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**How to Cook My Breakfast**

Directions:

1. Bring out the necessary materials: medium sized cooking pot, old-fashioned Quaker Oats, Brown Sugar, Cinnamon, Milk, Blueberries, water, a 1 cup measure, something to stir with, a bowl, and a spoon.
2. Turn the stove onto high heat.
3. Lightly rinse a medium sized cooking pot with tap water, and then place on the stove.
4. Measure out 1 1/2 cups of oats, and put them into the pot.
5. Measure out 1 cup of milk, and put that into the pot with the oats.
6. Measure out 1 cup of water, and put that into the pot with the oats and milk.
7. Put 4 shakes of cinnamon into the pot (approx. 1 1/2 tablespoons)
8. Begin stirring the mixture and lower the heat on the stove to 8 on a 10 point scale.
9. Continuously stir the mixture until it reaches the desired thick and creamy consistency. When this happens, lower the heat to medium (5 on a 10 point scale) and put 1 cup of blueberries into the mixture, as well as 1 spoonful of brown sugar. Stir and fold in the blueberries for 30 seconds.
10. Turn off the stove, and pour the contents of the cooking pot into your bowl.
11. Eat the delicious oatmeal.

**How to Write a Program**

Directions:

1. Read the complete specification for the programming assignment, and note the specifics.
2. Launch the Eclipse IDE
3. On a scratch piece of paper, write down what methods, classes, and data fields you think will be needed.
4. Implement stubs of all of the things you wrote down on the paper, and save your work.
5. On the same scratch piece of paper, organize each "object" in the order of importance, with the objects most relied on by other objects being the most important.
6. Begin implementing the objects in the order of importance as shown on your scratch piece of paper. Follow the specification closely and if you anticipate a change that will need to be made to your program later on, note that on the scratch paper.
7. Save your work after each object is implemented, and if possible compile and run some basic tests to make sure your currently implemented objects are working as they should.
8. If something isn't working as it should, return to that object and fix the bugs.
9. Repeat steps 6-8 until all objects are working as intended, and as the spec demands.
10. Save and compile the project, and run extensive tests based on the spec.
11. Make changes to the program based on errors you find during testing.
12. Save and compile again, run the tests again to make sure everything works, then hand in the program.