

## Discussion Questions for “Shared References”

1. Is there a “best” way for handling overlapping references in object-oriented programming? If so, what is that best way and why. If not, what are the advantages and disadvantages of some of the techniques we have learned to handle overlapping references?
2. When the answers to so many Computer Science questions are vague, uncertain, and possibly unknowable (such as question 1 above), is it valid to call it “Computer Science”, or should it really be called “Computer Art”? Are there similar questions in other sciences such as Physics or Chemistry?
3. Discuss how the concept of an immutable class affects the two computer science goals of correctness and efficiency.