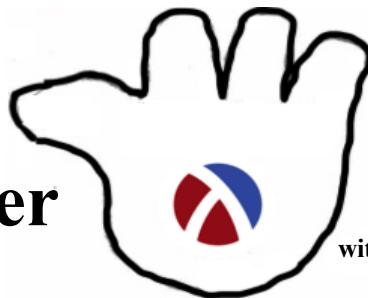


introductory

C++ design recipe helper



with apologies to Betty Crocker

1. // signature: new function NAME: [] ; TYPE(S) of expression(s) it EXPECTS: [] TYPE of expression it RETURNS: []

2. /* purpose: DESCRIBE what it EXPECTS:
expects []
and
returns [] */ DESCRIBE what it RETURNS: []

3. function header: for EACH expression it expects, give a PARAMETER TYPE & descriptive NAME
TYPE function RETURNS, from 1. function NAME, from 1. (param TYPE param NAME , param TYPE param NAME , param TYPE param NAME , param TYPE param NAME)

4. tests: function NAME from 1.: for each PARAMETER, give an example ARGUMENT value, SEPARATED BY COMMAS
[] ([])
===== if [] works, give expression that [] SHOULD be equal to: [])
----- (function NAME from 1.: for each PARAMETER, give an ex DIFFERENT ARGUMENT val, SEP'D BY COMMAS
[] ([])
===== if [] works, give expression that [] SHOULD be equal to: [])

5. complete function body:
function header from 3.: [] [] ([])
{ body expression ↓ USING parameters ↑:
 return [] ; }

6. add tests to testing main () function,
then COMPILE -- any SYNTAX errors? then RUN -- do tests pass?
if so: YOU'RE DONE! if not: DEBUG 3., 4., 5. until they do!