

CompSci 94

Arrays, Loops with Arrays

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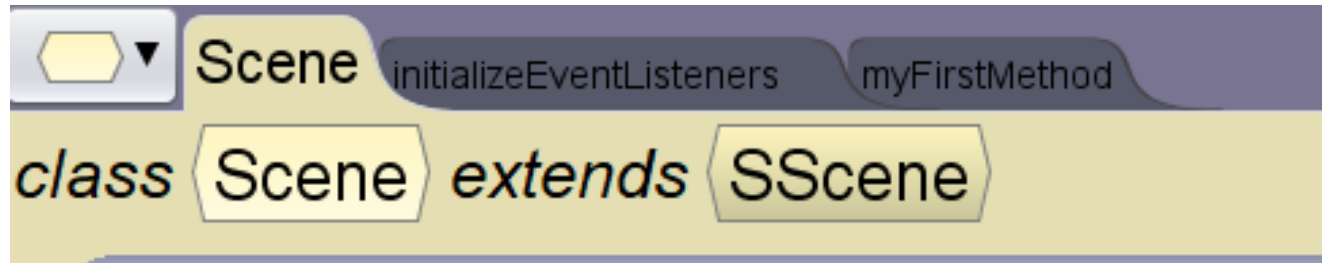
Announcements

- QZ and Videos for next time
- Assignment 4 out today, due Oct 28

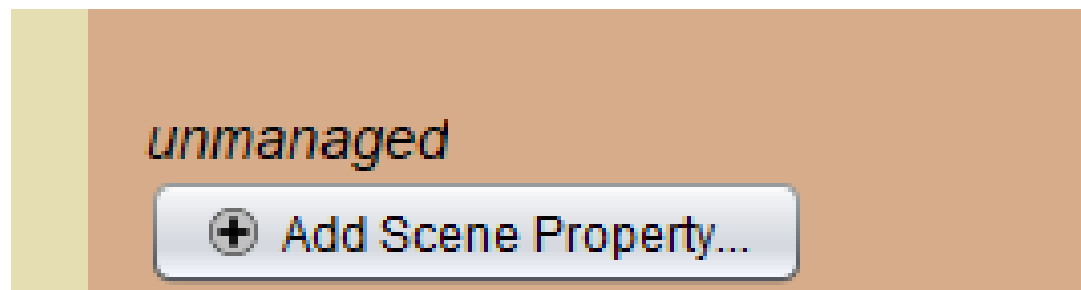
How and Where does one create an array?

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- Create as a Scene Property



- Go to bottom of page and add there.



Example – Build array of Flyers

- Be sure to check box by “is array”
- Must add Objects into the array

Add Scene Property

preview: `Flyer[]` lotsOfBirds ← `new Flyer[] { this.phoenix, this.chicken, this.flamingo, this.penguin, this.ostrich }`

is variable: variable field
 constant field

value type: `Flyer` is array

name: `lotsOfBirds`

initializer: `new Flyer[] { this.phoenix, this.chicken, this.flamingo, this.penguin, this.ostrich }`

Result

```
unmanaged  
▼ Flyer[] lotsOfBirds ← new Flyer[] { this.phoenix, this.chicken, this.flamingo, this.penguin, this.ostrich }
```

