

Administrivia

- Homework 3 on Web. Design due Tuesday, code Thursday.

Slide 1

Stack ADT

- Value — list of elements.
- Operations — push, pop, "empty?"
- We could define a Java interface and an implementation . . .

Slide 3

Abstract Data Types

- "Abstract data type" (ADT) is defined as
 - A set of values.
 - A set of operations on those values.
- In other words — something that stores data (in an unknown form) and provides a standard interface for dealing with it.

Slide 2

Queue ADT

- Value — list of elements.
- Operations — enqueue, dequeue, "empty?"
- We could define a Java interface and an implementation . . .

Slide 4

Homework 3

- What you will implement for this round — mostly, a “player” class (implementing `Player`) such that:
 - `Player` interacts with various kinds of blocks in the right way for your game.
 - `Player` responds to keyboard or mouse input in the right way for your game.
- Helpful hints:
 - `Player` defines some constants you should use.
 - You will implement `KeyListener` or one/both of the mouse-listener interfaces.
 - Most logic will go in `update`, `getUpdateTime`, and the listener methods.
 - What variables will you need?

Slide 5

Minute Essay

- None — Quiz 2.

Slide 6