

CHAPTER 1

Principles of Programming And Software Engineering

Data Abstraction and Problem Solving with JAVA:
Walls and Mirrors
Carrano / Prichard

Figure 1.1

The life cycle of software as a water wheel that can rotate from one phase to any of phase

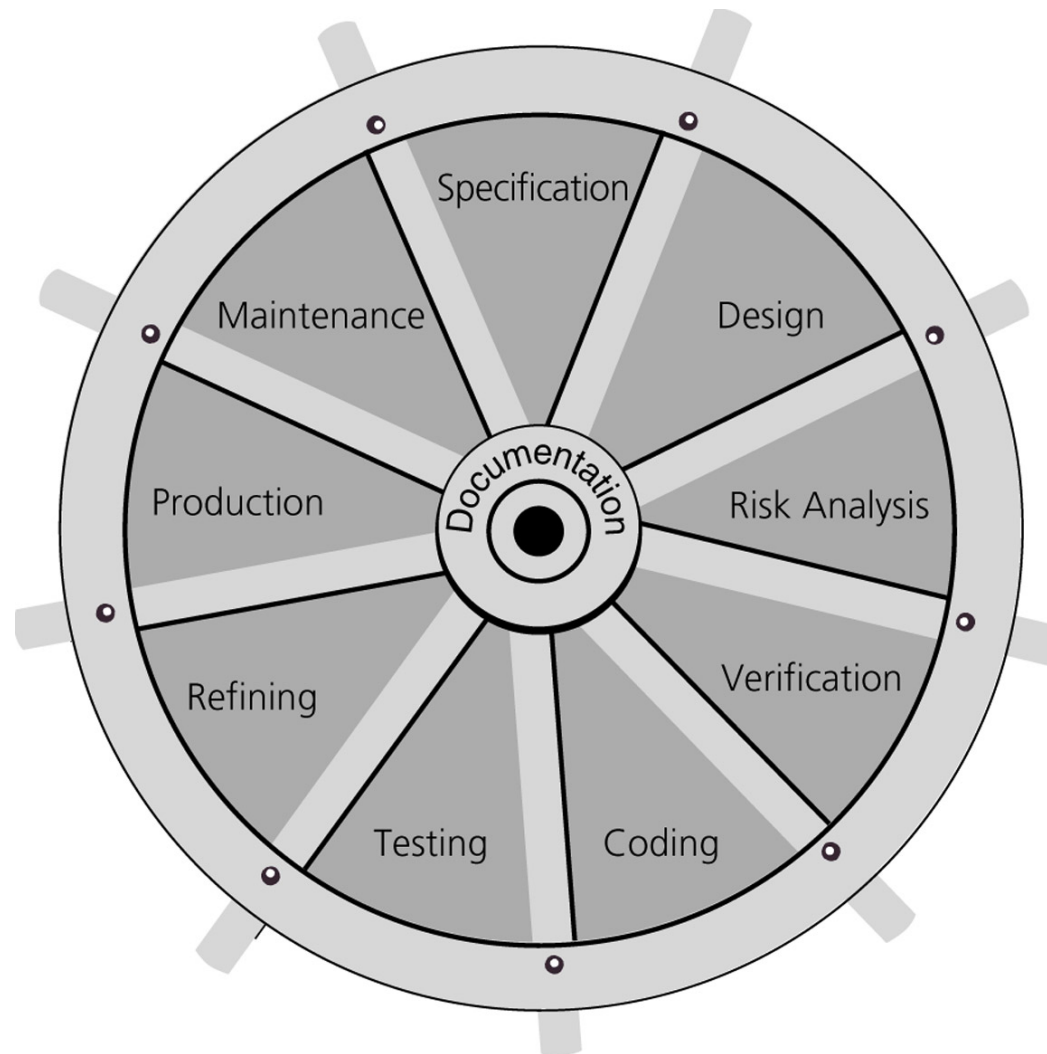


Figure 1.2

The details of the sorting algorithm are hidden from other parts of the solution.

