

Overview of Week 10

#	DATE	LECTURES	IPAD NOTES	STUDY MATERIALS
10	WED, Nov 18 to TUE, Nov 24	<ul style="list-style-type: none">▶ <u>Playlist for Week 10</u> (≈ 3 hours)• Lecture 10 - Introduction and Overview of Week 10• Lecture 10a - Part 1a: Require Less vs. Require More• Lecture 10a - Part 1b: Ensure Less vs. Ensure More• Lecture 10a - Part 2a: Inheritance & Contracts - Static Analysis• Lecture 10a - Part 2b: Inheritance & Contracts - Examples• Lecture 10a - Part 3: Inheritance & Contracts - Runtime Checks• Lecture 10b - Part 4: Two Design Attempts for Recursive Systems• Lecture 10b - Part 5: Multiple Inheritance• Lecture 10b - Part 6: <u>Composite Design Pattern</u>	 INTRO  PRE  POST	<ul style="list-style-type: none">• <u>Slides</u><ul style="list-style-type: none">▪ Lecture 10a: Subcontracting▪ Lecture 10a: Subcontracting [4up]▪ Lecture 10b: Composite Design Pattern▪ Lecture 10b: Composite Design Pattern [4up]• <u>Diagrams</u><ul style="list-style-type: none">➔ Design Architecture: Subcontracting▪ Design Diagram: Composite Design Pattern▪ Design Diagram: Multiple Instantiations of Composite Pattern• <u>Questions?</u><ul style="list-style-type: none">➔ Post Your Questions in this Document.• <u>Source Code</u><ul style="list-style-type: none">▪ <u>Contract Redeclaration (Supplementary to Slides)</u>▪ <u>Composite Design Pattern</u>

Learning Objectives of Week 10

- Subcontracting: Static Analysis vs. Dynamic Checks
- Recursive Systems - Base Cases vs. Recursive Cases
- Design Attempt 1: Violating Cohesion
- Design Attempt 2: Violating Single Choice Principle
- Multiple Inheritance
- Design Attempt 3: Composite Design Pattern

Milestones of Week 10

- Work on Project, PI
- Complete Quiz9
- Start Lecture Series W10