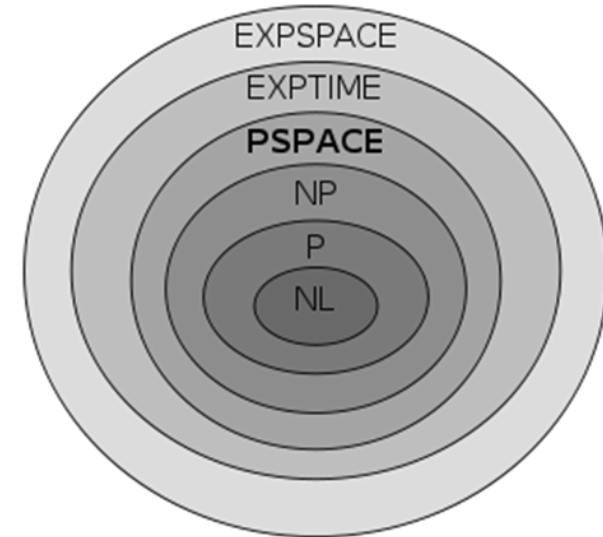
- Techniques to detect bugs
  - Dynamic verification: testing
  - Static verification: proof and model checking
- Techniques to solve bugs
  - Debugging
- NIST report 2006
  - More than 64 billion dollars



# Computational Complexity

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- Can a problem be solved with automated reasoning?
  - At what cost in time
  - At what cost in space (memory)
- Very important to know
  - Do not waste your life trying to solve a problem that is known to be unsolvable



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# Questions?

