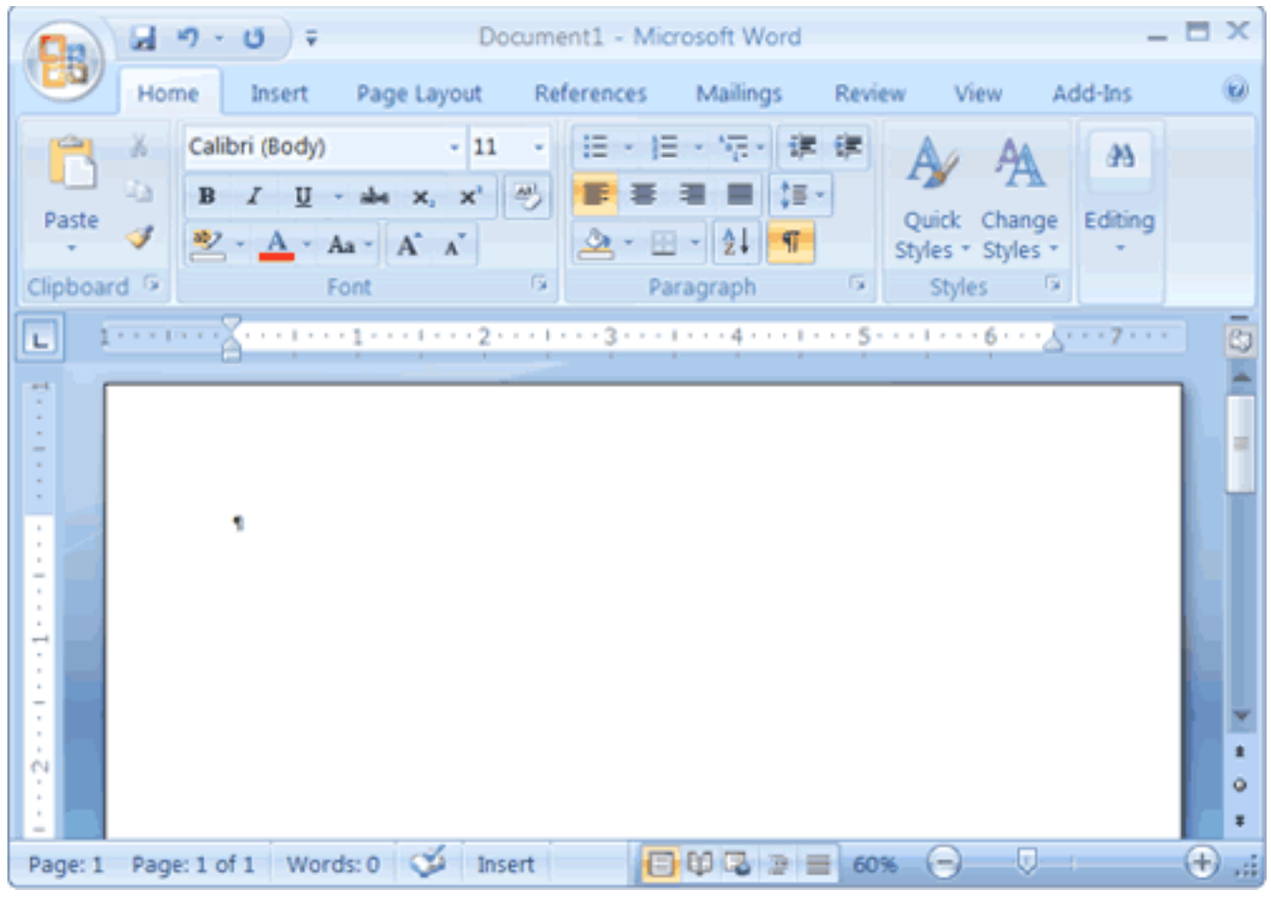
Jotto and Coding Practices

Topics

- Good coding practice
  - example Jotto
- Coding example
  - using the debugger in Eclipse

