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