

Show Your Code

1/30/2009

Opening Discussion

- The CityScape ideas were very interesting and diverse.
 - Player control
 - Flocking/building/ownership
 - Pausing motion
 - Moving to a different world
 - Burning houses game
- Permanently changing the location of an object.

More Comments

- Learning to code requires practice. Reading can help as well.
- Let's review the code that we wrote last time.

Interclass Problems

- Now it is time to go through the interclass problems. If I call you, bring up your solution. We will scan through all of them quickly then go back and check out each one in more detail.

Top-Down Design

- As was mentioned last class, one of the main aspects of programming and one of the main things we want you to learn in this course is how to break problems into manageable pieces: problem decomposition.
- Start with the whole problem. Break it into a few large pieces. Break those up in the same way. Continue until the pieces are small enough to solve easily.

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 Monday.