

# The Joy of Software Development

# *ABOUT ME*

Nemo

@captn3m0

captnemo.in

Work @Razorpay



# WHY?

- Data Structures
- Computer Architecture
- Algorithms
- Operating Systems
- Software Eng
- Computer Networks
- Compiler Theory
- HTML, JavaScript, CSS and GWT.
- Python, JavaScript, and C++
- Web applications, databases, distributed systems, and machine learning
- UI development, JavaScript, open source development.

CSE course-structure

Job requirements at  
Google+Quora

# OVERVIEW\*

NON-EXHAUSTIVE

LOTS OF CONCEPTS

VERY LITTLE CODE

SLIDES WILL BE UP SOON

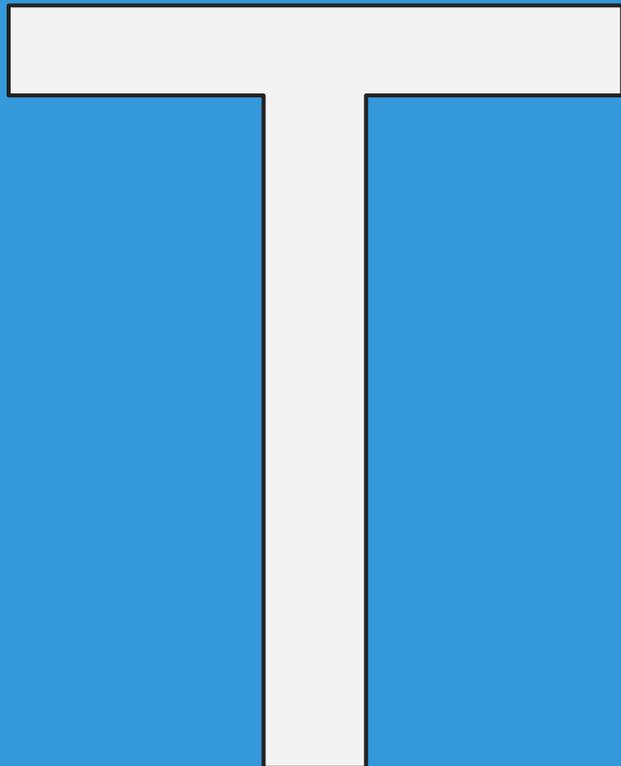
NO NEED TO TAKE NOTES

NEEDS BEFORE SOLUTIONS

Q&A AT END

# Breadth-first learning

breadth of  
knowledge



depth of expertise



When I need to know more about something, then I dig into it and learn what I need to know. Breadth first, depth as needed.  
- JustaProgrammer

# *SOFTWARE DEVELOPMENT\**

*WATERFALL MODEL*

*AGILE DEVELOPMENT*

*RAPID PROTOTYPING*

*EXTREME PROGRAMMING*

*SCRUM*

*WTH?*

# *WHAT IS THE MOST IMPORTANT CHARACTERISTIC OF A SOFTWARE?*

Across all viewpoints (Developer, User, ...)

# *ANSWERS I EXPECTED\**

- Correctness (Do what it's supposed to do)
- Secure (Confidentiality, Integrity, Availability)
- Available (Be in market, not development)
- Usability
- Complexity
- Maintainable

# *ITERATIVE DEVELOPMENT*

DONE  
IS BETTER THAN  
PERFECT

# *ITERATIVE DEVELOPMENT*

**STAY  
FOCUSED**

**&**

**KEEP  
SHIPPING**

# ITERATIVE DEVELOPMENT



EXPERIMENT



FAIL



LEARN



REPEAT

# ***PRACTICAL ITERATIVE DEVELOPMENT\****

- Launch ASAP
- Take user feedback *regularly*
- Have frequent deploys/Ship regularly
- Have a tight feedback loop

# CONNECT \*

- Sony PlayStation Network
- LinkedIn
- Gawker Media
- LastPass
- RSA Security
- Sony Entertainment

# *SOFTWARE SECURITY IS*

## COUNTERINTUITIVE

“security is, in most cases, the opposite of obscurity. It's really hard to explain to a non-programmer that the most secure system is the one that everyone understands perfectly.”

- [neilk](#) on HN

# *SOFTWARE SECURITY IS*

## **HARD**

Heartbleed remained undetected for almost 3 years in a piece of code used by everyone.

Shellshock vulnerability was introduced in the bash code in 1989. It was identified in 2014.

# *SOFTWARE SECURITY IS*

## **EASY TO GET WRONG**

- Often well meaning security patches bring on new vulnerabilities.
- Encryption is very easy to get wrong:
  - nonce reuse
  - RNG vulnerabilities
  - Padding Attacks

***SOFTWARE SECURITY NEEDS***

**JUST ONE DEDICATED ATTACKER**

“Almost everything can be hacked. Its just a matter of time and dedication.”

# HOW TO GET STARTED

- Use bcrypt for hashing passwords.
- Run software at least privileges.
- *Never* trust user input
- Read and understand the OWASP Top 10
- Try some beginner CTFs
- Understand vulnerabilities and keep up

# *AGNOSTIC DEVELOPMENT*

“denoting or relating to hardware or software that is compatible with many types of platform or operating system.”

# *AGNOSTIC DEVELOPMENT*

Do system development in C++

Write quick one-time scripts in perl

Machine Learning in Python

Frontend development in Javascript

iOS -> Swift

Android -> Java

**CHOOSE THE RIGHT TOOL  
FOR THE JOB**

# *FREE & OPEN SOURCE DEVELOPMENT*

“Name any closed source generalist programming language?”

# *FREE & OPEN SOURCE DEVELOPMENT*

“Name any closed source generalist programming language?”

<https://github.com/dotnet/roslyn>

The .NET Compiler Platform ("Roslyn") provides open-source C# and Visual Basic compilers with rich code analysis APIs.

# *FREE & OPEN SOURCE DEVELOPMENT*

- PHP
- GCC
- .NET
- Java
- ECMAScript
- Python
- Ruby
- Go
- Firefox
- Chrome(ium)
- Notepad++
- Vim
- W3C
- PNG
- JPG
- IETF
  - HTTP
  - HTTP/2
  - SMTP
- Unicode

# FREE & OPEN SOURCE DEVELOPMENT

Open Source Movement:

- allowing users to change and redistribute the software will make it more powerful and reliable.

Free Software Enthusiast:

- Your software may be more powerful and reliable, but it does not *respect my freedom*

<https://www.gnu.org/philosophy/open-source-misses-the-point.html>

# *FREE & OPEN SOURCE DEVELOPMENT*

- 1. Don't get scared*
- 2. Participate in a community that values these principles*
  - a. Linux*
  - b. Hacker News*
  - c. GNU*
- 3. Participate any way you can:*
  - a. Help out people*
  - b. Ask questions, file bugs*
  - c. Fix issues*

*VERSION CONTROL*

DO YOU EVEN GIT?

**VERSION CONTROL**

**USE GIT**

*Or Mercurial, maybe. I won't judge.*

# ***VERSION CONTROL***

## ***BENEFITS***

- Never hunt for backups again.
- Know when the bug was introduced
- Track changes easily
- Code reviews become easier
- Far better than emailing zip files

# *TEST DRIVEN DEVELOPMENT*

How many of you:

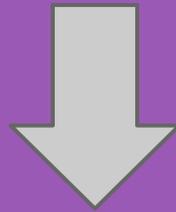
1. Know about writing tests?
2. Have written tests yourselves?

# TEST DRIVEN DEVELOPMENT

```
1 function basename(path) {  
2     var pieces =  
3         path.split('/');  
4     return  
5         pieces[pieces.length-1];  
6 }
```

# TEST DRIVEN DEVELOPMENT

```
basename( '/etc/passwd' )
```



```
basename( 'http://twitter.com/elonmusk' );
```

# TEST DRIVEN DEVELOPMENT

```
8  function basename(path){
9      if(path.substr(0,7) !== 'http://')
10         throw new Error("Invalid path")
11     var pieces = path.split('/');
12     return pieces[pieces.length - 1];
13 }
```

# TEST DRIVEN DEVELOPMENT

```
basename( '/etc/passwd' )
```



# TEST DRIVEN DEVELOPMENT

```
~ projects > ... > talks > josd > code master + $ node code2.js
elonmusk

/home/nemo/projects/personal/talks/josd/code/code2.js:10
    throw new Error("Invalid path")
          ^
Error: Invalid path
    at basename (/home/nemo/projects/personal/talks/josd/code/code2.js:10:9)
    at Object.<anonymous> (/home/nemo/projects/personal/talks/josd/code/code2.js:16:13)
    at Module._compile (module.js:456:26)
    at Object.Module._extensions..js (module.js:474:10)
    at Module.load (module.js:356:32)
    at Function.Module._load (module.js:312:12)
    at Function.Module.runMain (module.js:497:10)
    at startup (node.js:119:16)
    at node.js:901:3
```

# TEST DRIVEN DEVELOPMENT

```
1  function test_basename (path){
2      if(basename('/etc/passwd') !== 'passwd'){
3          return false
4      }
5      return true;
6  }
```

# *TEST DRIVEN DEVELOPMENT*

- Automated Testing
- TDD
  - Write Tests First
  - Red. Green. Refactor
  - Clean Code
- Regression Testing
- Unit Testing
- Integration Testing

# *TEST DRIVEN DEVELOPMENT*

- Automated Testing (Write tests)
- TDD
  - Write Tests First
  - Red. Green. Refactor
  - Clean Code
- Regression Testing (Catch bugs)
- Unit Testing (Write better code)
- Integration Testing (Test entire code)

# REST & APIs

**Don't  
Reinvent  
The  
Whl**

*REST & APIs*

**NIH**

*REST & APIs*

**NIH**

**Not Invented Here**

# REST & APIs\*

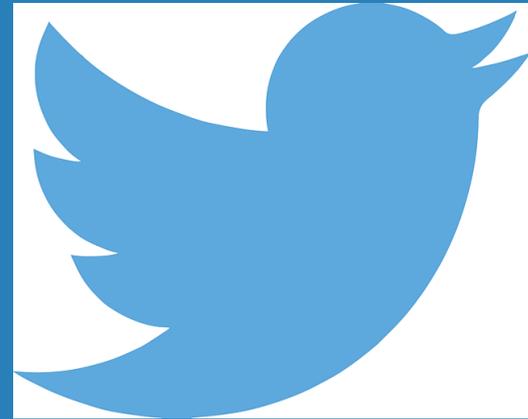
- display a map
- and draw over it
- and drop pins
- and measure distances
- get geolocation data



Use Google Maps

# REST & APIs\*

- Real time access to news
- Contextual information for each item
- Figure out patterns in online discussions



