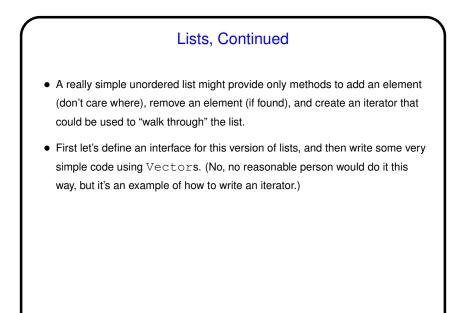
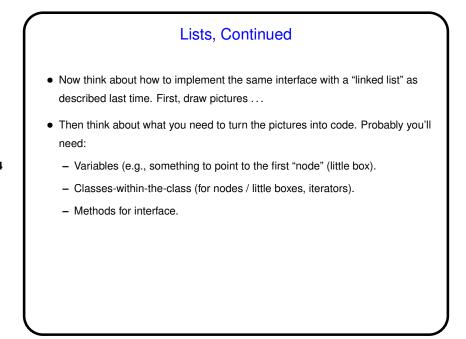


Slide 2



Slide 3



Slide 4

Slide 5

Minute Essay

- In Homework 2 you wrote, as part of your screen class, a method called createEntityIterator. Using this method and what you now know about iterators, sketch code you could use elsewhere in your game to "walk through" the list of entities on a screen and do something with them (count them, for example). Assume that variable firstScreen points to an instance of your screen class.
- Can you think of something you want to do in your game where you would need similar code?

Minute Essay Answer
• You could write something like the following:
 Iterator<MyGameEntity> iter =
 firstScreen.createEntityIterator();
 int count = 0;
 while (iter.hasNext()) {
 iter.next();
 ++count;
 }
• It might be useful for detecting whether your player has collided with another
 entity.

Slide 6