

More Odds and Ends

12/4/2009

Opening Discussion

- What did we do last class?
- Minute essay responses
 - Can you set the size of an applet?
 - Will we have a review before the final?
 - Could we make a “?” box where our player could fly for a short time?
 - How did this make things fall like gravity without using complex formulas or quadratics?

Reading Network Files

- The day before Thanksgiving we added the ability to read image files.
- What about other files? What about having files for a “map” in our little game?
- Alternately, we could have an option to change the image of the player, or to set a background image.

Streams and URLs

- We previously added code that will read an image from a URL.
- We have used Scanners to read from file.
- We want to use a Scanner to read from a URL. For us, the URL is basically a file we can get at across the network using a certain protocol (most often HTTP).

Maps

- We have used Lists and arrays in Java. There is another data structure worth talking about just a bit called a map.
- The List and the array let you store values and look them up by their indexes. The map lets you look up a value by any type of key.
- An example is a phone book where you look up a phone number by a person's name.
- The HashMap is the most commonly used.

Minute Essay

- Do you have any questions about what we talked about today?
- Remember that Monday is the last day of class. We will do course evals and have people show their code.