CSE 113 B
April 12-16, 2010

ANNOUNCEMENTS © Exam 4 Review – Wednesday, April 21st © Exam 4 – Friday, April 23rd © Lab 4 due - Sunday, April 25th © Exam return – Monday, April 26th

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LIFTS SCENARIO IMPORTANT INFO

- World is a building and we can set how many floors and how many elevators.
- Worlds can tell us which floor a given ycoordinate is on
- Buttons have a method to press them for a particular direction, so if we want to press the up button, we should call the method press and pass in "UP".



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LIFTS SCENARIO IMPORTANT INFO

- When we are done with a floor, we can call the clear method to effectively un-press the button on that floor.
- Floors know which floor they are and we can call a method named getFloorNumber on them to find out which floor they are.
- Floors have a method for pressing and unpressing the buttons as well.



LIFTS SCENARIO IMPORTANT INFO
 Floors have a method that can be called when an elevator gets to the floor - right now, it doesn't work properly.
 People know if they are on the elevator or on the floor.
 People know where they started and where they want to go.

WEDNESDAY LECTURE Added some functionality to lifts example – code is posted. Lifts example will not be on Exam 4.

BACKGROUND (FOR NEXT TWO LECTURES)

Spring 2000 -> Today

An example of what has changed

Computers can do many things

There is sometimes no "correct" answer

What should computers do?

FIVE MINUTES (DISCUSS IN SMALL GROUPS) Can we write a program that flies a plane? Should we write a program that flies a plane? Do we use programs to fly planes?









