

# CSSE 220 Day 10

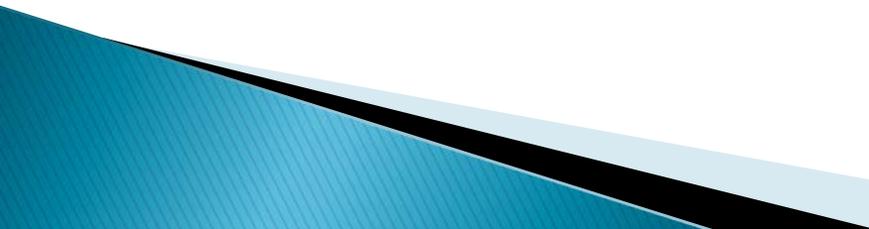
Exam review  
Game of Life work time

No in-class quiz today

# Exam Coming!

- ▶ Exam on April 10, 2012
  - 7–9 PM
  - Section 1: O267; Section 2: O269
- ▶ Topics from Chapters 1–7
- ▶ 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

# 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, plus Game of Life
  - ▶ Practiced programming, unit testing, documenting your code, & using the Java API
  - ▶ You can ask questions by email to the csse220-staff mailing list or your instructor
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# 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

- ▶ Game of life due: Monday April 9, 2012 – 4pm (no late days for this assignment)
- ▶ Work with your partner on the Game of Life project
  - Get help as needed

***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?
  - ***Consider this evening,***  
7 to 9 p.m. ***Exchange contact info*** in case one of you needs to reschedule.
- ***Do it with your partner.*** If your partner bails out, DON'T do it alone until you communicate with your instructor.