Capturing Concepts and Classes

- What are the key classes in woof and how do you find them?
  - Nouns are classes, verbs are methods
  - Read the problem, think about it, list nouns, list verbs
  - Don’t think about implementation first, think behavior

- If there is a class `WordCounter` what might its methods be?
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    - What are issues in implementing `WordCounter`?

- What’s the fastest way to look something up? Should you use it?

The code doesn’t run (or compile:-)

- Test classes in isolation, not as part of the complete program
  - Each class should (ideally) have its own test suite
  - `wordcounter.cpp, testwordcounter.cpp, …`
- Use the debugger: `gdb, ddd`
  - Debugger is much faster than edit/compile/debug
  - Important for pointers to find out where the problem is
  - Run, break at, where, step (into), next (statement)
- Never define a variable, especially a pointer, without giving it a value
- Ask questions
- Post salient parts of problem, not “my code doesn’t work”