

Administrivia

- Web-site updates:
 - Sample programs page has stack and queue classes from last time.
 - “Useful links” page has info about Eclipse.
 - “Java Without An IDE” (linked from “Useful links”) has info about generating HTML documentation from the command line.
- Exam 1 next Tuesday. Open book, open notes, “open browser” (Java API only). Review sheet on Web soon.
Could reschedule for next Thursday if all agree.

Slide 1

General Homework Hints

- “Links” — a way to teleport player or other entity from one spot to another. Make this work via methods of `Block` and `GameEntity` interfaces.
- Some helpful tools — “screen editor” for laying out screens, “image editor” for drawing images. Or can use `ImageIcon` library class and GIF files.

Slide 3

Recap — ADTs, Array-Based Stacks and Queues

- Abstract data type — define possible “values”, list of operations. Could capture as Java `interface`.
- Stack ADT — FIFO queue.
- Queue ADT — LIFO queue.
- Array-based implementations:
 - Stacks easy, queues somewhat trickier (“circular queue”).
 - General approach — decide what variables we need, what they should “mean”.
 - Error checking — Java-esque way is with “exceptions” (more later).
 - Include `main` method for simple error checking.

Slide 2

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 4

Lists

- List ADT:
 - “Values” are lists of elements.
 - Many operations possible — add element, remove element, search for element, etc., etc.
- Implementation:
 - Using an array.
 - Using a “linked list”.

Slide 5

Minute Essay

- What's giving you the most trouble with the course so far?

Slide 6