LECTURE I

## LOURSE LEARNING OUTBONES

CLO1 Describe software specifications via Design by Contract, including the use of preconditions, postconditions, class invariants, as well as loop variants and invariants.

CLO2 Implement specifications with designs that are correct, efficient, and maintainable.

CLO3 Develop systematic approaches to organizing, writing, testing, and debugging software.

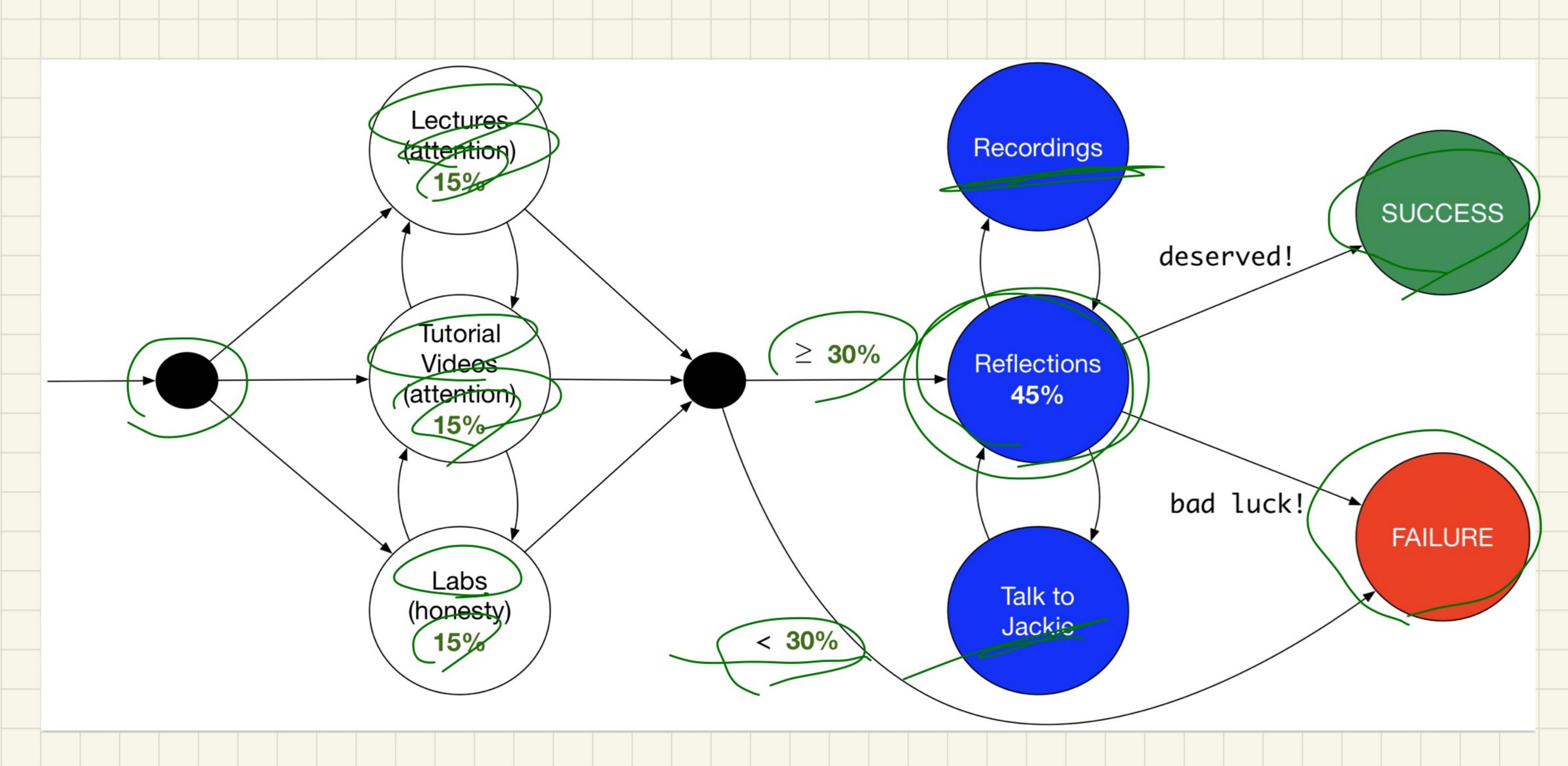
CLO4 Develop insight into the process of moving from an ambiguous problem statement to a well-designed solution.

