

# EECS3311 Software Design (Fall 2020)

Q&A - Lecture Series W6

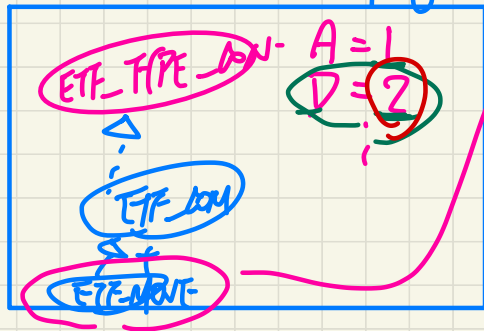
Monday, October 26

space\_defender\_1.grammar.txt

Row = { A, D, C, B, ... }  
move(x: Row; y: ...)

etf - new

lab3 project.



move(B, Z)

acceptance test

move(D, 4)

abstract int

move(x: <sup>2</sup>INTEGER, <sup>4</sup>...)

do

i x go to row 2 column 4  
if x = B

end

check  $x = B$

A				
B	X		X	
C				
D			X	

Player

move (B → Z)

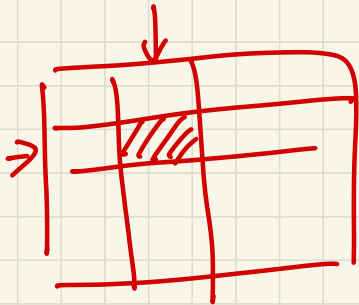
abstract (uc)

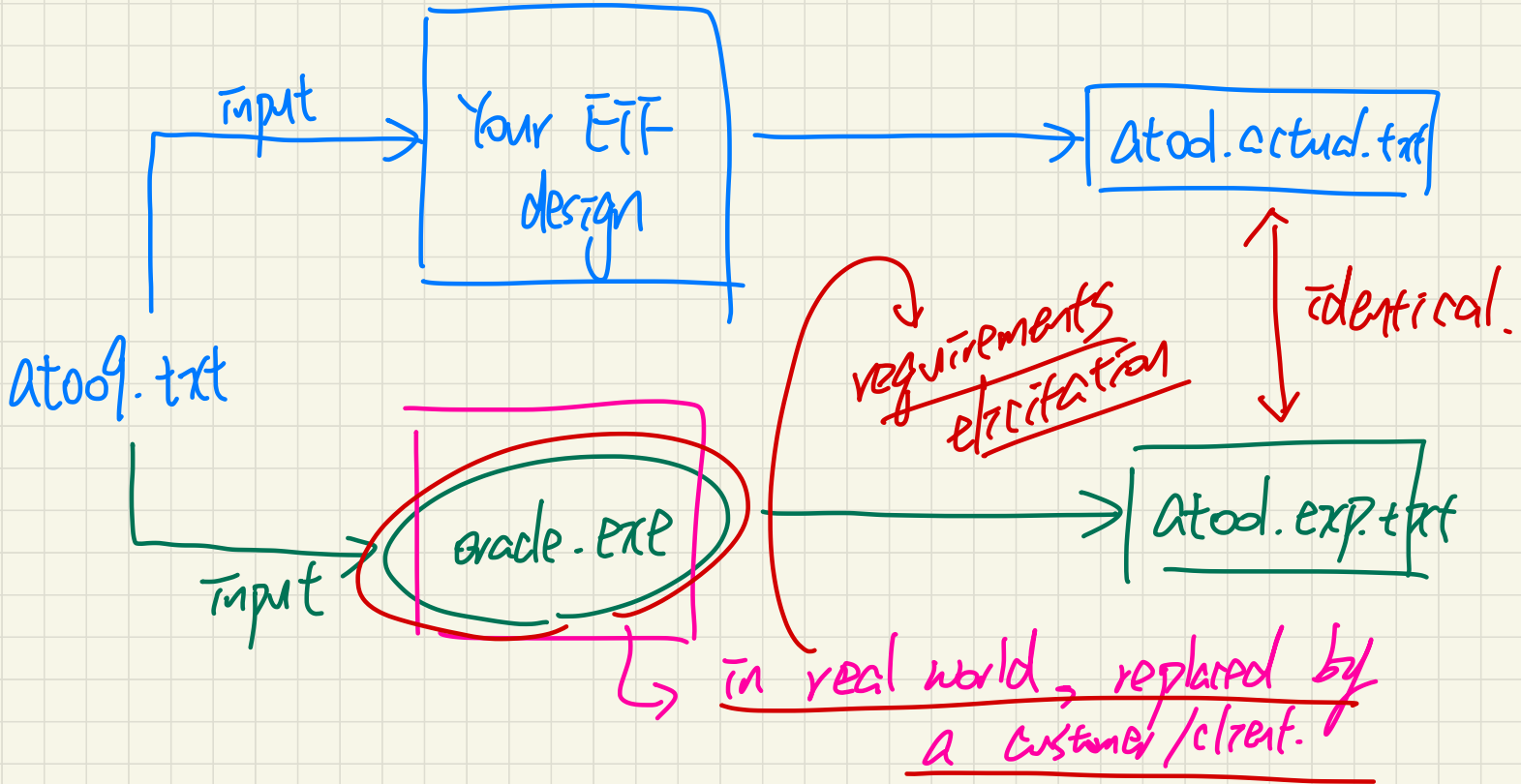
move (7 → Z)

↑ magic encoding not known to the player.

for your design

if 7 = B then correct\_row = Z





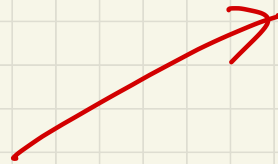
LET\_PLAY

play

recursive

else

sub-contracting



play\_precond( ... )