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 it’s methods be?
  ➤
  ➤
  ➤ 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”