- C
- D
- Uncle Sam Wants You
- Software Systems

## • Why do we not serve answers on silver platters

Developing Software Systems: HtDS from HtDP

It would be easy for me to have TAs serve answers to all your questions on Piazza and during office hours—just like your F I II or OOD instructor might have done. It would make my life peaceful. It would make their lives even easier. And grading might just be a breeze.

Q: Why do you think I am not doing this?

Q: Why do you think the Sw Dev staff does this?

## C.

We will use streams of JSON as a language for communicating between game servers and client players.

Are there any remaining questions about echoing a number of JSON expressions from STDIN to STDOUT?

## D. The project will need GUIs.



## to volunteer for code walks, as panelists and/or presenters.

- Software Systems come with four attributes: • a start-up phase (set up all components) • a steady-state phase (run & provide services) • a configuration (a system or its components needed adjust) a shut-down phase (except for "eternal severes")

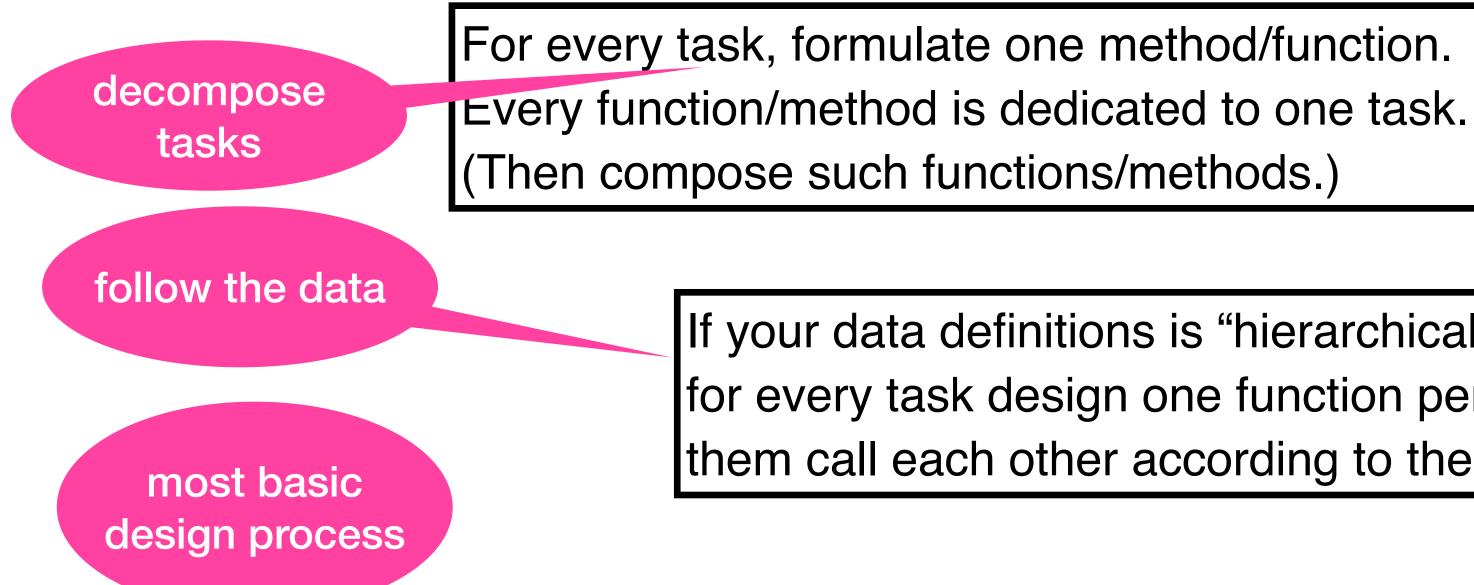
from F I, F II, and OOD

How to Scale the Design Ideas

For every task, formulate one method/function. Every function/method is dedicated to one task. (Then compose such functions/methods.)

