Successful Software Engineers Rely on Patterns

CS Colloquium

Speaker: Tom Blocker, Senior Software Engineer, Schweitzer Engineering Laboratory

Date & Time: Nov 11, 2013, 3:30 – 4:20 PM

Place: Engineering Physics Building, EP 205

Abstract

It is important that programmers approach the software development process more as an engineer than as an artist. I will talk about the differences between art, science, and engineering. I will make the case that a software engineer must first of all be an engineer. I will then discuss how important patterns are to engineers. I will provide a few examples of software patterns, and address some of the different kinds of patterns that we use. The goal will be to show some of the software subjects of concern for which you should look for patterns.

Bio

Tom Blocker is a Senior Software Engineer with Schweitzer Engineering Laboratories, Inc. He is a 15 navy veteran who attended college later in life. He received his CIS degree from Eastern Washington University in 2001. Tom was the main designer and creator of *AcSELerator TEAM®*, *AcSELerator Compass®*, and several other applications. He currently works primarily in C++, Python, and Postgresql but has worked with several other OOP languages and many database management systems including Oracle and SQL Server. Tom has long been an advocate of using patterns with the intent of trying to do his work in repeatable and proven fashion.