CompSci 94
Review for Exam 2
November 5, 2020

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Class Today

- Review for Test 2 – Test is Tuesday, Nov 10

- Look at old Test 1's and Test 2's.
  - Lot of reading code, some writing code
  - On old Alice 3 Test 2's – ignore problem 1 on Spring 18 and Fall 18 Test 2 – we did not do the event pointOfViewChanged
- Old quizzes back up later today

Events 1

Events 2

Events – when does it start, how does it work?

- sceneActivated

- addTimeListener

- keyPressed

Events – when does it start, how does it work? (part 2)

- addMouseClickOnObjectListener

- addCollisionStartListener

Events – when does it start, how does it work? (part 3)

- defaultModelManipulation

How do you create a Scorer (or counter)

- A scorer/counter

How do you create A Countdown Timer

Looping structures - when and how to use each one

- Count loop

- While loop

Looping in Array – when and how to use each one

- For each in

- Each in together

- Indexing loop

Randomness

- How do you generate a random number?

- How do you store a random number?

- How do you use a random number?

- What other type of random can you create?

Arrays

- How do you create an array?

- Where should you create an array?

- How do you access a value in an array?

- What is the advantage of using an array?

- How do you find the position of the first red animal in an array?

Problem: Given an array of pandas named **pandas**. Double the size of every other one starting with the second one in the array, one at a time

How do you force events to only happen at certain times?

How to study for the exam

- Practice problem solving
- Redo a classwork, or a procedure or function for a classwork
- Try redoing something from a lecture
- Rewatch videos, redo online quizzes
- Understand topics – reread over lecture notes
- Look at old Alice 3 test 1's, look at old test 2's but not problem 1 on test 2's except Spring 2019
- Old Alice 2 tests – think, how would I do this in Alice 3