

Study Questions - Design Experience

⇒ Interfaces:

- ↪ What is Lampson's principle for interfaces?
- ↪ What does an interface provide?
- ↪ What does an interface consist of?
- ↪ What are the requirements for a good interface?

⇒ Simplicity

- ↪ What is Lampson's principle for simplicity?
- ↪ What are the requirements?
- ↪ What are the implications? How do you reconcile this with the Shanley Principle?
- ↪ What are the results/effects of combining things? Example?
- ↪ What do you need to pull it off?

⇒ Corollaries

- ↪ Do we still need to worry about speed? Why or why not?
- ↪ What do you want to hide? Not hide?
- ↪ What is function abstraction? Why is it important?
- ↪ What is separation of concerns? What are the benefits?

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⇒ Continuity

- ↪ What is the basic problem?
- ↪ What do you want to keep stable? Allow to change?
- ↪ What does it mean to be upwardly compatible? Examples?
- ↪ What is bootstrapping?

⇒ Implementations

- ↪ What is Brook's advice? Why? Examples?
- ↪ Why is it important to keep secrets? Examples? Benefits?
- ↪ What are useful design techniques for divide and conquer? Examples?
- ↪ What does it mean to use a good idea again? Examples?
- ↪ What is the difference between normal and abnormal?
 - What is Lampson's advice? Why? Examples?

⇒ Speed (not the drug 😊)

- ↪ Examples of techniques?
- ↪ Advantages of these techniques?
- ↪ Problems?

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⇒ Fault tolerance

↳ When should it be considered? Why? Where?

↳ What are some useful techniques? Their benefits?