

Object-oriented design unit:

- ▶ Test 1 retrospective (**Today**)
- ▶ OO design goals (Wednesday)
- ▶ Class extension (Friday)
- ▶ More about class extension; refactoring (next week Monday)

Today:

- ▶ Vocab section
- ▶ Programming section
- ▶ Invariant/analysis section
- ▶ Time permitting: Begin talking about OO design goals

```
static Node array2LinkedList(int[] array) {  
    int n = array.length;  
    Node toReturn = null;  
    for (int i = 0;  
        i < n;  
        i++)  
        toReturn = new Node(array[n - 1 - i], toReturn);  
    return toReturn;  
}
```

Coming up:

- ▶ **Due Thurs, Feb 28 1:15pm.** *Take Canvas quiz on UML and OO design terms **after class on Wednesday.** (No prelab reading.)*
- ▶ **Due Fri, Feb 27.** *Do Project 3, “Homemade Linked-list Map.”*
- ▶ **Due Fri, Mar 6.** *Do Project 4, “Text-based adventure game.”*