



Software Engineering Observation 1.1

*Use a “building-block” approach to create programs. Avoid reinventing the wheel. Use existing pieces wherever possible. Called **software reuse**, this practice is central to effective object-oriented programming.*



Software Engineering Observation 1.2

When programming in C++, you typically will use the following building blocks: classes and functions from the C++ Standard Library, classes and functions you and your colleagues create, and classes and functions from various popular third-party libraries.