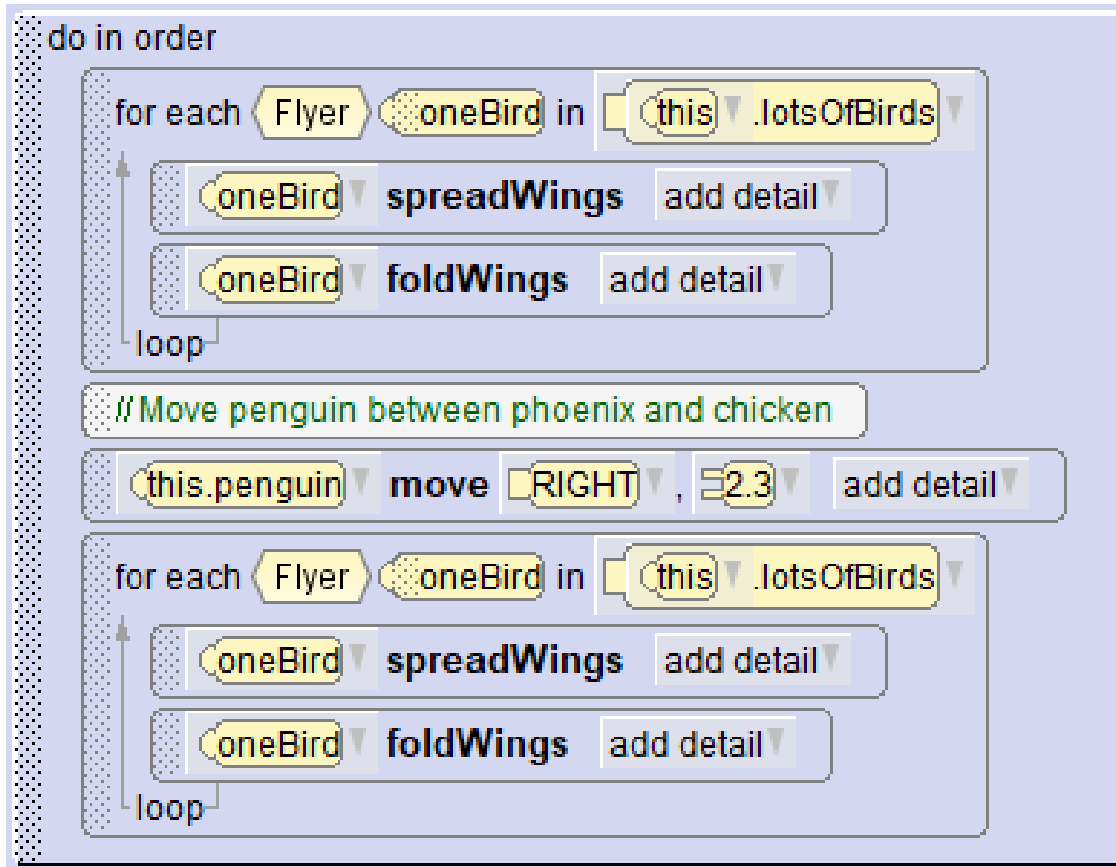


Q1. Arrays

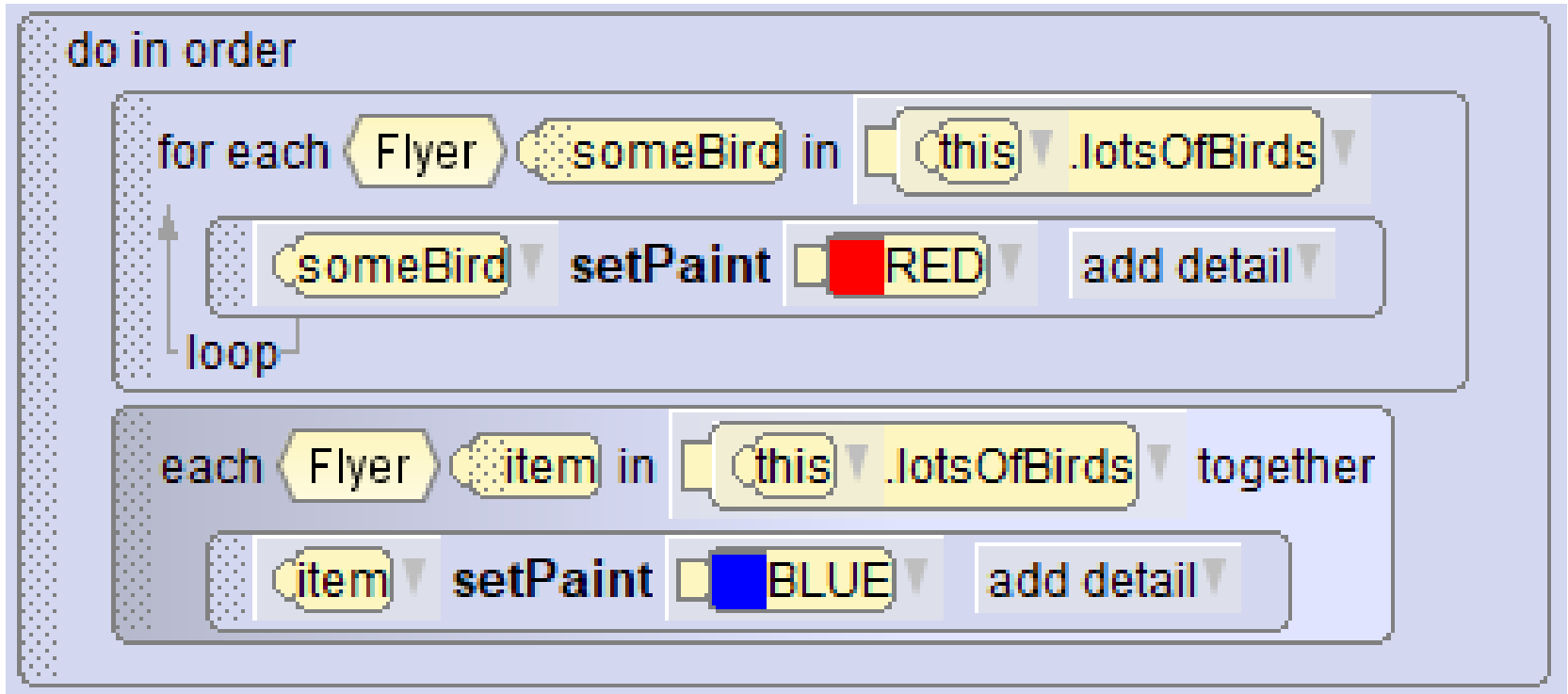
- What is an array?
- Why create an array?
- Can an object be in more than one array?

