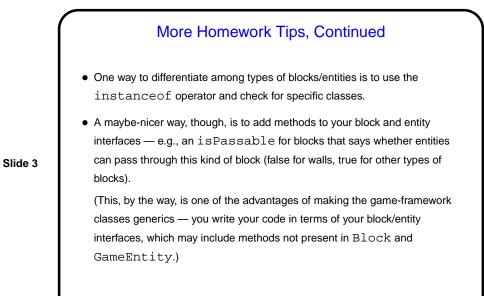


Slide 1

Slide 2

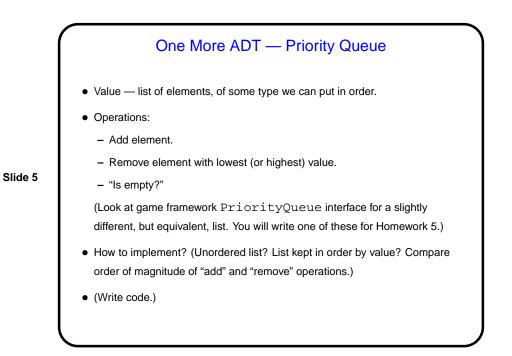
More Homework Tips In Homework 3 you start implementing interaction between entities and blocks. Finding which block an entity is on can be done with methods of Location and your screen class. (We talked about this in an earlier class.) In Homework 4 you start implementing interaction between entities. Finding other entities can be done using methods of your screen class (and the iterator returned by one of them). In both cases you may want to differentiate among different kinds of blocks/entities (e.g., is this block a wall? is this entity an enemy?). How to do that?



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? (Of course. Let's sketch some code.)

Slide 4



Minute Essay

None — sign in.

Slide 6