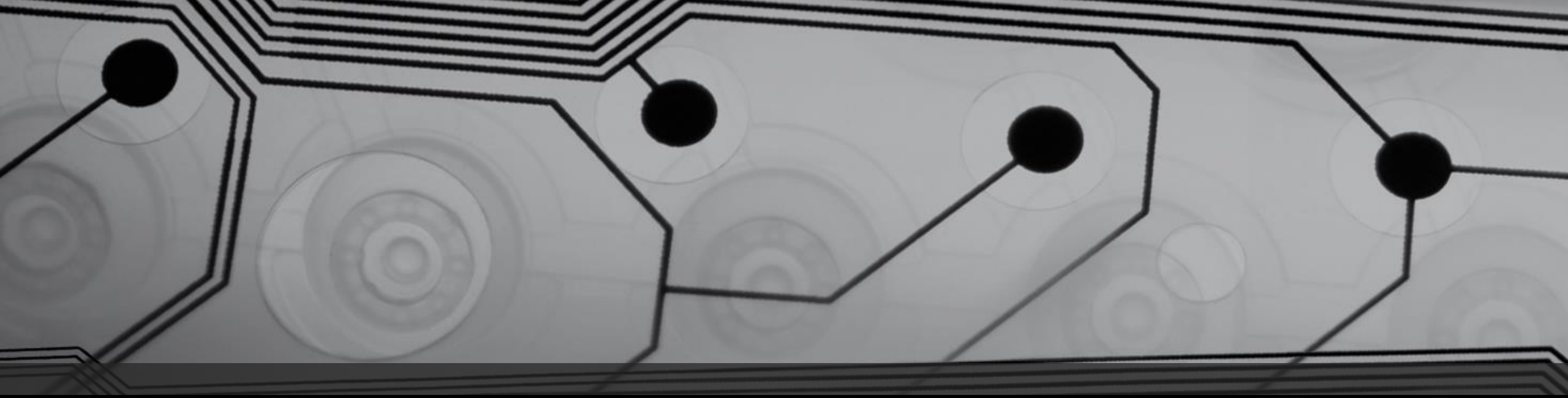

CMSC 131

Fall 2018

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)