Implementation

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1 Administrivia

Announcements

Assignment

Read Chapter 8.

From Last Time

Game2D walk-through.

Outline

1. Chapter questions.

2. Team Exercises.

Coming Up

Testing.

2 Chapter Questions

1. Why should you avoid the Big Bang method of implementation? Have you ever used this method for implementing programs? What was the result?

2. What is the difference between a stub and a driver? Which do you think would be easier to write? Why?

3. Give an example of a situation in which a combination of top-down and bottom-up implementation is the best approach to implementation.

4. In the threads implementation approach, how might use cases and/or collaborations be used to define the threads?

5. Why is it important to establish programming standards?

3 Team Exercises

Completely implement your project.

OR

Using the material in Sections 7.6–8, develop a set of programming standards for your use during project implementation. E-mail a copy to me.