Modules I

How to organize
bigger
programs

- divide the program into chunks (modules)

- limit interactions between modules

- when modules _do_ interact specify the interactions using interface signature API

Implementation

Interface

client

"provides some functionality"

signature

"uses that functionality"

why?

1) make code easier to understand

2) allow separate client + implementation _evolution_

3) localize reasoning about invariants

4) catch more bugs at compile-time ⎤ pretend that types are different when impls are the same