

- Midterm next thursday
 - One programming code to write on paper
 - Everything else short answer
 - 6 questions plus programming roughly
 - Know values, objects, types and how they relate
 - Value is element of a set
 - Is an abstraction represented by bits in the machine
 - Elements of programming
 - Good book
 - Object is region of memory
 - That holds values and functions
 - Types of sets of values
 - Tells us how we represent the value in a computer as well
 - If you have an object and its type use interpret what it is
 - We don't always care about the bits but rather what the interpretation of the bits are
 - Code routine
 - Will remember where you are so when going back into it it does not start at beginning
 - Random num is one since it keeps moving forward every time it pushes a number out the seed is set before the program runs and it remembers where it was along the seed each time it sends a "random" number
 - Abstraction, encapsulation
 - Abstracting away from details
 - Abstraction is lifting away from details and encapsulation is locking down the details
 - Abstraction mechanism is anything that allows you to make an abstraction in the language
 - Class, struct, enum
 - Encapsulation mechanism is anything in the language that limits access
 - Const (kind of) , private (definitely)
 - Enums
 - Is a set of values
 - Has underlying set of values of ints to represent it
 - Has type safety by not allowing any outside declarations
 - Safety guard rails for a program
 - Prevents user from committing logic errors
 - Try not to use array
 - Not regular types
 - To open and are weird
 - Assertion is for runtime error
 - Type safety is for compile time error
 - Gcc debug will compile with different standard lib to check your code more

- Need to write simple class
 - 10-15 lines of code
 - Define overloaded operator
- Another practice
 - Practice 4
 - Implement two version of the playing card class, which combines both standard card and jokers
 - 8 bit representation with joker
 - And the one with enums
 - Due feb 28
- Project milestone 2
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 - Create branches for refactoring
 - In event there's an enum that says all of them
 - SFML event
 - Class is a giant tagged union