# CSE 113 A

February 28 – March 4, 2011

# Announcements - Lab

✿ Lab 6 is posted now. There will be a Practice Assignment 6, but it will be posted sometime later this week or next week.

✿ Lab 6 will be graded by Web-CAT, but the grading is not functional at this time.

✿ Lab 5 & Practice Assignment 5 grading is now functional.

# Announcements – Practical Exam 2

✿ Week of 3/7 & 3/21 in recitation

✿ Schedule of when you are scheduled to take the exam will be posted on the Practical Exam 2 information page (which is linked off of the Schedule page).

✿ Information about what material will be on the exam is also posted there.

# Announcements – Exams

✿ Pick up Exam 1 if you have not already done so.

✿ Exam 2 Monday, March 7th in lecture (covers Chapters 2-5).

✿ Review for Exam 2 on Friday, March 4th.

✿ Review sheet is posted.

# Arrays

☼ A type of collection (way to keep track of a group of objects).

☼ Arrays are fixed size.

☼ To declare a variable that holds an array:

TypeOfThingInArray[] name;

☼ To put things into the array:

**name = {thing1, thing2, thing3... thingn};**

☼ Where thingx are the actual values stored in the array.

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# Arrays

☼ To create a new, empty array and assign it to the variable:

name = new TypeOfThingInArray[NUMBER];

☼ Where number is the number of elements you can store in the array.

☼ Note: We didn't do the above in class, but this is still a valid way to create an array.

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# Arrays

- You can access elements in a array by using their index.

- Indices for an array are from 0 to size -1.  So, if there are 20 elements in an array, valid indices are 0-19.

  nameOfArray[index]

- Would allow you to access the element at that index

  nameOfArray[index] = blah;

- Would assign blah to that index.

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# Additional Boolean Operations

- Can help us create more complex boolean expressions for inside () for if-statements or loops.

- And (&&)

  - Conjunction – true only when both conjuncts are true.

- Or (||)

  - Disjunction – false only when both disjuncts are false.

- Not (!)

  - Negation – changes the truth value between false and true.

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