Objectives

- Terminology review
- Get your terminology table ready
- Get out your handouts
- Reload the Python Review Lab in your browser
 - Get in this habit because I tend to make updates as students ask questions/I see typos!

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Review

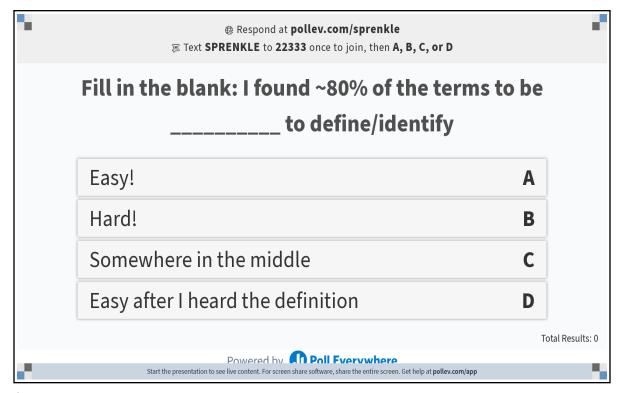
- What are qualities of good software?
 - Get your terminology table ready
 - Get out your handouts
 - Reload the Python Review Lab in your browser
 - Get in this habit because I tend to make updates as students ask questions/I see typos!

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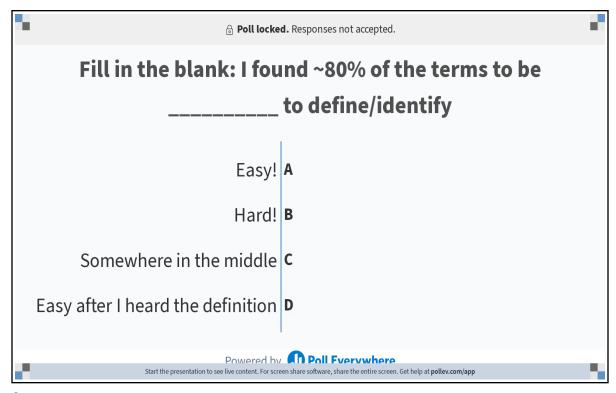
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Definition, Example, Indi	cator/Cues	
Variable	Object	
[code] block	Encapsulation	
Comment	Parameter (formal and actual)	
Doc String	Argument	
Function, both calling and defining	Interface	
Data Type	Abstract Class	
Class	Inheritance	
self	Condition	
Constructor, both defining and calling	Loop	
Method, both defining and calling	Exception	
Attribute/Field	Exception handling	
State	Error handling	
Instance variable	Import	
Class variable		



⊕ Respond at pollev.com/sprenkle ☐ Text SPRENKLE to 22333 once to join, then A, B, C, or D		
Fill in the blank: I found ~80% of the terms to be to define/identify		
Easy!	A	
Hard!	В	
Somewhere in the middle	С	
Easy after I heard the definition	D	
	Poll Fvervwhere een share software, share the entire screen. Get help at pollev.com/app	



Design Questions

Confirm my statements first

- turn is an instance variable of the Game class.
 - > Is it better design for turn to be a local, instance, or class variable? Justify your answer.
- user_input is a *local* variable in the getInput method of the ConnectFour class.
 - Is it better design for user_input to be a local, instance, or class variable? Justify your answer.
- RANKS is a class variable of the Card class.
 - > Is it better design for RANKS to be a local, instance, or class variable? Justify your answer.
- tokens is an instance variable of the ConnectFour class.
 - > Is it better design for tokens to be a local, instance, or class variable? Justify your answer.
- Player is a class in war.py.
 - ➤ Is it better design for the Player class to be defined in war.py or in game.py? Justify your answer.
- War's step method takes as a parameter dummyInput. What purpose does it serve?

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Looking Ahead: Before Wednesday's Class

- Complete Part 2 of the Terminology Review
 - ▶ Do not spend more than ~1 hour
- Complete the "Towards a Power User" lab
 - Do not spend more than ~1 hour

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