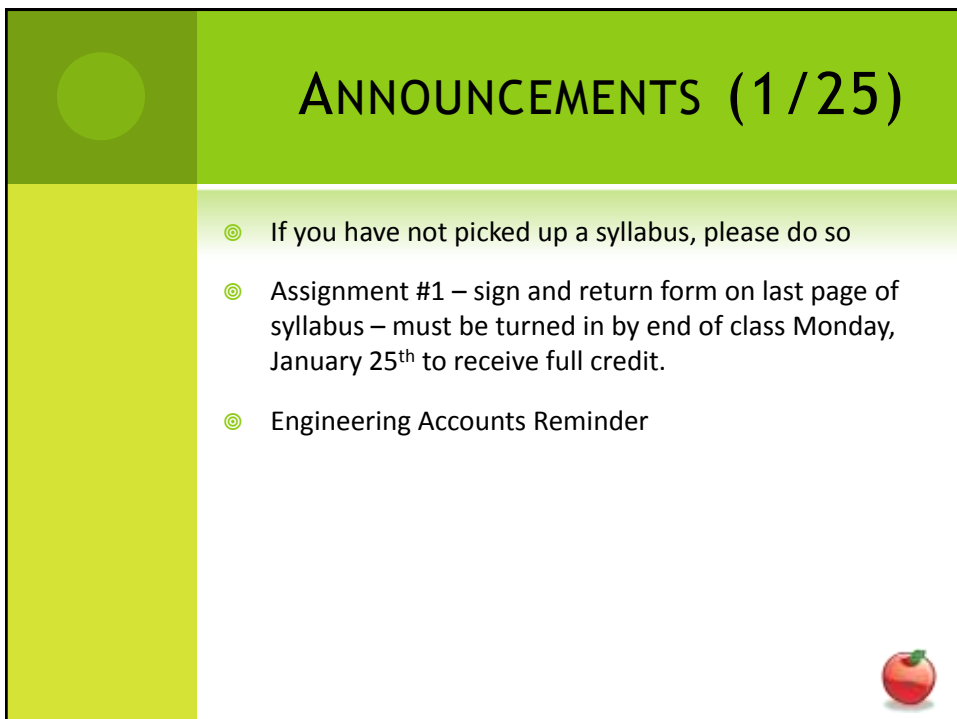



CSE 113 B

January 25 – 29, 2010



ANNOUNCEMENTS (1/25)

- ⊙ If you have not picked up a syllabus, please do so
- ⊙ Assignment #1 – sign and return form on last page of syllabus – must be turned in by end of class Monday, January 25th to receive full credit.
- ⊙ Engineering Accounts Reminder



ANNOUNCEMENTS (1/27 & 1/29)

- ⊙ Engineering Account Problems
- ⊙ Source code will be posted on the schedule page as well. To use it yourself, you will need to download the file and then unzip it. Then, you can ask Greenfoot to open that scenario.
- ⊙ Web-CAT accounts
- ⊙ Exam 1 is Wednesday 2/3 – Review Sheet posted – will be reviewed 2/1 in class



```

import greenfoot.*;  (World, Actor, GreenfootImage, Greenfoot and MouseClick)

/**
 * Write a description of class Car here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class Car extends Vehicle

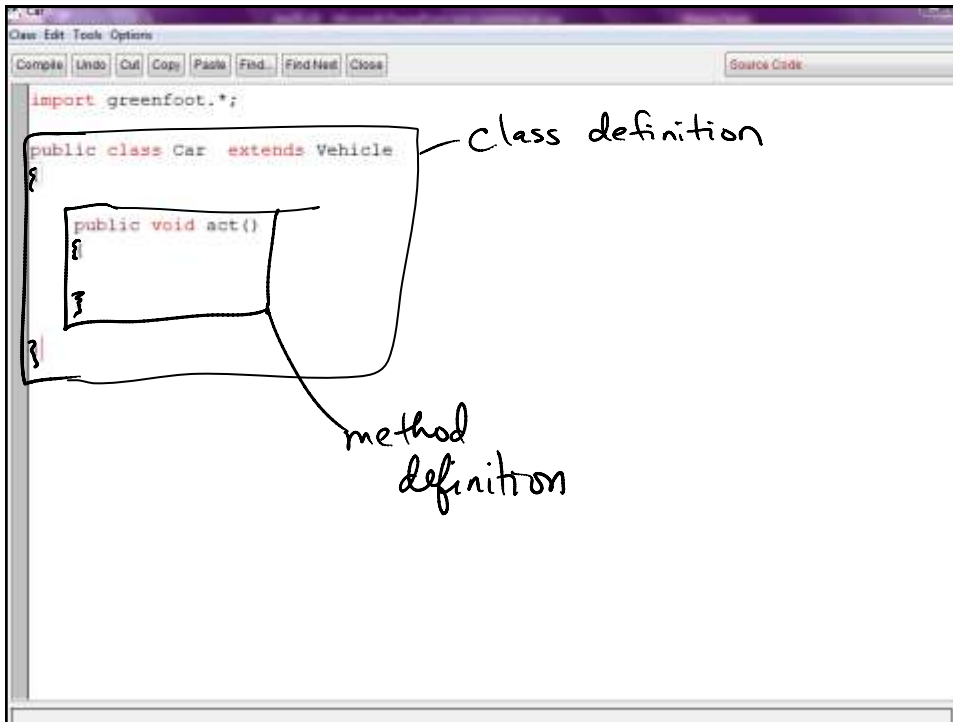
/**
 * Act - do whatever the Car wants to do. This method is called whenever
 * the 'Act' or 'Run' button gets pressed in the environment.
 */
public void act()
    {
    }
}

```

Header comment
Demographic Info

Comments

Programmer's Notes
- meant to be read by humans



```
import greenfoot.*;

public class Car extends Vehicle
{
    public void act()
    {
    }
}
```

class definition

method definition

6

Selection using if-statements

```
if( condition )
{
```

set of actions that are performed when condition is true

```
}
```



7

```
if (atWorldEdge())  
{  
    turn (14);  
}
```



8

```
if (random  
    number is in the range we want)  
{  
    do this action  
}
```



9

Greenfoot. get RandomNumber (5);

telling
Java where
to find the
method

calling
a method

limit/range
numbers will
be
0, 1, 2, 3, 4



10

"Do something
20% of the
time"

Greenfoot. get RandomNumber (100) < 20

operator

< "less than"

* <= "less than or
equal to"

> "greater than"

>= "greater than or
equal to"



11

Operators (cont.)

$==$ "equals"

$!=$ "not equals"

$+$ addition

$-$ subtraction

$*$ multiplication

$/$ division



12

Turning in a range $-x$ to x

Know:

random numbers are given in the
range 0 to y

Want:

our range to be w to z , then
we need to figure out how to
shift the range



13

Have:

