CS 241 Wrap Up

Yayyy!

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- Use communication protocols (TCP/IP) and interfaces (sockets)
- **Write distributed multi-threaded apps that talk across a network**

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- A **real** shell

Applied Problem #1

- Consider a system of two processes that may only communicate via signals.

  – Explain how one process can transmit data to the other process.

  – If it takes 100ms for a signal to be sent and then delivered to the other process, what is the bitrate of your transmission algorithm?

Applied Problem #1

What will you do next?

- **Q: What did you enjoy about this class?**
  - **A1: Processes/threads, memory, managing system resources?**

  - **A2: Concurrency, synchronization, optimization?**

  - **A3: Networking, client-server programming?**

  - **A4: The tiny bit of security we did?**

  - **A5: Programming / MP design**

  - **A6: Nothing at all**

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- **Q: What did you enjoy about this class?**
  - A1: Processes/threads, memory, managing system resources?
    - CS 423: Operating Systems
    - CS 424: Real-time Systems
    - CS 431: Embedded Systems

What will you do next?

- **Q: What did you enjoy about this class?**
  - A2: Concurrency, synchronization, optimization?
    - CS 411: Database Systems
    - CS 420: Parallel Programming

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- **Q: What did you enjoy about this class?**
  - A3: Networking, client-server programming?
    - CS 414: Multimedia Systems
    - CS 425: Distributed Systems
    - CS 438: Computer Networking

What will you do next?

- **Q: What did you enjoy about this class?**
  - A4: The tiny bit of security we did?
    - CS 461: Computer Security I
    - CS 462: Computer Security II

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- **Q: What did you enjoy about this class?**
  - A5: Programming / MP design
    - CS 421: Programming Languages and Design
    - CS 426: Compiler Construction
    - CS 427: Software Engineering I

What will you do next?

- **Q: What did you enjoy about this class?**
  - A6: Nothing at all?
    - "Higher Level"
      - CS 465: User Interface Design
      - CS 398.VL (Spring 2014): Visualizing Literature
      - CS 498.CC3/CC4 (Spring 2014): Cloud Computing
    - "More Applied"
      - CS 418/419: Computer Graphics
      - CS 446: Machine Learning
      - CS 440: Artificial Intelligence
    - "More Math"
      - CS 450: Numerical Analysis