CSE 113 B

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 are 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

5

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

◎ Arrays are fixed size.

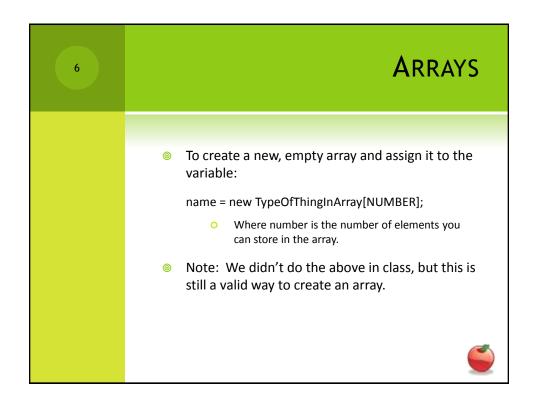◎ To declare a variable that holds an array:

TypeOfThingInArray[] name;

◎ To put things into the array:

name = {thing1, thing2, thing3… thingn};

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

ARRAYS

6

◎ 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.

ARRAYS

7

- ◎ 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.

8 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.