Structured Programming
Prove the program to be RIGHT

- Mathematical Approach

  - Discipline of proving provable statements true

  - Use Euclidean hierarchy of theorems in the proof

    - Dijkstra tried at 1960s, but couldn't make it

- Scientific Approach

  - Discipline of proving provable statements false

    - Falsifiable but not provable - show correctness by failing to prove incorrectness

  - The rescue is **TEST**

    - Use tests to prove those small provable functions incorrect

Object-Oriented Programming
Hard to define …

- The combination of data and functions

- A way to model the real world

- The proper admixture of three things (E.I.P.)

  - Encapsulation

  - Inheritance

  - Polymorphism