Announcements

• Project #3 is due tomorrow
• Project #4 will be posted tomorrow (Good JUnit practice)
Commenting

• Recall: Two styles for comments
• What is the purpose?
• Where do we put them?
  • At the top of every class
  • Above every method
    • Defines “contract”
    • Pre- and Post-conditions
  • Frequently when declaring a variable
  • Throughout code, in places where clarifications are helpful

• How many comments should we write?
• We will be grading for comments starting with project #4
Floating Point Calculations

Example: StrangeCalculation.java

• What went wrong here?
• Under what circumstances does “roundoff error” occur?
• Why does my calculator appear to be better at this?

How can we “fix” this?
Example: Epsilon.java

Pro Tips:
• Don’t use == to compare result of calculation with theoretical result
• Use integers whenever possible (e.g. representing money)