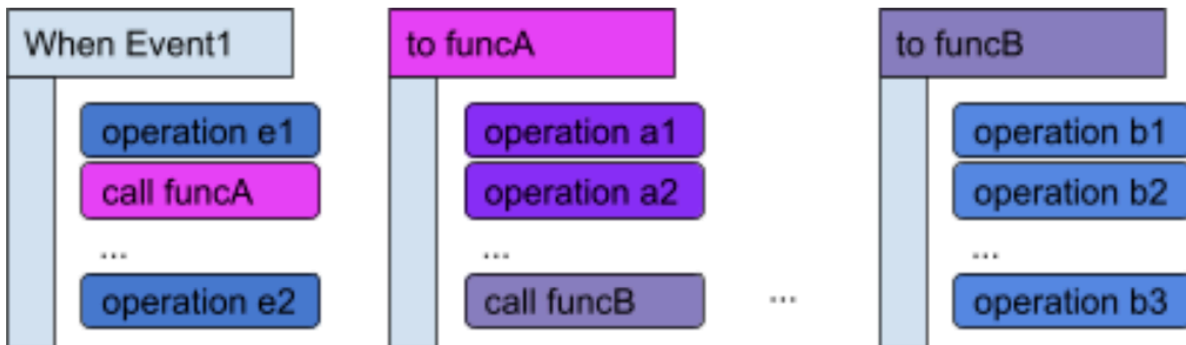


Chapter 13. Conceptual Worksheet

0. The following represents an app with an event handler and two programmer-defined functions:



In what order are the operations e1, e2, a1, a2, b1, b2, and b3 performed?

1. How is a function similar to an event handler? How is a function different than an event handler? How is each invoked?

2. What is an abstraction and how are abstractions important to the software development process?

3. When you define an input parameter for a function, it makes the function more general purpose. Explain.

4. What does it mean to "refactor" code in order to eliminate redundancy?