**Computer Ethics at Work:**

Never directly modify a given address in memory—let the program / the computer choose what memory to allocate.

Do not modify someone else’s code without first speaking with them about why they did what they did and listening to their suggestions.

**C++ Concepts:**

1. If you are using a pointer to an instance of a struct or class, then you use the ->, since this indirectly accesses the class or structure. From there, you would use the “.” Which directly accesses member data.
2. \* and & cancel each other out. You use \* when you have a pointer, which holds an address and you want to de reference it, so the \* operator GOES to the address and reveals the data. The & operator does the opposite, it takes the data and gives out the address of that data.
3. You would use an array when you have a certain finite number of objects that need to be stored. LLL can expand at any time, and it is very easy to add and remove elements.

**Code that’s Easy to Maintain:**

Code that is easy to maintain is incredibly modularized, self documenting code with easy to understand variable and function names. It is easy to add functionality to code whose functions are well distinguished and can function relatively independently of each other. This also makes testing easy, because it is easier to test just one aspect of the code. In the future, I hope to work with code with less commenting because I am interested in developing the ability to create self documenting code.

**Assignment 5**

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CS162

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