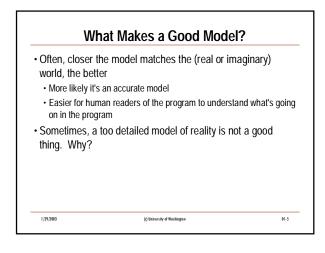
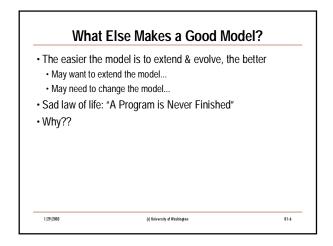
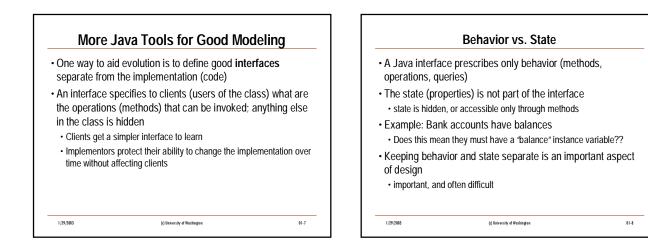
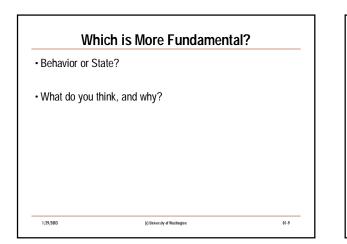


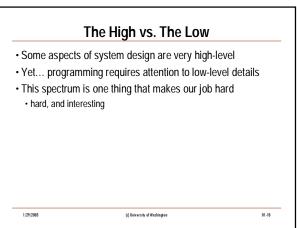
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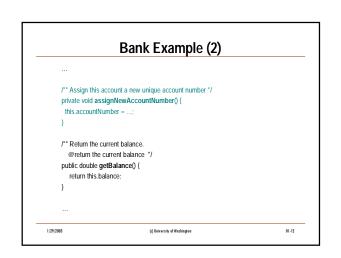


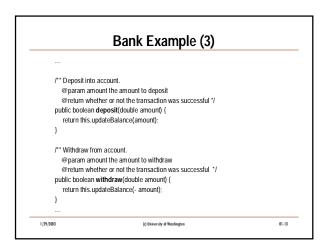


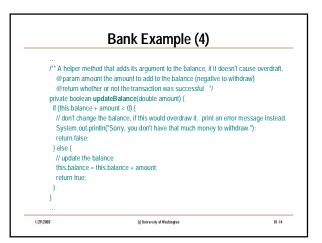


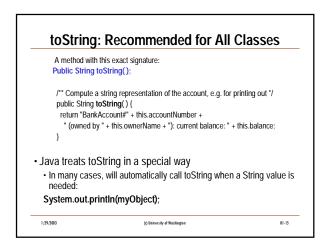


/** A Bank Accoun	t*/	
public class Bank/	Account (
	alance: // the current balance of the account	
	merName; // the name of the person who owns thi	is account
private int accou	ntNumber; // the account number of this account	
	bank account with a zero balance and a unique acc nerName the name of the person who owns this a	
	ount(String ownerName) {	
this.ownerNam	ie = ownerName;	
this.balance =	0.0;	
this.assignNev	AccountNumber();	
}		
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	toString	
Good while del	bugging	
System.out.prir	ntln(myObject.toString());	
 Secret Java lor 	e:	
All Objects in J	lava have a built-in, default toString	method
So why define	your own??	

dified
t operations */
oe Bob");
calls myAccount.toString()

 creating test meth 		
or outing toot moti	ods is "recommended"	
 You've probably b 	een given other recommenda	ations:
comments, variab	e naming, indentation, etc.	
 Use this library, do 	on't use that library	
 Why bother, when program runs or n 	n the only thing that matters is ot?	whether you
Answer: Whether matters!	your program runs or not is <i>not</i> the	e only thing that

Software	Engineering	and Practice

- Building good software is not just about getting it to produce the right output
- Many other goals may exist

1/29/2003

- "Software engineering" refers to practices which promote the creation of good software, in all its aspects
- Some of this is directly code-related: class and method design
- Some of it is more external: documentation, style
- Some of it is higher-level: system architecture
- Attention to software quality is important in CSE143
 is in the profession

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