

Administrivia

- Homework 3 grades mailed just before class (for those who have turned it in).
- Reminder — homework 4 design due today, code next Tuesday. We will discuss in class today.

Slide 1

Stacks and Queues, Another Way

- We talked about stacks and queues as ADTs. We showed an array-based implementation.
- Could we do a different implementation — with linked lists?

Slide 3

Homework 4

- What you are to do:
 - Write an “entity list” class, similar to the generic linked-list class from lecture last week. Consider writing a `main` for testing.
 - Do at least a preliminary design of all your entities. Consider making a “dummy entity” class to help test your linked list class (and later your priority queue).
 - Implement any entities that don't move (or pick one that does, and implement everything except movement), and make the player interact with them.
 - Change `GameSetup` to either add your entities to your screen or allow you to use the screen editor with them. (If you do this — everything must implement `Serializable`.)
- How to do “collision detection”?

Slide 2

Priority Queue ADT

- Value — list of elements, of some type we can put in order.
- Operations:
 - Add element.
 - Remove element with lowest (or highest) value.
 - “Is empty?”
- How to implement? ...

Slide 4

Minute Essay

- How did the exam compare to your expectations? shorter/longer? less/more difficult? different?