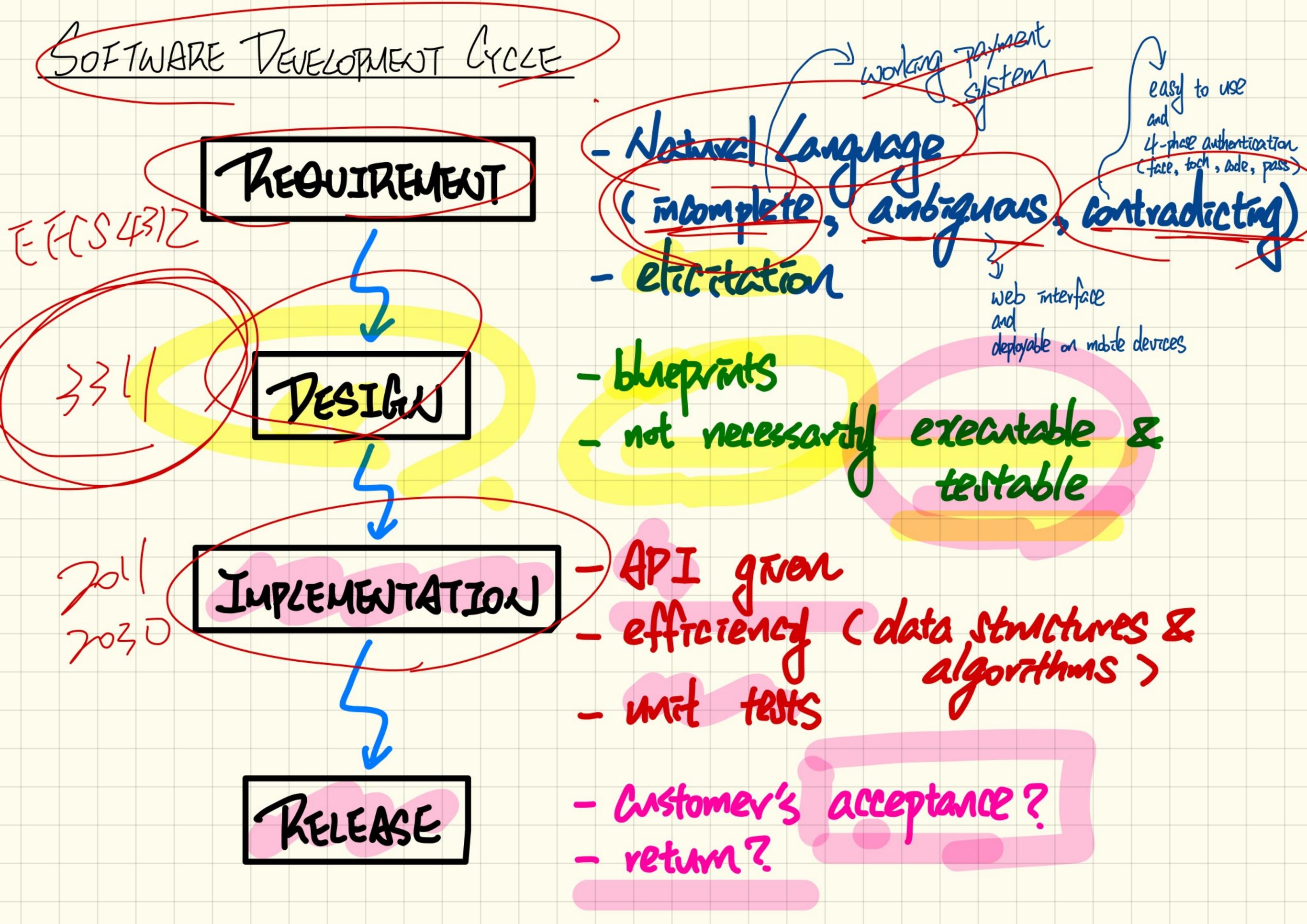
CLO5 Design software using appropriate abstractions, modularity, information hiding, and design patterns.

CLO6 Develop facility in the use of an IDE for editing, organizing, writing, debugging, documenting designs, and the ability to deploy the software in an executable form.

CLO7 Write precise and concise software documentation that also describes the design decisions and why they were made.

## SURVIVING THROUGH THIS COURSE





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## Client vs. Supplier in OOP

```
class Microwave {
  private boolean on;
  private boolean locked;
  void power() {on = true;}
  void lock() {locked = true;}
  void heat(Dbject stuff) {
    /* Assume: on && locked */
    /* stuff not explosive. */
} }
```

```
class MicrowaveUser
 public static void main(...) {
   Microwave (m) = new Microwaye();
   Object obj = ???
   n power(): [m lock();]
   m. heat (obj);
```

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