What You’ve Learned in 6.005

- think first, then code
  - abstracting a real-world problem into a model
    - State machine paradigm: state machine, grammar
    - Symbolic paradigm: datatypes and operations
    - Relational paradigm: object model
  - applying design patterns to translate models into code
- how to create good software
  - easy to understand
  - safe from bugs
  - ready for change
- software engineering literacy
  - Java
  - MIDI, URL, HTTP, maps, lists, sets, streams, SAT, threads, queues, sockets, client/server, GUI, SQL
  - Subversion, Eclipse, JUnit, code coverage, dependence diagrams

What to Do Next

Spring
- 6.813/6.831 User Interface Design & Implementation
- 6.035 Computer Language Engineering

IAP
- 6.370 IAP Programming Competition
- 6.470 IAP Web Programming Competition

Fall
- 6.197 Performance Engineering