

# FUNDAMENTALS OF SOFTWARE DESIGN

- ① COMPUTERS ARE TOTALLY LITERAL  
\* MAKE NO ASSUMPTIONS.
- ② FUNCTIONS  
\* REPACKAGING  
\* GIVE MEANINGFUL NAME
- ③ LOOPING  
\* REPETITION  
\* LOOP WHILE SOMETHING IS TRUE  
\* LOOP UNTIL A CONDITION IS MET
- ④ DECISIONS  
\* if... else if ...  
\* more efficient than if...if...  
\* avoids errors of if...if...
- ⑤ VARIABLES  
\* REMEMBERS/HOLDS INFORMATION
- ⑥ TOP-DOWN DESIGN  
\* START w/GENERAL  
\* THEN GO TO SPECIFIC  
\* DON'T DIVE INTO THE DETAILS 1st
- ⑦ SIMPLE IS BEST  
\* COMPLEXITY IS DEATH  
- UNLESS IT IS NECESSARY  
\* KISS