

Big Picture of Object Oriented Programming

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要做一台投影機，需要哪些零件？

要做一個CPU，需要哪些零件？

要做一個Facebook，需要哪些零件？

系統⇒零件：
化整為零 & 模組
化！

有好的模組才有好的系統

- easy to debug
- make the goal clear
- divide and conquer
- easy to maintain/manage
- easy to modify/update
- easy to reuse

模組化：節省很多 **未來的** 時間和心力！

程式輸入員 v.s. 程式設計師

- 輸入員：basic language skill
- 設計師：good design skill + good language skill
 - what's the purpose of the program?
 - what's the specialty of the language?
 - what's the current need of the program?
 - what's the future need of the program?

設計師：

願意用**現在的**專業付出，來節省**未來的**時間和心力！

不要只想寫出
用後即丟的程式

Noodle-Oriented Programming

- whatever ingredients you put in, edible noodles are good noodles
- too salty? add more water
- no vegetables? get whatever is in your refrigerator
- **spaghetti code**: a program flow that looks like a bowl of spaghetti, i.e. twisted and tangled

NOP: generate whatever code
that works for now

Applications of Noodle-Oriented Programming