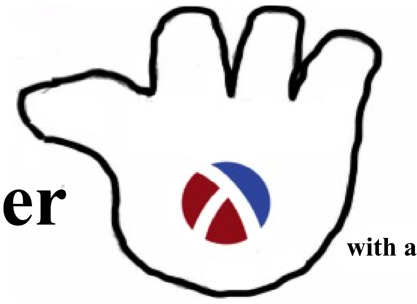
introductory

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**:

expects DESCRIBE what it 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 PARAM, give an ex **DIFFERENT** ARGUMENT val, SEP'D BY COMMAS □)

== (if ↑ works, give expression that ↑ SHOULD be equal to: □))

5. **develop function body:**

function header from **3.**: □ □ (□)

{

`return` body expression ↓ USING parameters ↑: □ ;

}

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!