

Using a List

9-27-2010

Opening Discussion

- Minute Essay comments
 - Preventing two people from picking the same closest house.
 - The answer is often easy. Don't make things too hard.
 - Other uses of the for loop.
 - Are old objects retained if we add more?
 - Could we generate houses without requesting it of the city?
 - Challenge of reading before lecture.

Import Statements

- Sometimes Java needs help figuring out where to find some classes. The import statement does this.
- All your Greenfoot files have started with one of these to bring in the Greenfoot classes.
- To use the List type we want to add an import statement at the top of the file.
 - `import java.util.List;`

Generics

- The List class is a generic class. Because of this, we tell it what type it works with.
- The syntax for this is to put the type the list will hold inside of angle braces after the word List.
- In our case we want a list of houses.
 - List<House>

House Hunting

- Let's work on a method in our person called `findNearestHouse()`.
- We need a loop to run through the houses.
- Once we can do that we need to figure out how to determine which one is closest.

One Person Per House

- The last step is to only allow one person in each house.
- This requires giving each house the ability to remember if it has a person there already and allowing people to ask if a house is occupied.
- Once we have that we just add a little logic into our existing code.

Minute Essay

- Is the purpose of a List clear to you?
- We will do the third show your code next class.