Lecture 3: April 2, 2021

Reading: *Robust Programming* handout   **Assignments:** Homework 1, due April 7, 2021

1. Principles of robust programming
   (a) Maximum stupidity
   (b) Paranoia
   (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