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 $\Rightarrow$ change in multiple places.
- If change functionality
- Make comprehensible to others
assert
#include <assert.h>
assert(step_top < int_arg, upper_limit);

Do NOT use for:
- checking input from others' code or user input
- not for args
- 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.