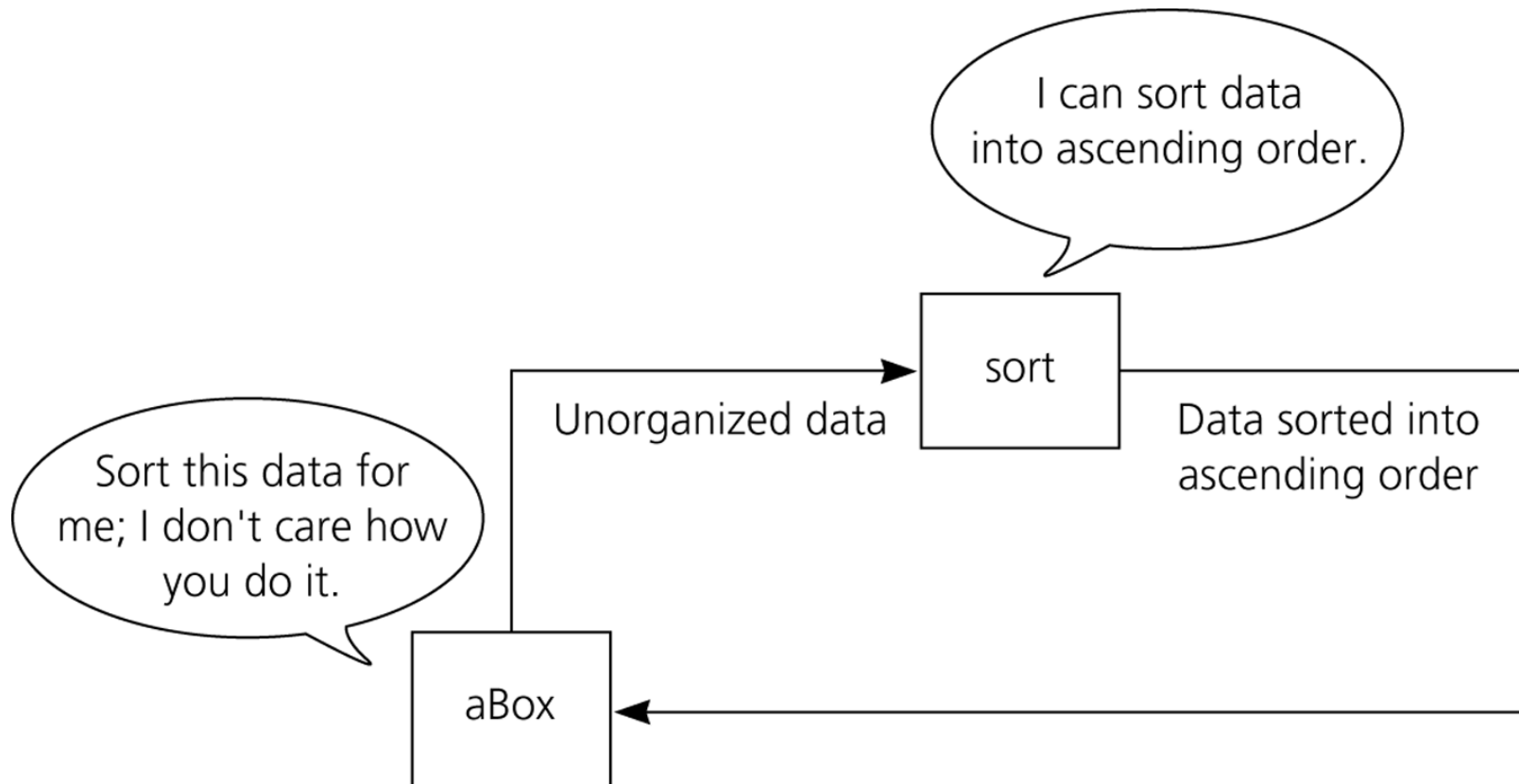


Figure 1.3

A digital clock

