**CS173: Intermediate Computer Science**

**Reading 6**

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Read the assigned pages below from our course textbook. Complete the responses to the questions in this document and then save as a docx or pdf file. Submit your work by the assigned deadline on the Canvas course page or in class. Responses may be neatly handwritten or typed. **Put your name at the top!**

Reading: From the course textbook please read Chapter 9. You can skim over the parts on GUI design.

You should come away with understanding:

* variable scope and lifetimes
* software engineering techniques like stub and driver

**1) Define the *scope* of a variable and list the three different kinds of variable scope.**

**2) List the five scope rules below.**

**3) Describe how a static variable in a function works.**

**4) Define *stub* and *driver* and explain their role in software testing.**