



1



Homework 9 Homework 9 asks you to complete an implementation of binary search trees, as discussed (in part!) in this week's video lectures. Not easy, *but* I think very doable. My intent is that you can use my sorted-linked-list code as something of a model, since a lot about the interface is similar (for example, the "print" function). Part of the goal of the assignment is to give you more practice working with pointers, which I think is a key take-away for those continuing into Data Abstraction. Something to consider if it seems tempting to just skip the assignment?

Slide 4



Quotes of the Day/Week/?
From a key figure in the early days of computing: "As soon as we started programming, we found to our surprise that it wasn't as easy to get programs right as we had thought. Debugging had to be discovered. I can remember the exact instant when I realized that a large part of my life from then on was going to be spent finding mistakes in my own programs." (Maurice Wilkes: 1948)
From someone in a discussion group for the Java programming language: "Compilers aren't friendly to anybody. They are heartless nitpickers that enjoy telling you about all your mistakes. The best one can do is to satisfy their pedantry to keep them quiet :)"

Slide 6

$\mathbf{3}$



Why Learn C? (For Java/Python/Scala Programmers – Recap)

• Scala and Python (and Java, less so) provide a programming environment that's nice in many ways — lots of safety checks, nice features, extensive standard library. But they hide a lot about how hardware actually works.

Slide 8

 C, in contrast, has been called "high-level assembly language" — so it seems primitive in some ways compared to many other languages. What you get (we think!) in return for the annoyances is more understanding of hardware — and if you do low-level work (e.g., operating systems, embedded systems), it may well be in C. (Performance *may* also be better, though "measure and be sure".)