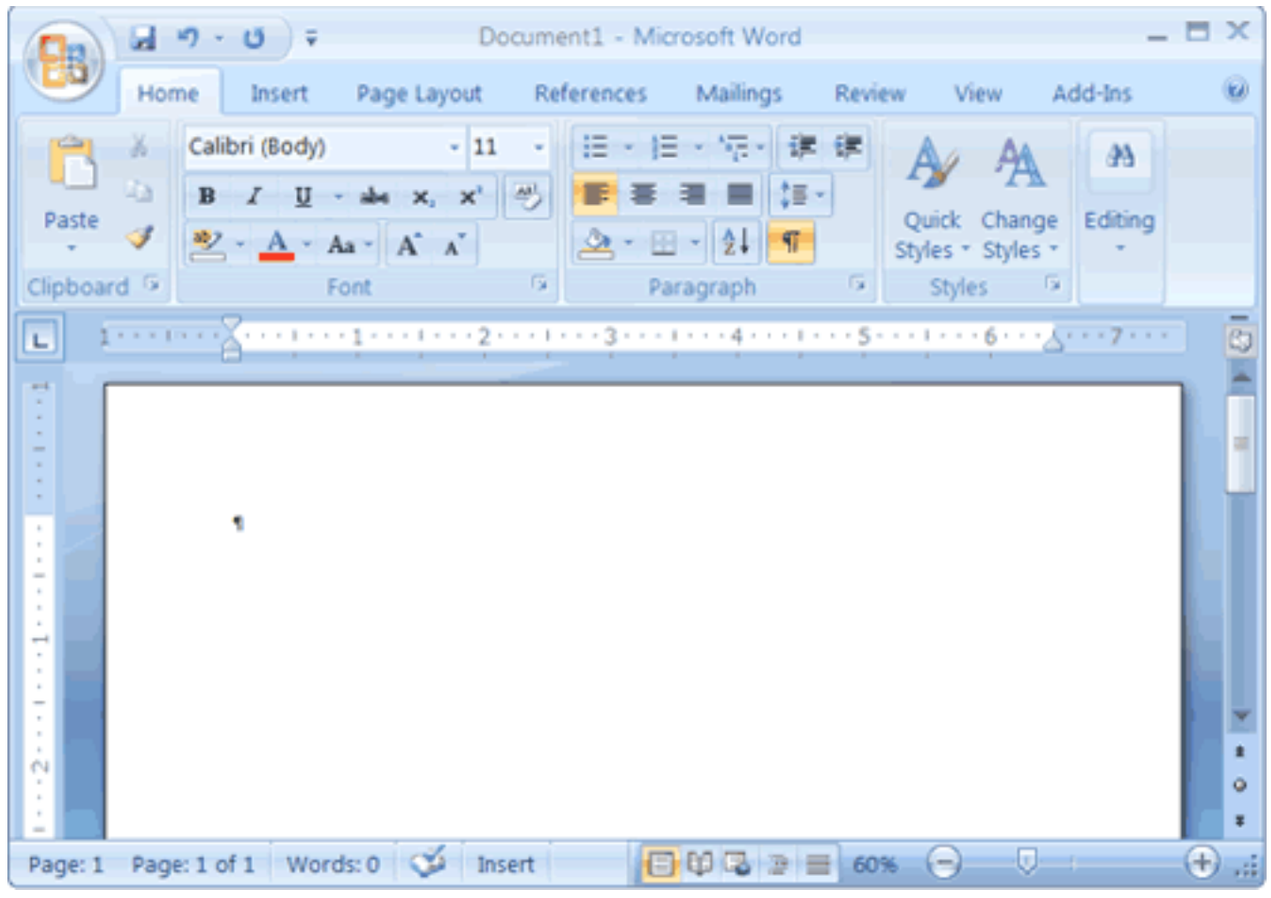
Microsoft Word

- How many lines of code?



Microsoft Word

- How many lines of code?



