

Objectives for 9/22/2017 (Fri)

- Reducing time on coding assignments
- Bug avoidance
- Test-driven development
 - How to start
 - ... and finish
 - Principles

Goal: Finish faster* than other sections

* within standards of honest academic work

If extra time: gdb

DRY rule

Don't repeat yourself.

— Forget to change a key value in the copy

— Find bug → change in multiple places.

— If change functionality.

— Make comprehensible to others

assert

```
#include <assert.h>
```

```
assert( step-top ≤  
intg-arg, upper-limit );
```

Do NOT use for:

- checking input from others
others' code or user input
- not for argv
- checking system or file or memory status or special cases.

condition which must ALWAYS be true, unless YOU have a bug

will crash if false

Helps narrow focus.