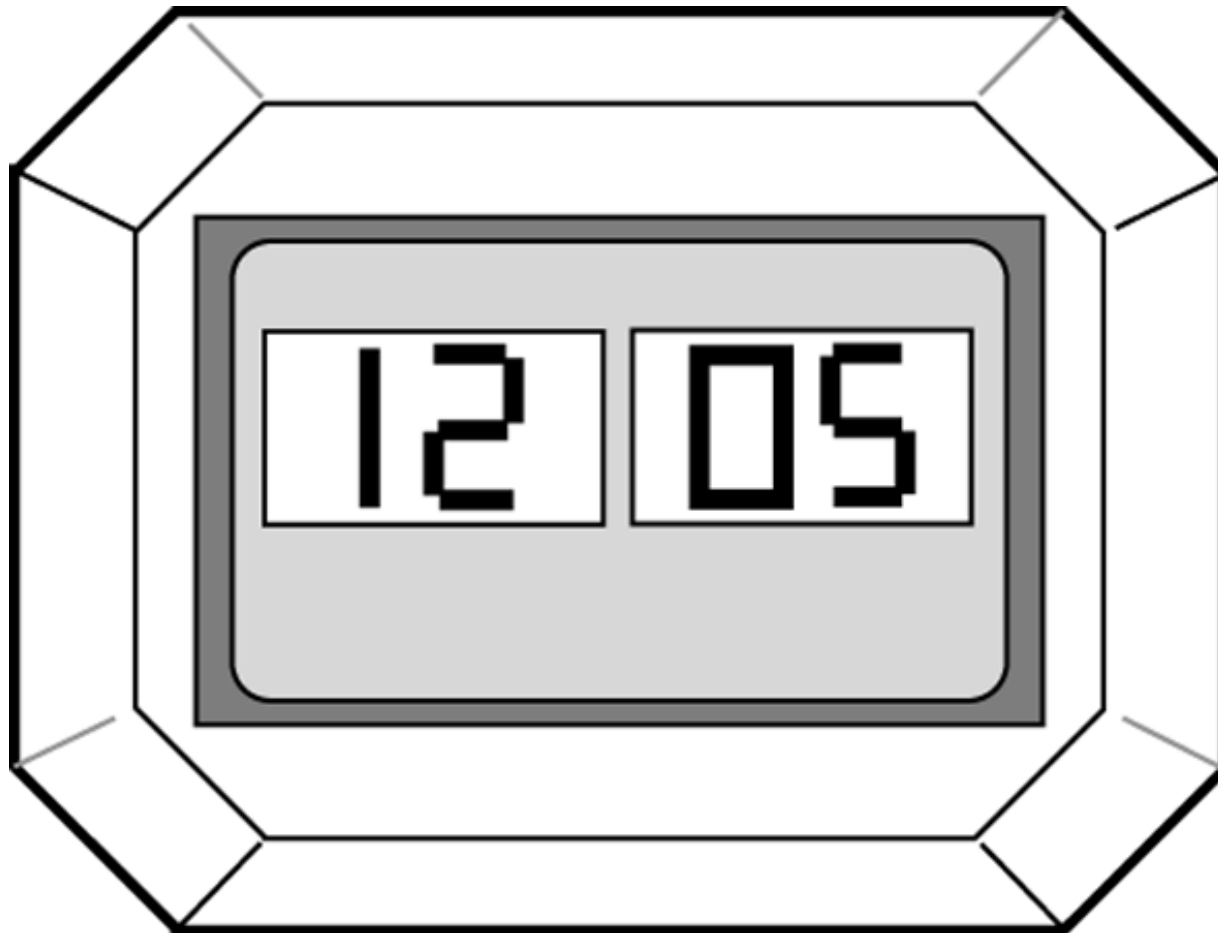


Figure 1.4

A structure chart showing the hierarchy of modules