About 2 million -

Wired Magazine

Microsoft Word

Spell Checker

Graphs

User Interface

Hyperlinks

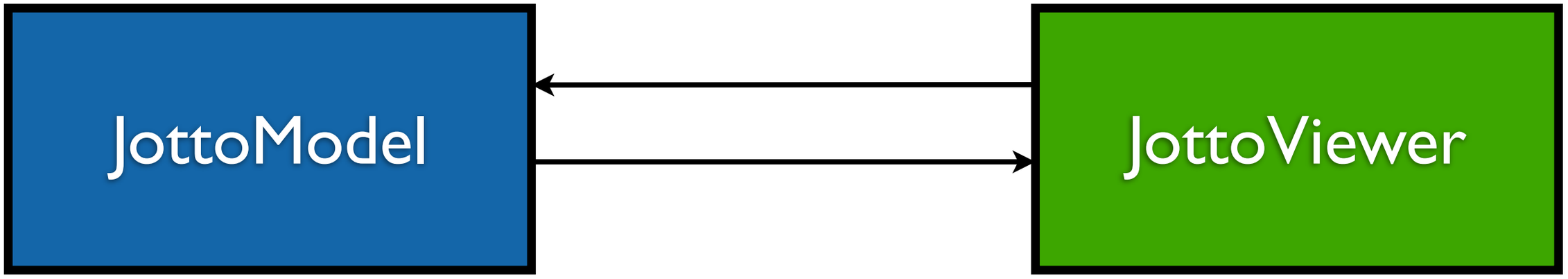
Saving Files

Dictionary

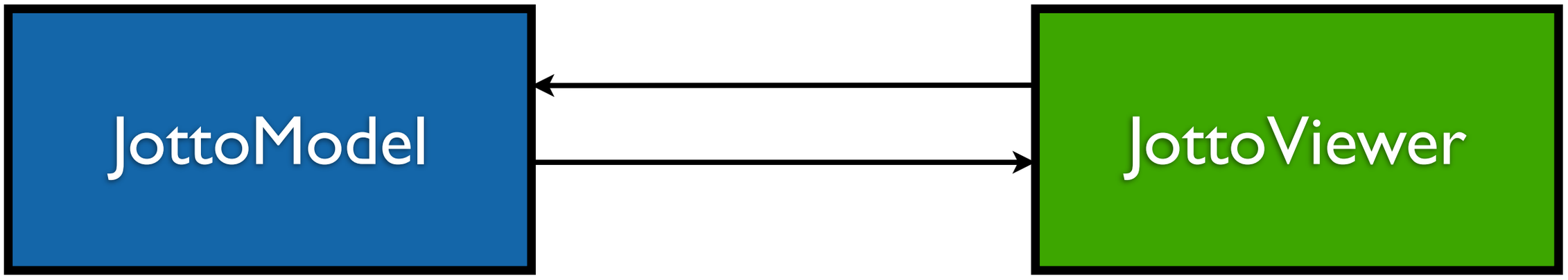
Jotto

Duke Jotto
File
guesses
1 doted 1
2 comas 1
3 pruta 2
4 range 2
5 latin 2
6 panda 2
7 drawl 3
8 dairy 4
9 radii 6
10
11
12
13
14
15
Jotto Information
Great! I got your word
OK
message
I will guess your word

