

Developing programs

- **What's the purpose of a Makefile?**
 - Dependencies, recompiles
 - Environment dependencies
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- **How does a makefile work?**
 - Key features: target, dependencies, command(s)
 - When target is invoked, changes in dependencies can cause command(s) to execute
 - What's the silly Makefile tab rule? Continued lines?
- **See Makefile guide on class resource page**

Inheritance issues: piles, Freecell

- **What's Deck, what's a Pile, what's a BoardPile?**
 - **What is behavior of deck? Different from BoardPile?**
- **C++ issues in header files**
 - **Where is Displayer declared? Why no #include in pile.h?**
 - **In general avoid header-file dependencies**
- **What about pure virtual functions?**
 - **Code duplication in pile.cpp, how can we avoid this?**
 - **Can we use multiple inheritance?**

Exceptional situations

- Do we always need to check if we can add a card to a pile?
- Do we need to check that we can take a card?
- What do we return from `takeCard` when there are none?
 - Require user to check precondition, but then what?
- We can use exceptions
 - Throw exceptions
 - Catch exceptions
 - See `pile.cpp` for details

Toward MVC in Freecell

- Scenarios in playing?
- What is model of game?
 - State
 - Behavior
- Developing prototype
- What to do with no GUI
 - Selecting piles?
 - Options?
- What is view of game?

