## 98-172: Great Practical Ideas for Computer Scientists

## Tell Me A Story!

## What To Do!

In lecture, Professor Eckhardt discussed how to approach debugging—namely, by "telling a story." Today, you'll try out this approach on two programs.

 ${\tt lern2unix.com\ now\ has\ a\ new\ (much\ shorter!)\ problem\ set\ called\ gpi\_story.\ Download\ it,\ and\ get\ to\ work!\ :D}$