Q2. What is the order the birds do something here?

lotsOfBirds ← new Flyer[] { this.phoenix, this.chicken, this.flamingo, this.penguin, this.ostrich }



Q3. What does this code do?



Q4. What does this code do?

`TextString[] greetings` ← `new TextString[] { "How are you today?", "Welcome", "Nice to see you." }`

do in order

for each `TextString` `saying` in `this.greetings`

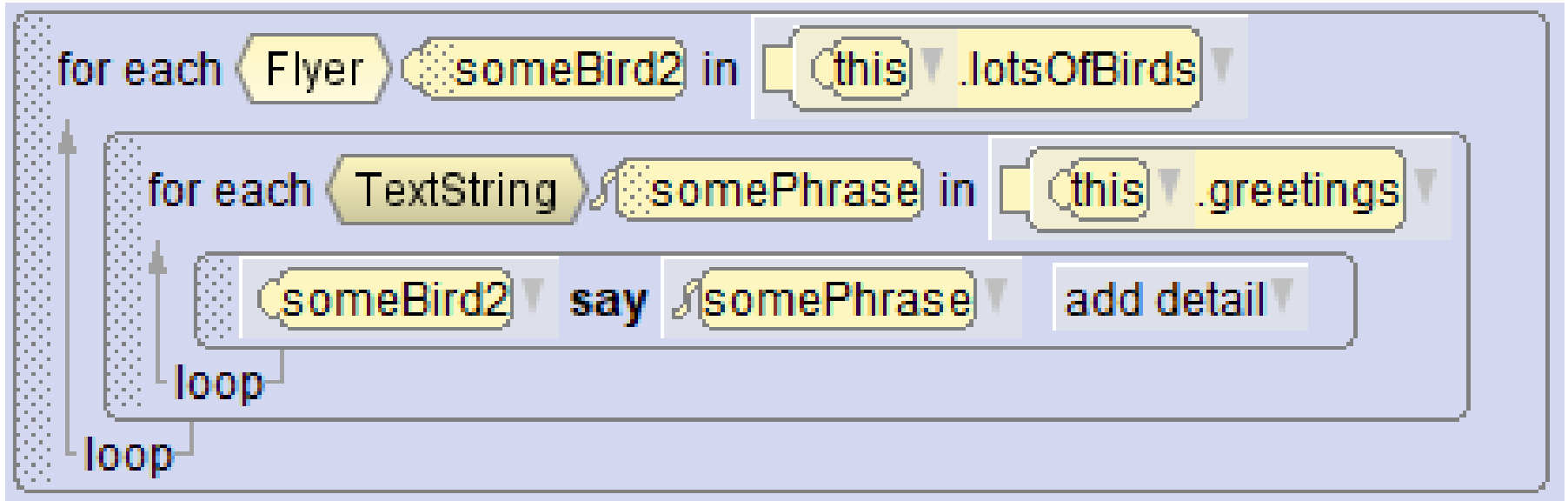
`this.phoenix` `say` `saying` `add detail`

loop

each `TextString` `phrase` in `this.greetings` together

`this.penguin` `say` `phrase` `add detail`

Q5. What does this code do?



Q6. What does this error mean?

The screenshot shows a dialog box titled "Insert For Each In Array Loop". The configuration is as follows:

- Preview: `for each Flyer someBird in this.lotsOfBirds`
- item type: **Flyer**
- item name: **someBird**
- array: **this.lotsOfBirds**

An error message is displayed at the bottom left, indicated by a black arrow: **X** "someBird" is not available.

Buttons for "OK" and "Cancel" are located at the bottom right.

Class Today

- Iterating through Arrays

