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Programming technique
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One of the programming technique that my partner and I both agree to be very important is always keeping a pen and a paper while coding and designing. When designing the project, it is helpful to draw the data structure you are going to use. Draw as much detail as you can. For future debugging process, the picture can give visualized the data structure and help you find the bug. Also when you are explaining your program to a TA, a picture can help him or her better understanding your idea. Beyond draw graphs, you can also keep a list of the memory you allocated and the list can help you not to forget to free them. Drawing stack and heap diagram can also help you understand pointers in your program. (pointers are always nasty!) Sometimes when you are working on your program alone and encounter some problems or questions, use the pen and paper to note your confusions so that you can ask in TA office hour or professor's office hour later.