Use Twitter API

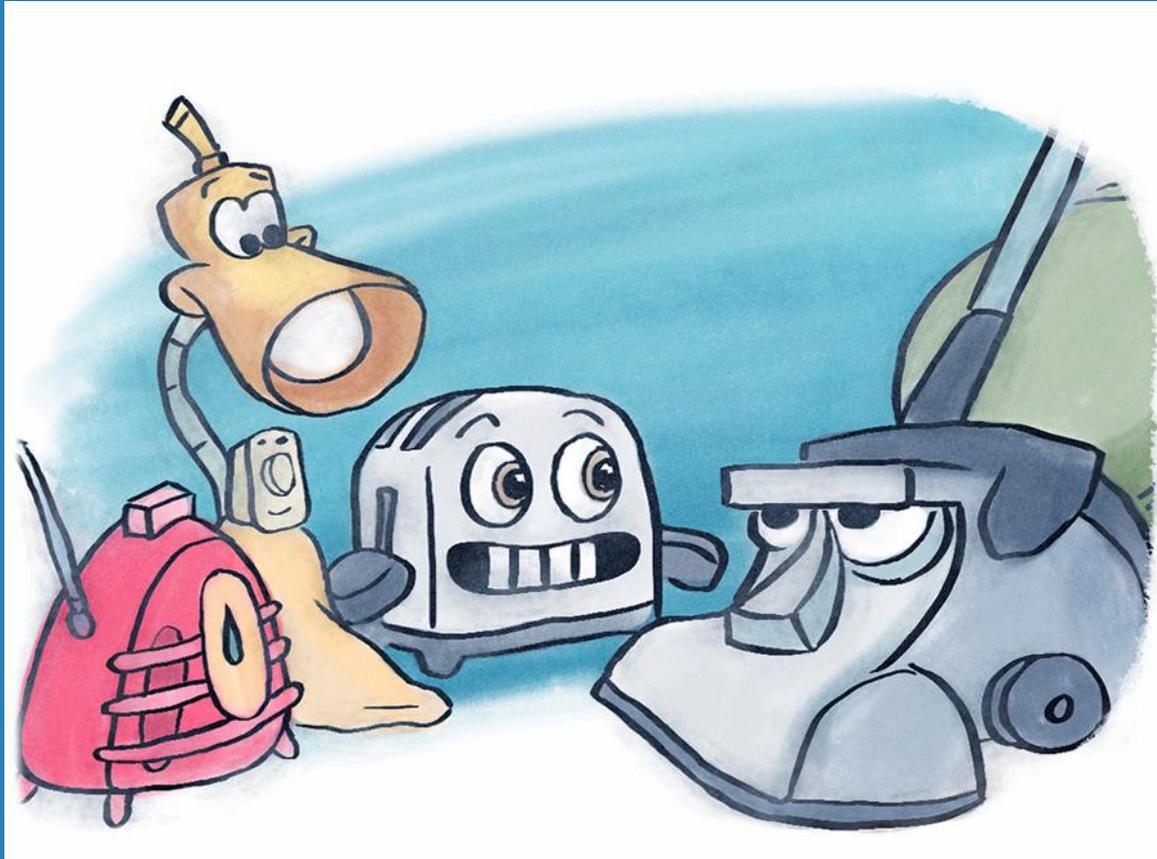
# *REST & APIs\**

- Send mails to thousands of people
- In synchronization
- Within a few minutes
- Without hitting spam or getting flagged



Use SendGrid

# QUICK PRIMER ON REST



Inter-machine communication

# *QUICK PRIMER ON REST*

Representational State  
Transfer

= REST

# QUICK PRIMER ON REST

~~Representational State  
Transfer~~

= REST

# *QUICK PRIMER ON REST*

**API over HTTP**  
(Application-Programming-Interface)

**= REST**

# *QUICK PRIMER ON REST*

**OOP over HTTP**  
(Object-Oriented-Programming)

**= REST**

# *QUICK PRIMER ON REST*

**REST:**

**URL = OBJECT**

# *QUICK PRIMER ON REST*

*/photos/23*

**This is a PHOTO**

# QUICK PRIMER ON REST\*

GET	/photos/23	(see the photo)
POST	/photos	(post a photo)
PUT	/photos/23	(edit a photo)
DELETE	/photos/23	(delete a photo)

# *REST GIVES*

- a way for machines to talk
- a technique for building good APIs
- a brilliant solution to a real problem

# *UNIX PHILOSOPHY*

“Read a file of text, determine the  $n$  most frequently used words, and print out a sorted list of those words along with their frequencies.”

- Communications of the ACM (1986)

// 5 slides left

# UNIX PHILOSOPHY



Donald Knuth

# UNIX PHILOSOPHY



Donald Knuth

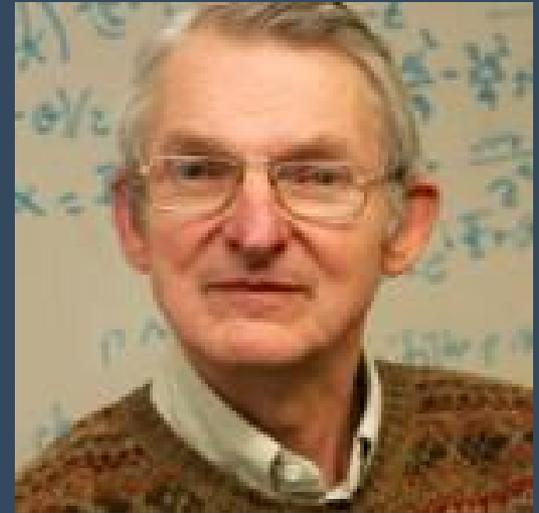
- 10 page program
- literate programming
- written in WEB
- based on Pascal
- used custom data structure

