27.4 Real World Examples

For this section, it's *highly* recommended to watch the lecture video sections. What follows are summaries of the content; following the visuals are more insightful.

Retool

Building a system to implement many different kinds of things in a repeatable manner lends itself to designing general specifications for information, and then generating pages as needed.

This concept extends towards testing - particularly important as the real world has no autograder and no definition of correctness beyond tests that you write.

Commit History Traversal

Using what you already know in 61B - representing graphs, doing a BFS - you can solve real-world industry problems! This was an example of finding what deployments contain a certain change, by adjusting how we might represent a graph and then doing a BFS while choosing specific data structures for runtime and ease of use.

Previous 27.3 Strategic vs Tactical Programming

Next 27.5 Summary, Exercises

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