

## Java Program design and analysis Cheat Sheet by Jianmin Feng (taotao) via cheatography.com/79308/cs/19311/

## Programmer or engineer

engineer = analytic mindset, oversee the whole software development cycle

programmer = implement and debug

Water fall m	nodel
program specif- ication	project description/requirements
program design	plan to solve the problems listed, no code at all, language independent
implem- entation	coding in java
testing and debug	testing case(end point, in range, out of range, special value/invalid)
	compiler(java checked Exception)/runtime(java unchecked,error)/business logic errors(in corrected results)
	robustness:deal bad input ( input correct ->correct answer, invalid input ->no crash/error/exception
mainte- nance	upgrade, new features,document for new comers
memory.	is a run time error because it will eventually eat up all tero for int(runtime exception) and float (infinite, when

obiect	oriented	program	design
		, ,	

identify classes -- noun

output is known)

identify behavior --verb

find relation between classes

write API for each class ( pubic method header)

platform dependency and efficiency not belong to robustness.

implement methods

identify classes	
lower level component	Connect4 board, game rule
collection of lower level components	players
control class	controller ( setup player and board)
GUI	Display

identify behavior	
all verbs	
match behavior with class carefully and logically	This could be in test
encapsulation, only expose what necessary	
find suitable data structure( fields, properties)	

implementing methods	
procedural abstracti- on/stepwise refinment	helper methods (repeated code, smaller method body,easy read)
information hiding	instance variable and helper method to be private
stub method	for test, input and return correctly
algorithm	step by step procedure to solve problem. understand the algorithm before coding
	logically correctness,CPU time, memory needed,easier to maintain/understand

determine relationships between classes		
inheritance	is-a	
composition	has-a	
UML Model		
rectangular	< <abstract>&gt;&lt;<interface>&gt;</interface></abstract>	
up arrow	is a	
up arrow + dotted line	interface is a	
down arrow	has a	
use is-a and has-a to test if class design is ok or not.		

implementing classe	
	ac.

bottom	independent class>lower lever first>major
up	components
top down	main class ->step wise refinement and add detail
	classes

design is usually top down, implementation usu bottom up is easier.

program ar	nalysis
assertion	precondition( what's is true before a method,loop, block
	run - input), post condition (the status after the run -
	output)
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efficiency cpu time, memory
best case; worst case;average case



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Vocabulary summary	
software develo- pment	writing a program
object-oriented program	uses interacting object
program specif- ication	description of a task
program implementation	the code
test data	input to test a program
program mainte- nance	keep program working and up to date
top down develo- pment	implement main class first, subsidiary classes later
bottom up develo- pment	implement lowest level classes, independent class first
driver class	used to test other class, contains main()
inheritance relati- onship	is a relationship between classes
composition relationship	has a relationship between classes
inheritance hirarchy	inheritance relationship shown in a tree like structure
UML diagram	tree like representation of relations between classes
data structure	java construt for storing data
encapsulation	combining data field and method in a class
information hiding	use private to restrict access
step wise refinement	breaking methods into smaller methods
procedural abstra- ction	use helper method
algorithm	step by step process to solve a problem
stub method	dummy method called by another method being tested
debugging	fixing errors
robust program	screens out bad input
compile time error	usu a xyntax error; prevent from compiling
syntax error	bad language usage
runtime error	occurs during eecution

Vocabulary sumr	nary (cont)
exception	run time error thrown by java method
logic error	program runs but does the wrong things
independent class	donot use other classes of the program in its code



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