Jotto

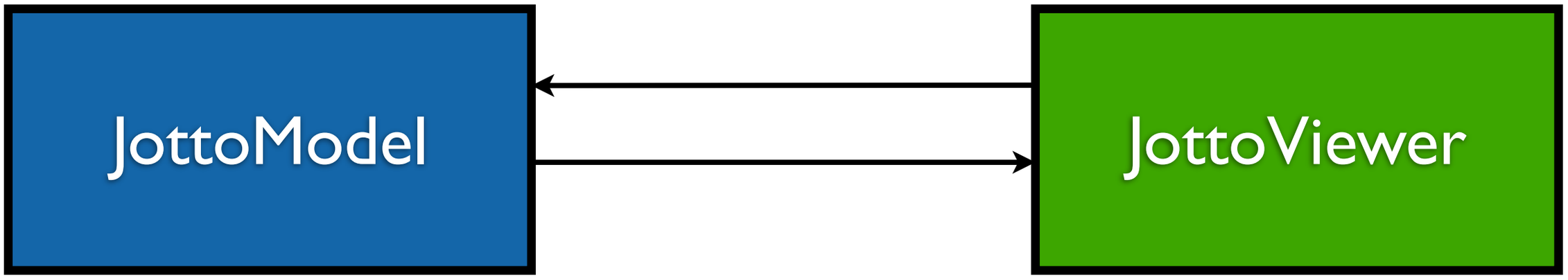


Jotto



Keep track of *state* within Jotto game

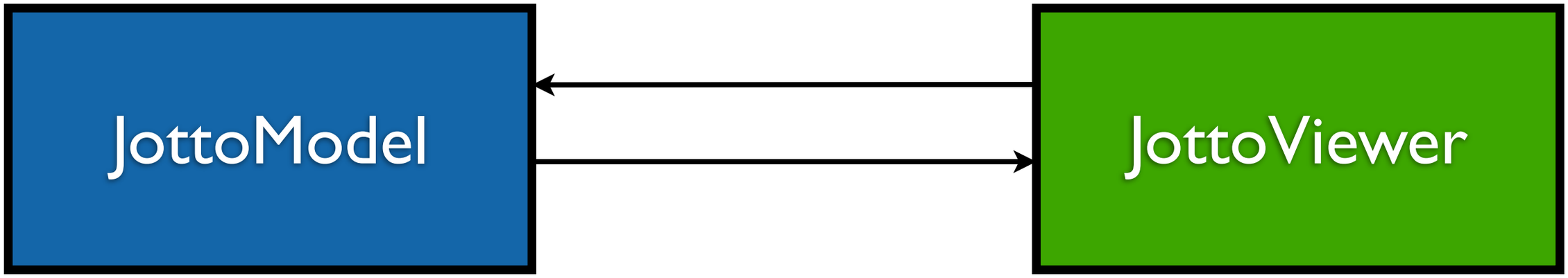
Jotto



Keep track of *state* within Jotto game

```
private ArrayList<String> myWordList;
private String myGuess;
private JottoViewer myView
```

Jotto



Keep track of *state* within Jotto game

Display menus, controls, and info to user

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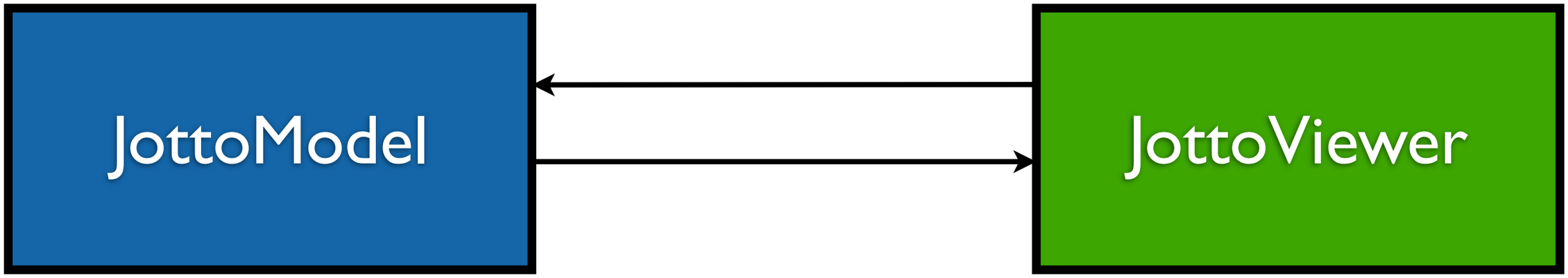
Jotto



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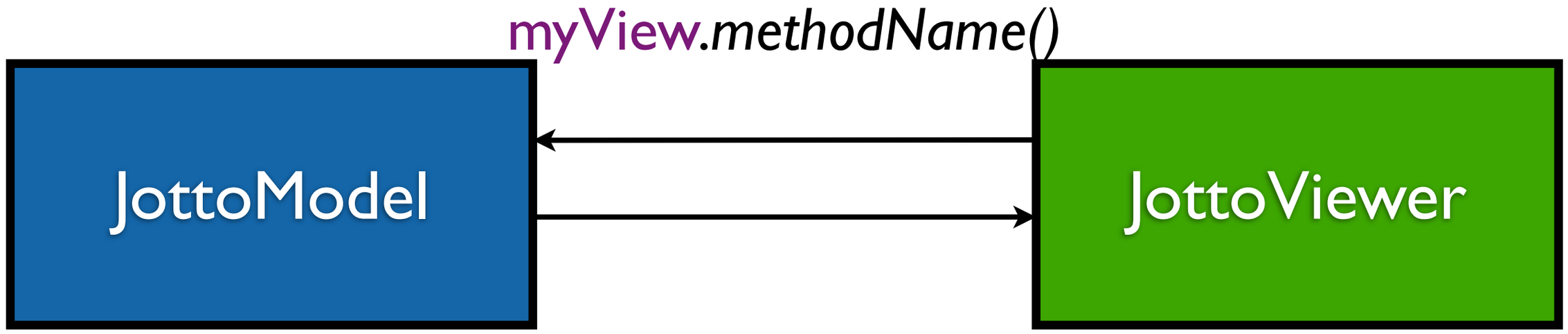
Jotto



