

## EEL 3160 HW1 Week 1

Address each of the issues listed below with 1-2 sentence description of what Bjarne is referring to in the following movie:

[Going native](#)

<https://www.youtube.com/watch?v=OB-bdWKwXsU>

Also make sure you **add the time and date your work was completed** so it can be seen when reviewed.

1. What is C++ 3:50

What is it good at 5:00?

No one size fits all 6:00

C++ shines where?

2. Why Ghastly style 12:57

Throw away what?

Inefficient?

Swap problems?

3. So what do we want? 17:44

interfaces?

calls?

performance?

types?

leaks?

4. Type-rich Programming 19:06

Focus on interfaces

Say what you mean

double? - speed

object? - shape

rectangle? - points

5. strongly typed - units? 21:22

Mars climate orbiter?

6. Resources and errors 27:30 30:00

be careful of what - fclose?

7. Why do bugs correlate with complication and size of code 29:24

8. Resources and errors 27:30 30:00

Compiler read manuals?

9. 44:00 Style lessons?

write C style code what to expect?

10. 56:45 Style - simplify code?

Bugs hide?

11. 57:55 Stay High level as you can?

Low-level = efficient?