How to Develop Small Programming Projects*

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*without banging your head against the wall

Develop Programs Progressively (incremental development)

- Do not attempt to implement an entire program all at once.
- Implement a very small, but workable, part.
- Compile, fix syntax errors, execute (test), debug
- Add another small part, refine the code
- Compile + test. Any new errors are (probably) due to newly added code.
- Repeat until complete

Getting Started

- Start early: we always underestimate the complexity of the problem.
- Understand the material: study first!
- Understand the requirements (READ the directions, don't make assumptions).
- Use some top-down design to break up the problem into pieces.
- Make a plan before you implement.

2

Compiler (syntax) Errors

- Fix only the first one or two before recompiling, later errors may be dependent.
- Don't speak compiler?
 Google the error text (with caution)
- Think of common syntax errors
 - Missing semicolons
 - Misspelled variable names
 - Misplaced () or { }, backwards << or >>

Testing

- <u>Testing</u>: running the program with simulated data, checking the actual output against expected output, in order to find bugs
- Bug: coding mistake causing an error in output
- <u>Test Case</u>: a set of specific input data and the corresponding expected program output
- Choose input data wisely:
 - Values used in if/while conditions
 - Smallest and largest valid values of a dataset
 - Put data in multiple positions: for maximum, put max value in first position, then last position, then middle position

5

Debugging

- <u>Test failure</u>: actual output from running a test case does not match the expected output.
- <u>Debugging</u>: figure out why it failed, find the coding mistake and fix it.
- Add output statements in strategic places:
 - cout the values of variables (label them!)
 - trace execution path, see which statements are being reached. Add cout<<"here1"<<end1; statements periodically in your program.

6