

for i = 1:100 disp('Play it onc again = input('Pl if ~again break end end	% bit of a kludge ce, Sam, for old times'' sake'); lay it again? (yes:1, no:0) '); BOGART BERGMAN H	ENREID ER BROS
igain – 1,	AULINUS RECOTOR A	ACHARC CERTIC
vhile again	% much cleaner	
disp('Play it on	ce, Sam, for old times'' sake');	



















Our goal is ...

... to design programs that:

- are free of errors
- run efficiently
- require no more memory than necessary
- are easy to understand and use
- can be used in a variety of situations
- are easy to maintain and modify if necessary



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*... and to do all of this within time and budget









