


CSSE 220 Day 10

Exam review,
Game of Life work time

Today

- ▶ Turn in your questions on material in preparation for exam 1 (HW9)
 - ▶ Exam 1 review
 - ▶ Work time for Game of Life
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Exam Coming!

- ▶ Test on Tuesday
 - In-class exam
 - Meet in your usual room at the usual time
- ▶ Topics from Chapters 1–7
- ▶ Will include:
 - An open computer exam with:
 - A paper part: short answer, fill-in-the-blank, trace-code-by-hand, draw box-and-pointer diagrams, find-errors-in-code, write short chunks of code, etc
 - A programming part: a few small programs, unit tests provided for some of them, you write unit tests for others
- ▶ Review in class today
 - What questions did you bring?
 - What topics would you like to review?
 - I didn't prepare anything but I'm happy to cover whatever you want, including working examples

Have you done these?

- ▶ Reviewed chapters 1 to 7 from Big Java
- ▶ Prepared a sheet of notes to help you summarize what you consider important
- ▶ Reviewed the slides, in-class quizzes, homework from sessions 1 to 9
- ▶ Practiced programming, unit testing, documenting your code, & using the Java API
- ▶ The one-page summaries in homework 9
- ▶ You can ask questions by email to the csse220-staff mailing list or your instructor

Animating Game of Life

- ▶ How: use **Timer** class to automatically “click” button
- ▶ Details: in **GameOfLifeMain**:
 - Introduce local variable for **UpdateButton** object
 - Add timer code to end of main:
 - **Timer mrClicker =
 new Timer(INTERVAL, updateButton);
 mrClicker.start();**
- ▶ Learn more: Big Java, Ch. 9.9

Work Time

- ▶ Work with your partner on the Game of Life project

- Get help as needed

- ▶ Remember:

- Exam 1, Tuesday during class
- There is nothing to turn in for Homework 10
 - It just points you toward resources you might find helpful in preparing for the exam (or in taking it!)
- **There IS something to do and turn in for Homework 11**
 - Reading, assessment on Angel over the reading, and finish Game of Life
 - **Due at the beginning of Session 12**

Before you leave today, make sure that you and your partner have ***scheduled a session to complete the Game of Life project***

- Where will you meet?
 - Try the CSSE lab F-217/225
- When will you meet?
- Exchange contact info in case one of you needs to reschedule.