

## Arrays, Sorting, and Searching

9-26-2002

---

---

---

---

---

---

---

---

## Opening Discussion

- What did we talk about last class?
- How good can the graphics be (and what will the Screen Editor show)?
- Giving out example code. Other than the ClawScreen code, you got examples of all we did last time on the web page.
- Assignment warnings:
  - Don't put in empty default constructors.
  - "Missing" selector on screen editor.

---

---

---

---

---

---

---

---

## Scaling and Scrolling

- There are two options for the infrastructure that you can set in your GameSetup class. You can say if your images should be scaled for drawing and if the screen should scroll around the player.
- The "default" would be to have scaling on and scrolling off. If you want "animated" blocks one of those needs to be changed.
- Scaling off gives more control over what is drawn, but be careful how tricky you decide to get. Scrolling on is good for big screens.

---

---

---

---

---

---

---

---

## Sorting and Searching

- We talked about this in a very fast way a week ago. Now I want us to sit down and write some code that does both sorting and searching.
- We'll write the code in such a way that it is polymorphic and do it in the proper style for current Java using the Comparable interface.

---

---

---

---

---

---

---

---

## Minute Essay

- Which one of the three sorts do you like the best? What are the advantages of it and why do you like it? Ease of writing can be a factor here. Does the Comparable interface make sense?
- The design for assignment #3 is due next Tuesday. I'll try to get a jar file and some "sample code" up as soon as possible.

---

---

---

---

---

---

---

---