

Design & Modularity

15-441 Recitation 3

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Thinking about Design

- How do you start thinking about how a program should work?
- Data-centric programs:
 - What data does it operate on?
 - How does it store it?
 - Examples?
- Protocol-centric programs
 - How they interact with the rest of the world
 - (Maybe “Interface-centric”)
- (Not exclusive! Think about IRC server)

Design Principles

- Goal: once again, pain management
- Be able to develop independently
- Avoid the big brick end-of-semester wall
- Stay motivated