

# CompSci 94

## Variables and Array Indexing

October 13, 2020



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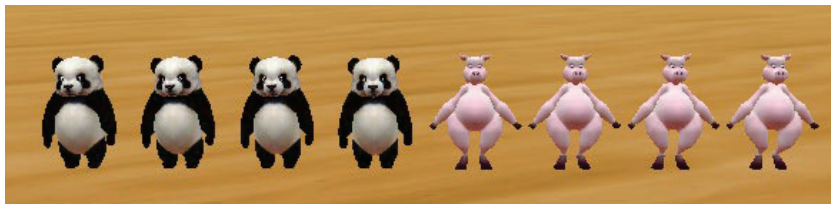
## Announcements

- Assignment 4 due Oct 20
- Videos and online quiz for next class
- Exam 2 is Nov 10
- Last day of class is Nov. 12

## WOTO-1 Array Indexing

<http://bit.ly/94f20-1013-1>

- Two arrays, animals are in the arrays from left to right as seen



```
unmanaged
Pig[] pigArray ← new Pig[] { this.pig, this.pig2, this.pig3, this.pig4 }
Panda[] pandaArray ← new Panda[] { this.panda, this.panda2, this.panda3, this.panda4 }
```

## Q1 – What is the code for?

- Code for Pigs to turn right one pig at a time?

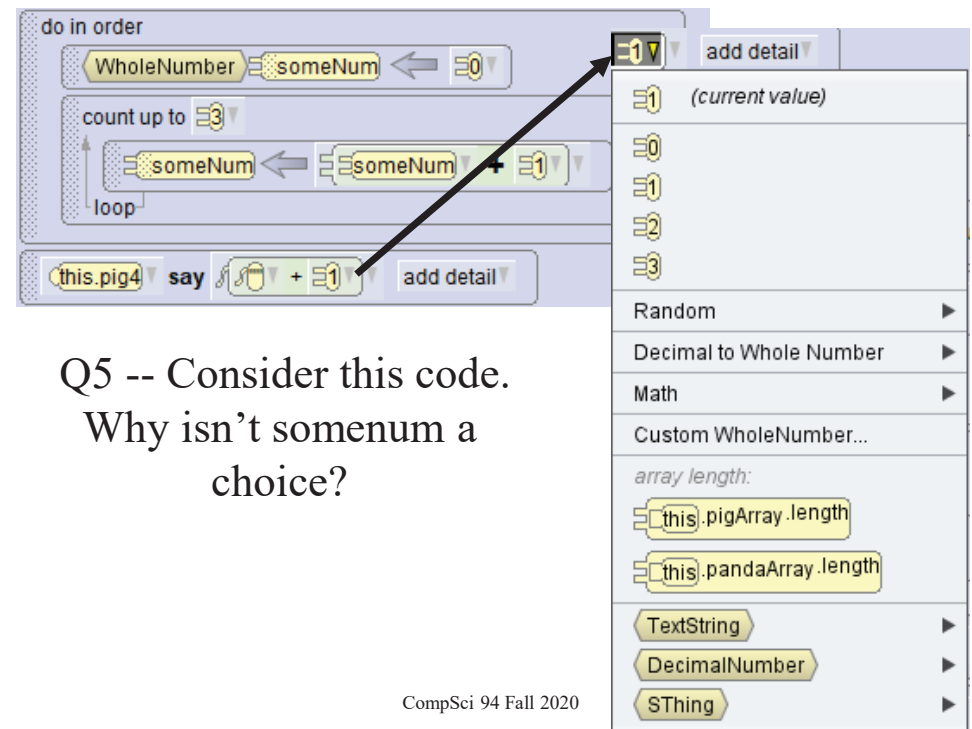
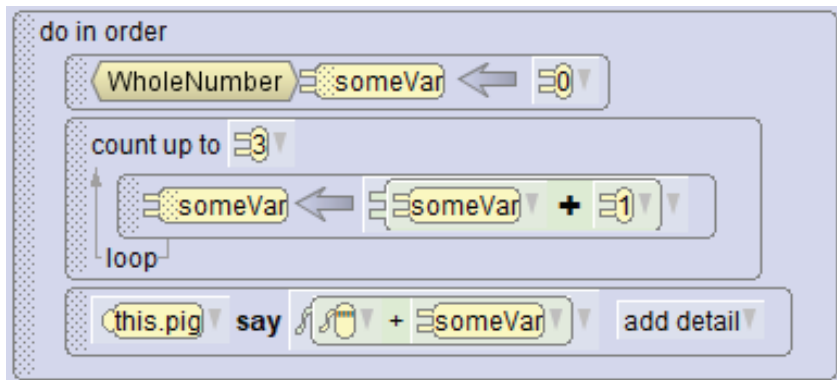
## Q2 – What is the code for?

- Code for Pandas to bow **at the same time** (turn forward a little, then turn backward)?

## Q3 – Questions about variables

- What is the difference between a const variable and a variable?
- Which Alice construct do you use to change a variable?

## Q4 - What is the output of this code?



Q5 -- Consider this code.  
Why isn't somenum a choice?

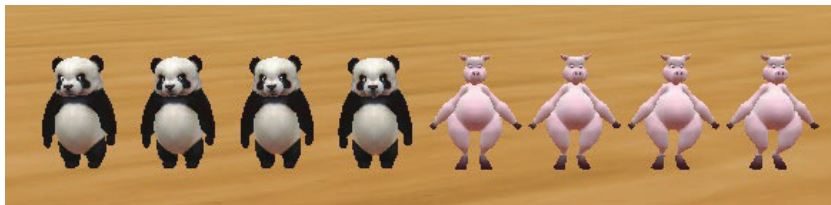
Q6 – How do I write an **array index loop** to have each pig turn right once?

Q7 – How do I write code to have each pig turn right once one at a time, with one of the pandas turning with each pig?

## WOTO-2 More Array Indexing

<http://bit.ly/94f20-1013-2>

- Two arrays, animals are in the arrays from left to right as seen



```
unmanaged
Pig[] pigArray ← new Pig[] { (this.pig, (this.pig2, (this.pig3, (this.pig4) )
Panda[] pandaArray ← new Panda[] { (this.panda, (this.panda2, (this.panda3, (this.panda4) }
```

## Class Today

- Array of penguins

