## **Lecture 3 Outline**

**Reading:** *text*, §29 Assignments due: Homework #1, due April 13, 2001 at 11:55pm

- 1. Robust programming principles
  - a. Paranoia
  - b. Stupidity
  - c. Dangerous implements
  - d. Can't happen
- 2. Fragile library
- 3. Robust library
  - a. Interface
  - b. Internal structures
  - c. Tokens and their generation and analysis
  - d. Functions