## 27.5 Summary, Exercises

## **Summary**

Good code is more than just working code.

Code (and complexity) scales with functionality.

Practice good design principles in your classes!

The real world is ambiguous; you must define the problem and select the solution given tradeoffs of options.

## **Exercises**

Note that since this chapter is more about design principles than actual content, the exercises merely check factual understanding of lecture material. We encourage you to reflect on the software engineering principles discussed as you work on your own projects.

- 1. What are two ways to manage complexity?
- 2. What is the difference between strategic and tactical programming? Which is better for managing complexity?
  - > Problem 1
  - > Problem 2

Previous 27.4 Real World Examples

## 28. Reductions and Decomposition

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