1	Reuse
т.	rtcusc

2. Linux/UNIX Review—command line

3. Test First/Test-Driven

4.	Information	hiding/access	modifiers
5.	Immutable	vs. Mutable	

6. Abstract data type (ADT)

7.	Abstract class vs. Concrete class. Abstract method vs Concrete method
8.	Java Syntax, including Liskov - Chapter 2: Review of Objects in Java
9.	Write-Compile-Execute

11.	JUnit testing						
12.	Designing test	harness	for	given	specif	icatio	ns

10. Static Methods vs. Dynamic Method

13.	Abstraction barrier
14.	Recipe for implementing an immutable ADT that is specified by an algebraic specification
15.	Software process

17.	Black-box testing vs.	White-box testing	
10	Dymomia Dignotak		
18.	Dynamic Dispatch		

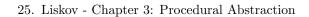
16. Testing, including Liskov - Chapter 10: Testing and Debugging

19.	Interchangeable Parts
20.	Liskov - Chapter 1: Introduction
21.	Debugging, including Liskov - Chapter 10: Testing and Debugging

22	Th_{\triangle}	norr	rul	^

23. Factory method pattern

24. Effective Java items



26. Liskov - Chapter 4: Exceptions

27. Data Structures—List, Set, Map, Queue, Stack

28.	Generics	
29.	Liskov - Chapter 5: Data Abstraction	

30. Iterators, including Liskov - Chapter 6: Iteration Abstraction

31. Abstraction Function

32. Rep Invariant

33. Binary Search

34. Total Order

35. Binary Search Tree (BST)

36. Comparator

37. Asymptotic notation

38. Efficiency

39. Optimization