Lecture

- Announcements
  - Readings
    - Wittman, 7
    - Savich, 9.1-9.3
  - Recommended additional reading
    - Kernighan and Pike, *The Practice of Programming*
    - McConnell, *Code Complete: A Practical Handbook of Software Construction*
    - Hunt and Thomas, *The Pragmatic Programmer*
- Problems
  - How can a large team of programmers collaborate?
  - What Java features support large programs?
  - What makes a "good program"?
  - How can I streamline accessors and mutators?
  - How can I use superclasses to eliminate redundant code?
  - How can I test my code early and often?
- Assignment
  - Categorize "good program" rules
  - Add a junit test module to your project
  - Questions for Wednesday