
Unit 11: Pointers, References & Memory, and Design Patterns

Required Reading

Reitz, K. (2016) The Hitchhiker's Guide to Python: Best Practices for Development. O'Reilly.

Chapter 7.

Nilsson, E. G. (2009) Design patterns for user interface for mobile applications. *Advances in Engineering Software*. 40(12). ISSN 0965-9978. DOI: 10.1016/j.advengsoft.2009.01.017.

Zhu, H. S., Lin, C. & Liu, Y. D. (2015) A Programming Model for Sustainable Software. *IEEE/ACM 37th IEEE International Conference on Software Engineering*. 767-777. DOI: 10.1109/ICSE.2015.89.

Philip, G. (2021) Ten Million Users and Ten Years Later: Python Tutor's Design Guidelines for Building Scalable and Sustainable Research Software in Academia. In *The 34th Annual ACM Symposium on User Interface Software and Technology (UIST '21)*. Association for Computing Machinery. New York, NY, USA. 1235–1251.

Jones, L. (no date) Pointers in Python: What's the Point? Real Python.

Podder, S., Burden, A., Singh, S. K. & Maruca, R. (2020) How Green is Your Software? *Harvard Business Review*.

Additional Reading

Hasheminejad, S. M. H. & Jalili, S. (2012) Design patterns selection: An automatic two-phase method. *Journal of Systems and Software* 85(2):408-424. ISSN 0164-1212. DOI: 10.1016/j.jss.2011.08.031.

isocpp.org (2022) Memory Management.

Programiz (no date) C++ Pointers.