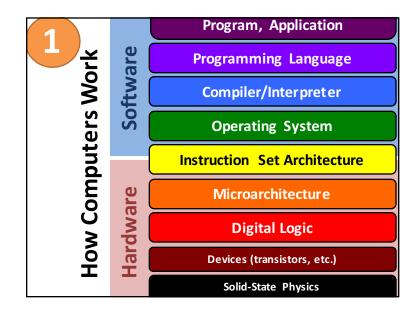
CS 240: Big Ideas,
Human Impacts



2 Programming Skills

Few of you will build new HW, OS, compiler, but...

- 1. Effective programmers understand their tools and systems.
- 2. The skills and ideas you learn here apply everywhere.

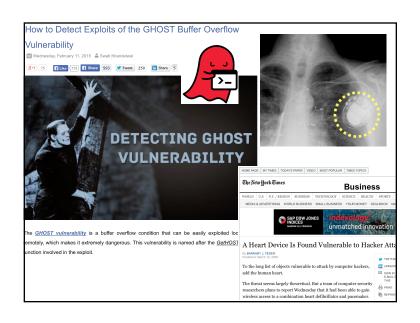
Reason about computational models, translation

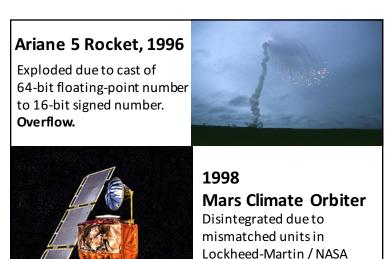
Assess costs and limits of representations

Debug for correctness and performance (with tools to help)

A little concurrency

Big Ideas in CS, Systems, and beyond **Abstraction** Do not start every project with transistors. Abstraction is beautiful and empowering, but real abstractions have leaks and wrinkles. **Translation** Representation Between layers of abstraction. lo representation without taxation. Structured computation. Representations have costs. **Performance** Security + Reliability Trickiest exploits & errors Memory: clever, imperfect abstraction. Tiny code changes, huge impact. involve multiple layers, even hardware! These things matter more every day.





software components.

