Lecture

- Announcements
  - Mid-semester evaluations soon
  - http://cs190m.blogspot.com
  - Leftovers: coupling and factoring
  - Coupling
    - A measure of the connection between two modules
    - Low coupling implies good information hiding, easy to make independent changes.
    - High coupling implies strong interdependencies; changes to one module require corresponding changes to the other
  - Factoring
    - Also, refactoring
    - Generally, "cleaning up" code without fixing bugs or adding functionality
    - Specifically, moving common code to a new method (ala extracting a common factor from a set of terms)
  - IDE survey
- Assignment
  - None this week
- Problems
  - Chapter 7 review questions
    - What happens if you try to instantiate an interface?
  - How do I use JUnit?
  - What if I have a class that needs to inherit from multiple classes?
    - Race: Human, NightElf, Dwarf
    - Class: Paladin, Hunter, Mage
    - class HumanPaladin implements Human, Paladin
  - How do I synchronize marching?
    - With two threads, sync run doesn't work
    - Using more iterations and yield helps interleaving
    - Add talking stick and synchronized to guarantee no interleaving
    - No memory with wait and notify
    - Add turn method and object to allow taking turns
    - Add enum for Foot
    - Add cadence, requiring adjustment to wait/notify
    - What is effect of replacing Right for loop by while(true)?