


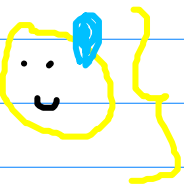
Sep 25
TA Session

(Definitely
not next
edition)

* Things to take care of:

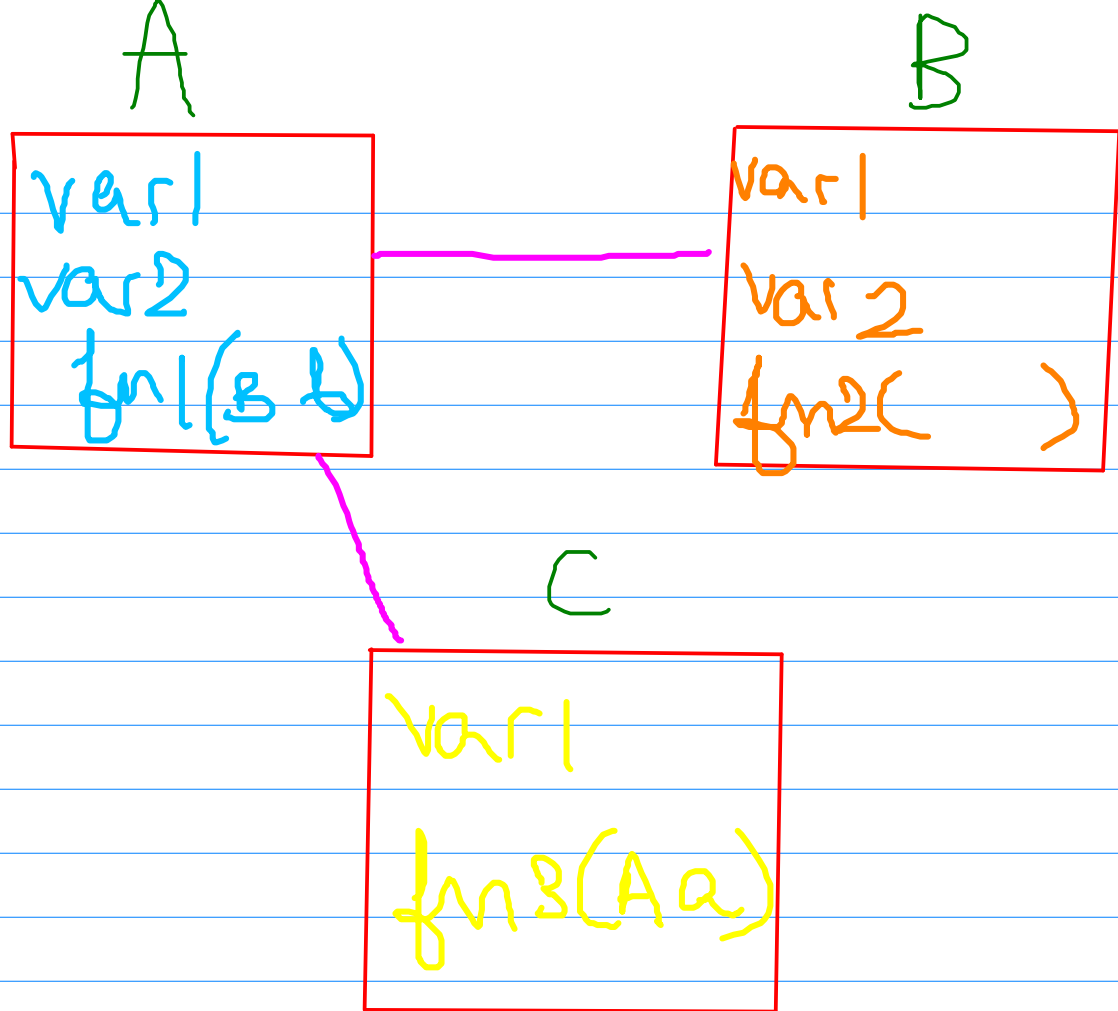
- Compilation (Filenames change)
- Sample Output (man diff)  Command
- Hardcoded the Filenames
- Comments (need not be too detailed)

* UML: { Just an Idea



- Very Helpful
- Break system down into sections
 - Classes
- Interconnections b/w classes:

Eg



Idea

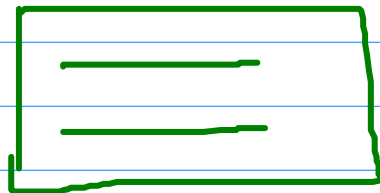
1. Design First,
Code Later.
2. Do everything
systematically, test
often.

* Comments in Code :

1. /* Docstring */

function (...) {

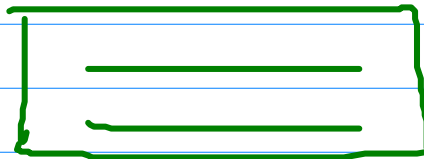
2. // Functionality 1



3. // Line 1

3. // Line 2

2. // Functionality 2



3.

3.

}

Content of Assignments:

3. Overkill

2. Fine

1. Supplementary (Nice if done)

* Making code more Readable

1. Documentation
2. Variable Names
3. Optical Properties
(Consistent Indentation)
4. SOLID (*)
Principles