Show Your Code

9/14/2009

Opening Discussion

- The CityScape ideas were very interesting and diverse.
    - Add more stuff. Have person do something other than walk.
    - Walk to house wherever it is.
    - Have people building buildings. Possibly changing the image.
    - Centipede style game.
    - Monsters to destroy buildings.

Other Comments

- How much math should you remember?
- Why didn't we have to declare values for x and y in walkToward()? Parameter passing.
- What does return do?
- How should you prepare for quizzes?
- Will quizzes require math?
- Feeling lost?
- Let's quickly finish off the code that made the person walk back and forth.

Interclass Problems

- Now it is time to go through the interclass problems. If I call you, bring up your solution on your computer.

Conditional Execution

- Methods execute by having the statements happen in order.

- Right now, all the statements in a method will happen any time that method is invoked.

- We need the ability to make it so that some things only happen some of the time. This is called conditional execution.

- The simplest conditional is the if statement.

Syntax of if

- We will normally write an if statement with the following syntax.
    - if(condition) {
        - statements
    - }
- The statements only execute if the condition is true.

Minute Essay

- How did you feel that this first round of interclass problems went?

- The first quiz will be on Wednesday.