#### How to develop a program

CSE 140
University of Washington

- 1. Define the problem
- 2. Decide upon an algorithm
- 3. Translate it into code

#### 1. Define the problem

- A. Write an English description of the input and output. (Do not give details about *how you will compute* the output.)
- B. Create test cases
  - Input and expected output
- 2. Decide upon an algorithm
- 3. Translate it into code

- 1. Define the problem
- 2. Decide upon an algorithm
  - A. Implement it in English
    - Write the recipe or step-by-step instructions
  - B. Test it using paper and pencil
    - Use small but not trivial test cases
    - Play computer, animating the algorithm
    - Be introspective
      - Notice what you really do
      - May be more or less than what you wrote down
      - Make the algorithm more precise
- 3. Translate it into code

- Define the problem
- Decide upon an algorithm
- 3. Translate it into code
  - A. Implement it in Python
    - Decompose it into logical units (functions)
    - For each function:
      - Name it (important and difficult!)
      - Write its documentation string (its specification)
      - Write tests
      - Write its code
      - Test it
  - B. Run the system test

- 1. Define the problem
- Decide upon an algorithm
- 3. Translate it into code

- It's OK (even common) to back up to a previous step when you notice a problem
- You are incrementally learning about the problem, the algorithm, and the code
- "Iterative development"

# The Wishful Thinking approach to implementing a function

- If you are not sure how to implement one part of your function, define a helper function that does that task
  - "I wish I knew how to do task X"
  - Give it a name and assume that it works
  - Go ahead and complete the implementation of your function, using the helper function (and assuming it works)
  - Later, implement the helper function
  - The helper function should have a simpler/smaller task
- Can you test the original function?
  - Yes, by using a stub for the helper function
  - Often a lookup table: works for only 5 inputs, crashes otherwise