

# Epilogue

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# Intense semester

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We have covered many things during the semester

*The Java programming Language*: classes, methods, message, this & super, method lookup, interface, generics

*Design patterns*: creational, structural, behavioral

*Unit testing*: structuring tests, writing tests, coverage

*Programming methodology*: test-driven design, test coverage, object-oriented design

# Artifacts

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Few examples

TicTacToe & other

Many libraries

JUnit (3, 4, 5),

JavaFX,

Files,

Math,

...

Development tools

IntelliJ

GitHub

Debugger

# What we have not seen

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## How to work in a team

This has impact on the code versioning

Tasks and requirements management

Module dependencies (e.g., using Maven)

## Java SE vs Java EE

Java EE is a superset of Java SE

Useful to make web applications

Java EE is frequently used (particularly large industries)

# What we have not seen

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## Generics

We have seen just the easy part, how to use it

Generics is important to fully exploit JavaFX

## JavaFX

Again, we have seen just the basic functionalities

JavaFX allows a UI to be exposed in a web browser

Lambdas for callbacks

## Distributed Computing

Restful API

Remote Method Invocation (RMI)

# What we have not seen

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## Persistence

Databases, JSON, XML, binary serialization are extremely important

## Concurrency (Threads...)

## Measuring and improving performance

Effect of different caches are important to efficiently

# CC3002 in practice

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The *techniques and methodologies* we have seen during the semesters are used in large IT companies

Unfortunately, the Chilean IT industry *is still not using* much testing and design patterns

You can see this positively, as *you will have value* when you will enter a company

# What will the future be?

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Nobody knows...

15 years ago, the content of this class was very relevant

It is still relevant today

It will probably be relevant in 15 years



# What will the future be?

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But there are active research communities

- embedding programming language in another (C# and SQL)

- code generation (e.g., Ruby on Rails, extensions of JavaScript)

- automatically generating tests (e.g., random testing, mutation testing)

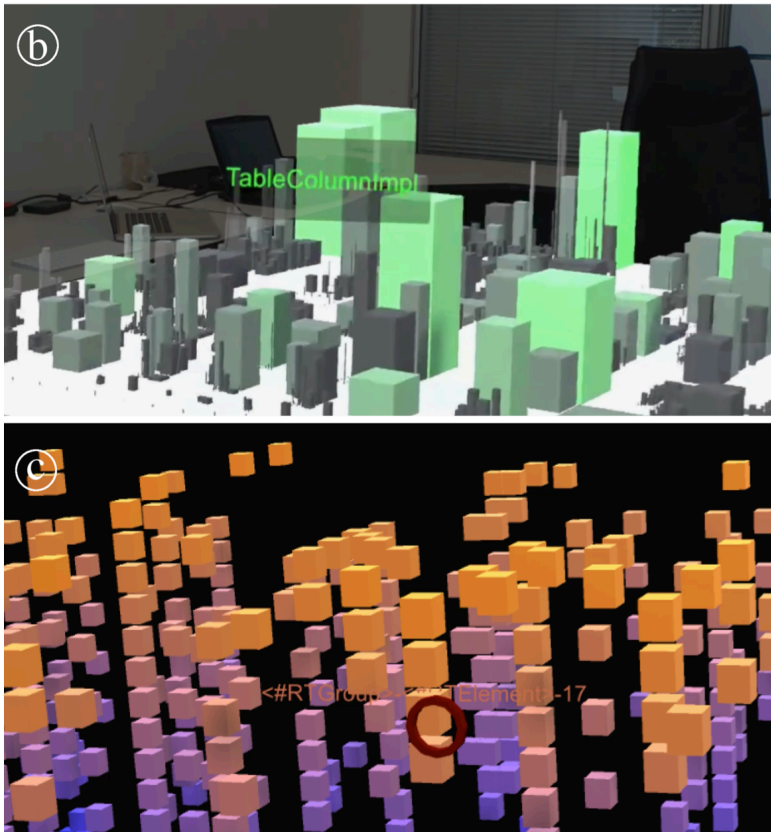
- cloud and multi-core machines may change completely the way we design software

- Applying artificial intelligence techniques to software engineering

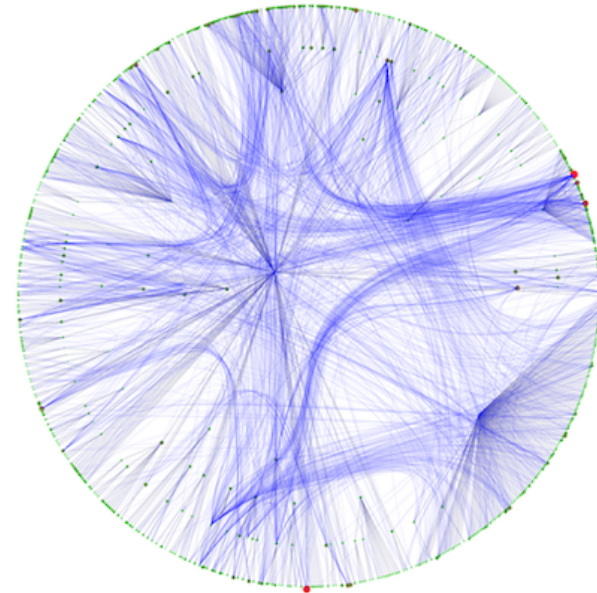
# Glimpse of the research we do

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## Augmented Reality for software engineering



## Software visualization



- Chatbots
- Genetic programming to fix bugs

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# That's all folk!

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Memorable semester

Big thanks to yourself! 🙌🙌

Big thanks to the auxiliaries and ayudantes! 🙌🙌

Programming is fantastic way to express and concretize ideas

Keep learning!

Maybe we will have opportunities to work together

Trabajo dirigido

Curso de Neural Networks y Programación Genética (CC5114)