CSE 113 A

January 31 - February 4, 2011

Announcements

- ⇔ Pick up (and READ) syllabus if you have not already done so.
- ☼ Recitation change forms have been processed and emails sent to those who completed one.
- ♥ Syllabus Confirmation "test" on UBLearns needs to be completed by 1/31/11.
- □ Lab 2 & Practice Assignment 2 this week in recitation.

Greenfoot

- ♥ World
- Class Diagram Panel
- **©** Execution Controls



World

- The base for our scenarios (similar to the stage in Scratch)
- In the world, we will put actors (similar to sprites in Scratch) and the actors will interact with each other an do things



Class Diagram Panel

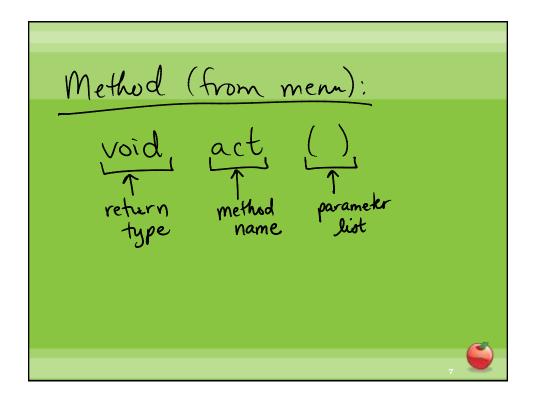
- Diagram contains boxes.
- The boxes are called class boxes.
- Description Each one represents a class.
- A class is a fundamental part of a Java program. In fact, all Java programs are made up of classes.
- Classes are definitions. They tell what some part of the program "is like" or "how it will behave" or "what it does".



Objects

- BUT... when we are running our program, we don't need a definition, we need an actual thing.
- These "things" are called objects.
- We created some objects by selecting the class box, right clicking and selecting the first option (started with new...)





Return type: Type of information
that is returned from a method.

Method name: The name the programmer
gives to the method.

Parameter list: Always enclosed in ()

-It can be empty

-If it's not empty, it contains parameter

Parameter: extra piece of information that
is needed to complete the work of
the method.