

# 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

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# 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 and do things

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## Class Diagram Panel

- ⊗ Diagram contains boxes.
- ⊗ The boxes are called class boxes.
- ⊗ 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”.

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## 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...)

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## Method (from menu):

void  
↑  
return  
type

act  
↑  
method  
name

()  
↑  
parameter  
list

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

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

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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.

