Principles: Code Reuse, Open-Closed Principle

Patterns: Generic Programming

Out of class learning activities

- Read:
  - In Safari Books Online, in the <u>Agile Principles, Patterns, and Practices in C#</u> book, read the following:
- [9. The Open/Closed Principle (OCP)](#)
  - If you are going to do the in-class exercises in <u>Java</u>, in Safari Books Online, in the <u>Core Java SE 9 for the Impatient</u> book, read the following:
    - [Chapter 6: Generic Programming](#) (sections 6.1 - 6.3 only)
  - If you are going to do the in-class exercises in <u>Typescript</u>, read the following section from the Typescript language documentation:
    - [Generics](#)