# Software Design and Development



#### **Administrative Matters First**



- Syllabus
- Reverse roll call.

### This course's target audience



- This course is intended as a final semester undergraduate course.
  - It builds on the undergraduate software engineering course
  - I assume you know
    - The basic ideas behind automated tests
    - Design patterns
    - Agile and Waterfall design
    - The basic idea of continuous integration
    - How to use version control software like git
  - I am aware that some of you have done this at a more theoretical than practical level.

### How did we get here?



- Our modern program is ABET accredited
- Required "continuous improvement" where we are constantly looking at our program and finding ways to make it better
- This course originally was designed to patch several holes in the curriculum
  - But wasn't the intended purpose.
- As we have improved the program we can use it for its intended purpose to reinforce and complete the rest of the undergraduate program
  - And use it for graduates to complete a transition from undergraduate to graduate.

# Constituent groups



- So where did this continuous improvement come from?
  - Outside industry advisory board
  - Graduating seniors
    - Asking sophomores vs asking seniors who are applying for jobs
    - Is any company asking to see transcripts any more?
  - Alumni
  - Graduate advisory board
    - Which consists of graduates from our program along with a few other Master's degree holders.
  - Departmental self-reflection

# **Group Work**



- At one time we didn't do enough group work
- Theoretically today we do it in comp152, comp350, comp390 and here.
  - And in several electives
  - And for the grads in several classes.
- Group work is tricky enough at the university level
  - Without the added complexity of remote
  - But real software dev work is done in groups exclusively
  - Not always fun at first for all students
- But how well did it actually go especially earlier?

# Not enough work on large projects



- Large Projects in academia are/were quite scarce
- I first heard this critique in our industry advisory board
- Then from many (many) talks by industry professionals as the biggest problem with academic computer science programs
  - At one point Nowhere in our required courses were students given a large code base, some documentation, and a pointer to a problem and told "fix it"
  - This is a glaring hole
  - Have we done it already elsewhere in the program yet?

# Living with your own work



- Another thing that we need to see more of is students who have to live and work with the results of their own earlier decisions
  - Something that industry practitioners argue for a lot
  - Give the first (of many?) rants about industry code vs academic code
- I believe we are now doing this in comp390 software engineering?
- How about at the graduate level?

You will have the opportunity to do this in the first project

# Project oriented goals for the course



- You sit down in front of a 'big' (40 files or so) project and
  - Realize its no big deal, nothing that 20-40 hours won't be enough to get your head around.
  - You just start using documentation and testing to learn the new system.
- And on our way there
  - Practice agile development by building a larger project in smaller incremental steps.
- Have your <gasp> moment here not at your first job
  - And "impostor syndrome?"

### Recent Alumni Survey



- One of the questions we asked on our alumni survey (hindsight is 20-20):
- What did you wish you learned at Bridgewater
  - Top answers:
    - Building/working on large projects
    - Current Software Engineering practices
    - Web Development
    - Databases
    - Soft skills/dealing with people/companies
    - Ethics
    - "practical" vs "Academic" programming/development
    - LLMs/Al
    - DevOPs
  - Web development is offered regularly now.
  - How many of the others did we cover before this class?



- LLM/Coding AI in the industry
  - What have you heard?



- LLM/Coding AI in the industry
  - It is a muddy area copyright issues
  - Depending on area might be more or less allowed
  - Like?



- LLM/Coding AI in the industry
  - It is a muddy area copyright issues
  - Depending on area might be more or less allowed
    - Defense contractors/classified or better security: not allowed at all
    - Compliance-required industries (like?)
      - Very limited
    - Some other industries allow more use
  - What is it good for?
  - What is it not?
- Most common Industry perspective?:



- LLM/Coding AI in the industry
  - It is a muddy area copyright issues
  - Depending on area might be more or less allowed
    - Defense contractors/classified or better security: not allowed at all
    - Compliance-required industries (like?)
      - Very limited
    - Some other industries allow more use
  - What is it good for?
  - What is it not?
- Most common Industry perspective?:
  - "Al coding assistants are like pair programming with a really enthusiastic, fast typing junior developer who never learns from their mistakes"

#### Data



- Here is some data to back up my 'anecdata' from talking to industry practitioners.
- The Jetbrains developer ecosystem report (published Dec 11 2024)
  - https://www.jetbrains.com/lp/devecosystem-2024/#ai
    https://www.jetbrains.com/lp/devecosystem-2024/#ai

17

#### Al in this class



- In a lot of larger companies, employees can only use company approved tools.
- To simulate that in this class, this following (and only the following)
  Al tools will be allowed for use to assist writing out of class code projects:
  - MS Copilot with your BSU credentials
  - Gemini with BSU credentials
  - Jetbrains AI autocomplete without the paid AI tools
- See links on the resources page of the class website.

# The last major course goal



#### Lifetime learning

- One of the major goals of a college education
  - Teach you how to learn on your own.
- When you begin (first two semesters) want lots of "hand holding"/help
- By this course we want to take off the training wheels
  - I've heard from some colleagues that some reluctance
  - But as some of you who were in the recent CS club presentations
  - you'll get "go look at this" in industry and you have to go learn it and see if it will work.
  - Get some practice here

#### Soft Skills and Hard skills



#### Soft Skills

- I wanted a book on developing software in real like
- I've tried books, but in recent semesters I've used some podcasts
- Cowboy coding bad!
- Take care of yourself
- People with both coding and people skills will go far.
  - People with only one will need to work on the other

#### **Tools**



- You will graduate at the end of this semester or next
  - And will never use blackboard again
  - So lets use actual industry tools
    - Not every industry job, and many won't have this exact mix, but I'll pick some common ones
  - Slack
    - Heavily used in US tech industry even if whatapp and office/teams is beating it world wide and in education
      - https://electroiq.com/stats/slack-statistics/
      - https://colorlib.com/wp/slack-statistics/
  - Git nearly everyone uses it
  - Github nearly all open source and even many closed source projects use it

# **Assignment**



- Read the first chapter of the <u>Pragmatic Programmer</u>: "A Pragmatic Philosophy"
  - we'll discuss this in a week
- Join the slack workspace for this class
  - Install slack on devices you will use and check it regularly
  - The join link is in the one and only blackboard message for this class.
- If you don't have a github account for class use, make one
  - And send me your github ID. !!!!!!
    - This is the one that people often fail to remember. It is worth a quiz grade
    - Send it even if you've had me before and sent it to me once before.
- Make a free account with one or more LLM style AI systems
  - Look at project? Depending on how long it takes to get here.