Keep track of *state* within Jotto game

Display menus, controls, and info to user

```
private ArrayList<String> myWordList;
private String myGuess;
private JottoViewer myView
```

initialize

JottoViewer

initialize

JottoViewer

```
private ArrayList<String> myWordList;
.
.
.

public void initialize(Scanner s) {
        myWordList.clear();
        while (s.hasNext()) {
            myWordList.add(s.next());
        }
        messageViews("choose new game menu");
    }
```

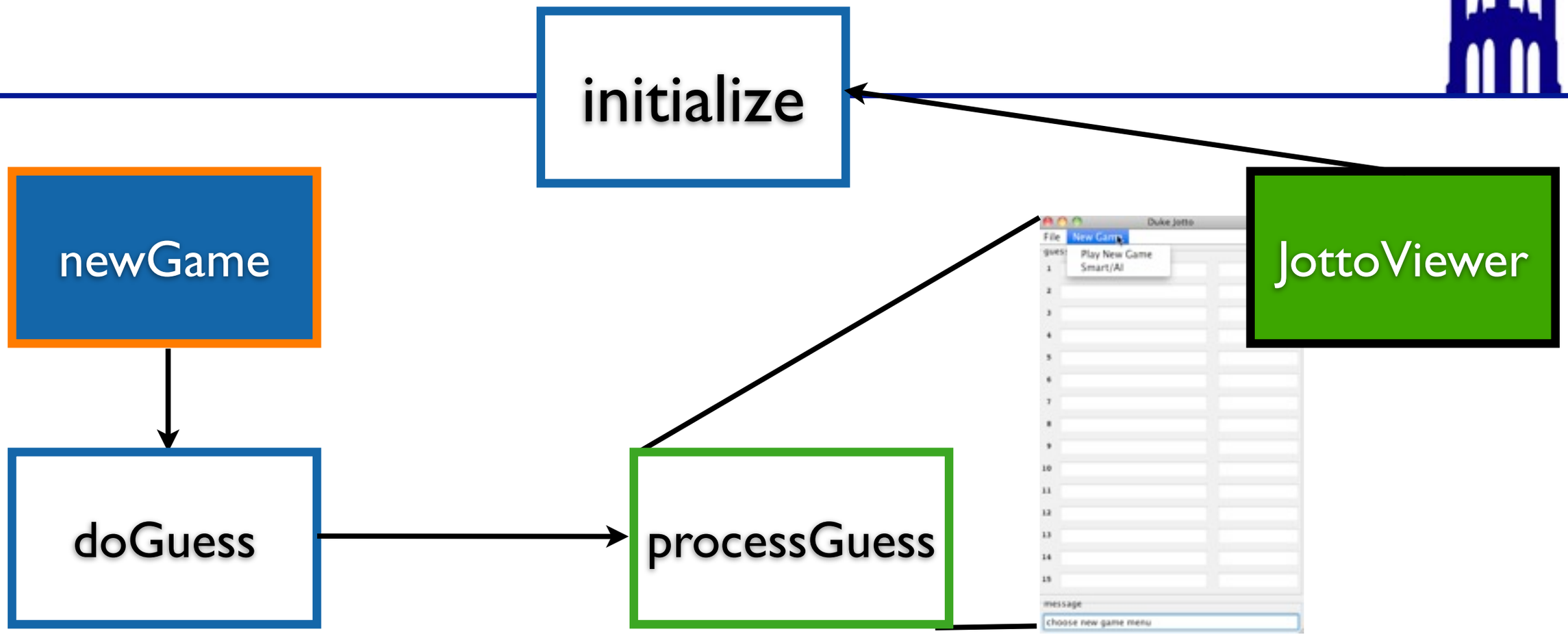
initialize

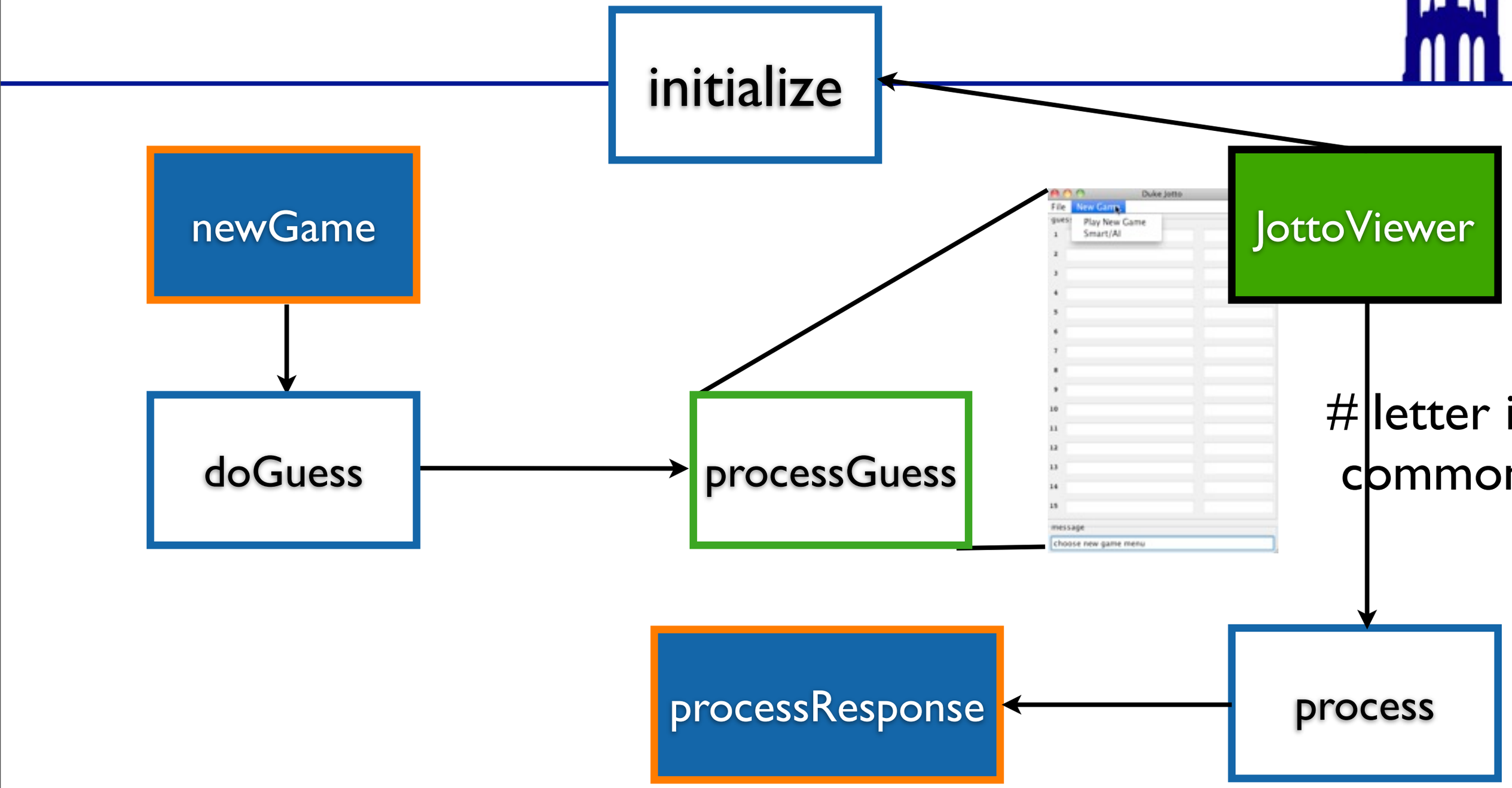
JottoViewer

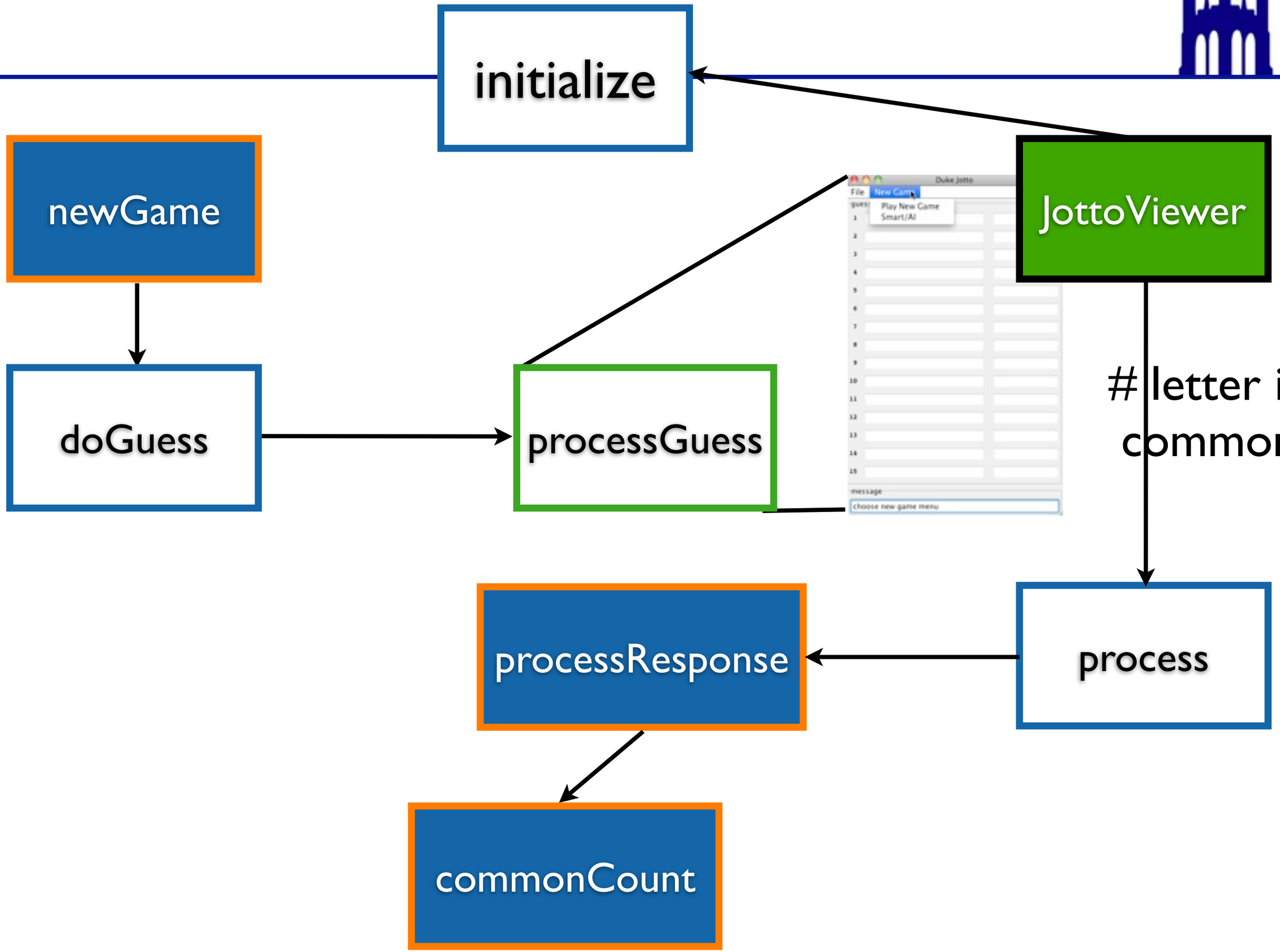
initialize

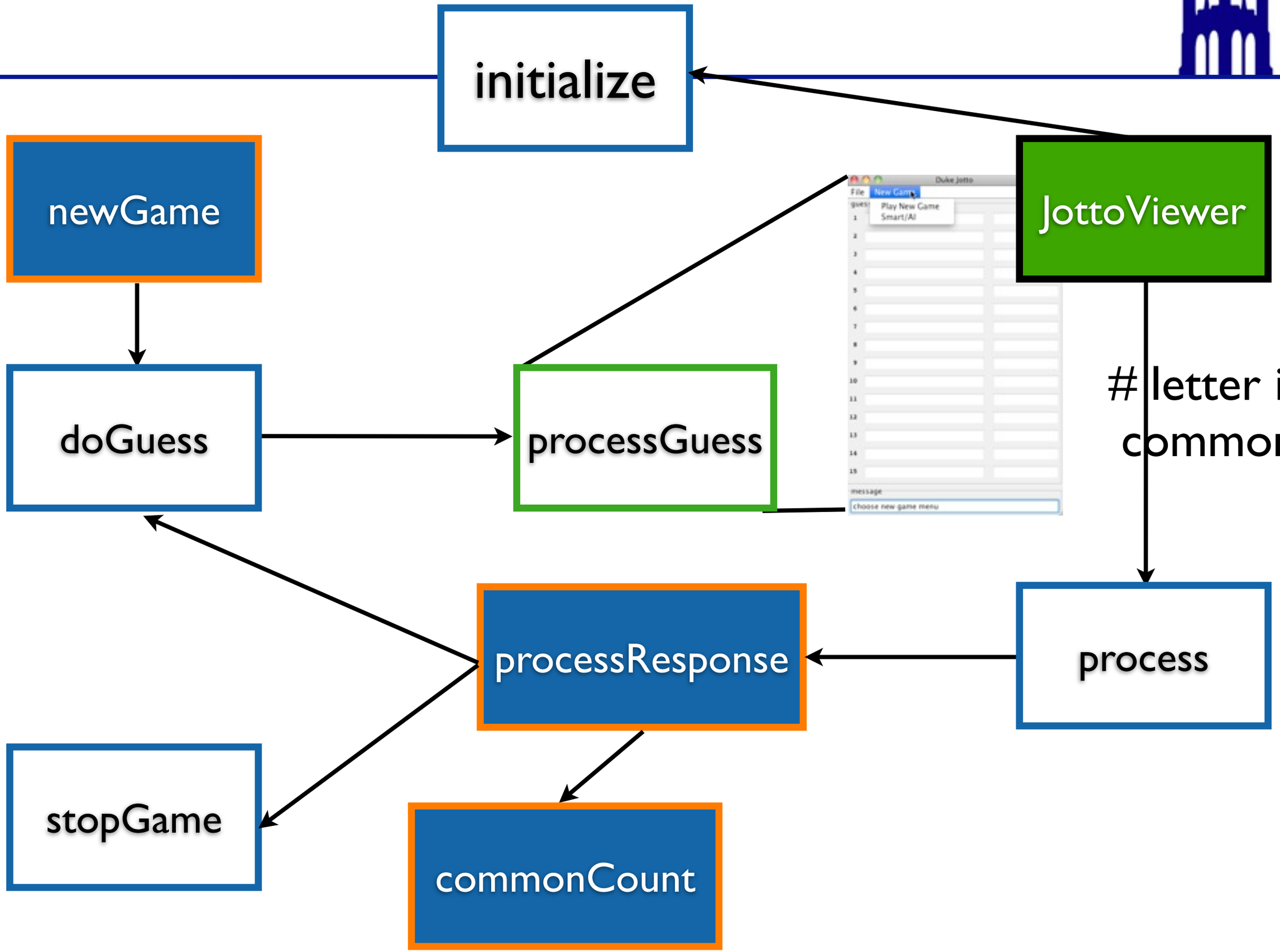
newGame

JottoViewer


initialize
newGame
doGuess
processGuess
JottoViewer
Duke Jotto
File
New Game
Play New Game
Smart/AI
message
choose new game menu


initialize
newGame
JottoViewer
doGuess
processGuess
Duke Jotto
File
New Game
Play New Game
Smart/AI
message
choose new game menu
letter in common
processResponse
process


initialize
newGame
JottoViewer
doGuess
processGuess
Duke Jotto
File
New Game
Play New Game
Smart/AI
message
choose new game menu
letter in common
processResponse
process
commonCount


initialize
newGame
JottoViewer
doGuess
processGuess
Duke Jotto
File
New Game
Play New Game
Smart/AI
message
choose new game menu
letter in
common
processResponse
process
stopGame
commonCount

Questions?

Demo time

- APT
  - Basket with Apples

Recap

- Why don't we just put all our code in one file? or one class?
- How can we organize our code?
- When should we write a method?