

Introduction to Programming – Concepts and Tools

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Week 9

Today's Goals

- Reminder of last week
- Where you should be by today
- Introduction to the project period
- Lecture
 - File handling
 - Reading from/writing to files

Last week: SENG, testing, exception handl.

- Stages of software projects
 - Waterfall model
 - Spiral model
- Typical deliverables (requirement specification, design specification, code, testing protocols, user guide, etc.)
- Systematic testing (white-box, black-box)
- Exception handling
 - Exception hierarchy, program behaviour, exception handling using try-catch
 - Checked vs unchecked exceptions, throwing exceptions

Where you should be

- Theory
 - Read chapters up to (and including) chapter 7, 11
 - Understand the need for a structured design process
 - Difference between white box/black box testing
 - Understand exceptions, what they mean, how they occur
- Praxis
 - Design test strategies for program parts and programs
 - Catch exceptions thrown by methods to make your program more robust
 - Define your own exceptions