In short, as expected from the brilliant scientist

# UNIX PHILOSOPHY



Donald Knuth



Doug McIlroy

# UNIX PHILOSOPHY

```
tr -cs A-Za-z '\n' |
```

```
tr A-Z a-z |
```

```
sort |
```

```
uniq -c |
```

```
sort -rn |
```

```
sed ${1}q
```

# *UNIX PHILOSOPHY*

1. Remove non word characters
2. Convert to lower case
3. Sort to bring identical words together.
4. Remove duplicates and include a count
5. Sort in reverse (-r) numeric (-n) order.
6. Remember to quit after reading \$1 lines

// last boring slide

# *UNIX PHILOSOPHY*

“Every program attempts to expand until it can read mail. Those programs which cannot so expand are replaced by ones which can.”

- Zawinski's Law

# *UNIX PHILOSOPHY*

- Small is beautiful.
- Make each program do one thing well.

[onethingwell.org](http://onethingwell.org)

# *How to get better at Software Development?*

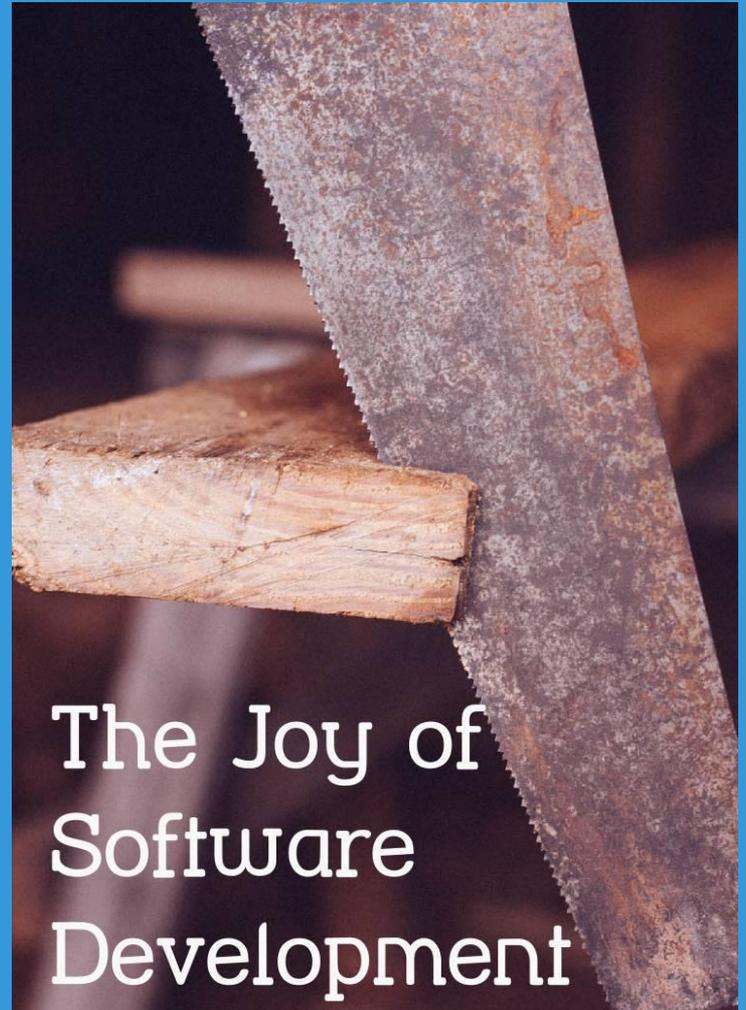
1. Join a community
2. Contribute to Open Source
3. Write all code publicly
4. Do tech talks
5. Stay updated \*
6. Learn more languages
7. Concepts matter \*
8. Ship products
9. Have side projects \*
10. Read technical books

*THE JOY OF SOFTWARE DEVELOPMENT*

**THINK**

**BUILD**

**SHIP**



The Joy of  
Software  
Development

# *THE JOY OF SOFTWARE DEVELOPMENT*

Read the book at

[josd.captnemo.in](http://josd.captnemo.in)

- Creative Commons licensed
- Written on GitHub
- Free to read
- Free to share
- Feedback welcome

Not yet finished.