> If your data definitions is "hierarchical" (one refers to another) for every task design one function per data definition and have them call each other according to their references.

- 1. figure out the data that your units of code work on
- 2. articulate the purpose of every unit of code in your words
- work through examples; keep the context in mind 3.
- lay out what you have; that's what your code may use 4.
- now code 5.
- 6. turn the examples into unit tests
- 7. [[ if the code is 'generative' (ex. 'while') does it terminate? ]]



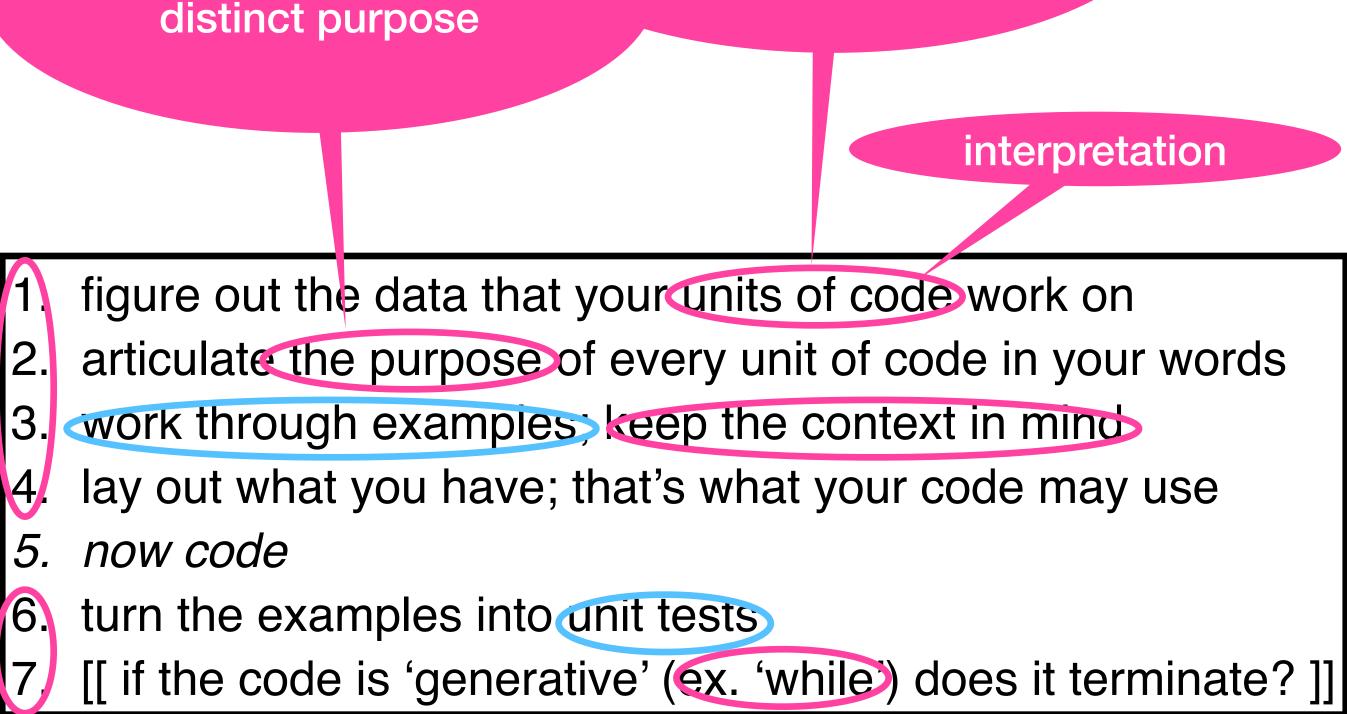
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> Read some number of XML objects from a stream until it is closed, determine the average of their numeric size attributes, and write the average to an output stream.





every unit of code has one



module, package

interpretation

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A JSON array is a comma-separated sequence of JSON "thingies". How do you compute the corresponding JSON array of numeric attributes of each JSON "thing".