Abstract Data Types

- "Abstract data type" (ADT) is defined as
  - A set of values.
  - A set of operations on those values.
- In other words — something that stores data (in an unknown form) and provides a standard interface for dealing with it.

Stack ADT

- Value — list of elements.
- Operations — push, pop, "empty?"
- We could define a Java interface and an implementation ...

Queue ADT

- Value — list of elements.
- Operations — enqueue, dequeue, "empty?"
- We could define a Java interface and an implementation ...

Homework 3 on Web. Design due Tuesday, code Thursday.
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?

Minute Essay

- None — Quiz 2.