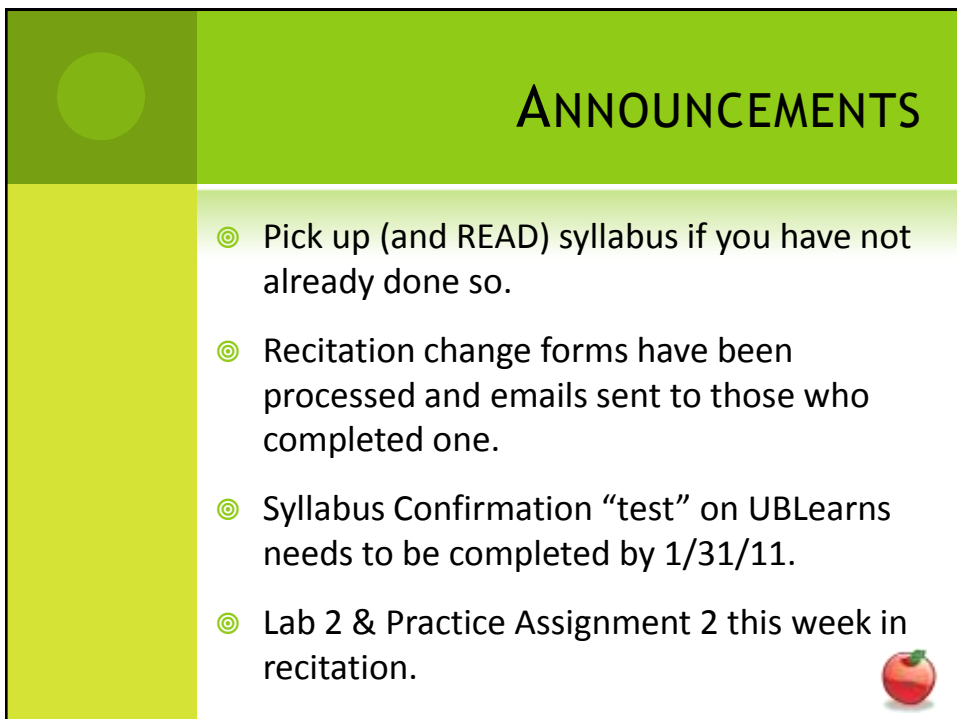



CSE 113 B

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.



3

GREENFOOT

- ⊙ World
- ⊙ Class Diagram Panel
- ⊙ Execution Controls



4

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



5

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”.



6

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...)



7

Void eatleaf ()
↑ ↑ ↑
return method parameter
type name list



8

Return type:
Type of information that
is returned from the method
when it is done executing.



9

Method name: The name the programmer gives the method.



10

Parameter list -

Always enclosed in ()

Parameter lists can be empty.

If a parameter list is not empty, it contains parameters.



11

Parameters are extra pieces of information that the method needs to do its job.

