CSCI 136:
Data Structures
and
Advanced Programming

Lecture 2

Java Crash Course

Instructor: Dan Barowy

Williams

Announcements

PRE-LAB 0: **due today** by 4pm

PRE-LAB 1&2: **due in lab** on Wed

Code review meetings: signups soon

Outline

1. Quiz
2. Anonymous feedback
3. Study tip
4. Java crash course, part 2

Quiz

Study tip #1: Use a planner.

Activity: Do Right After Class

Fill in class meeting times.

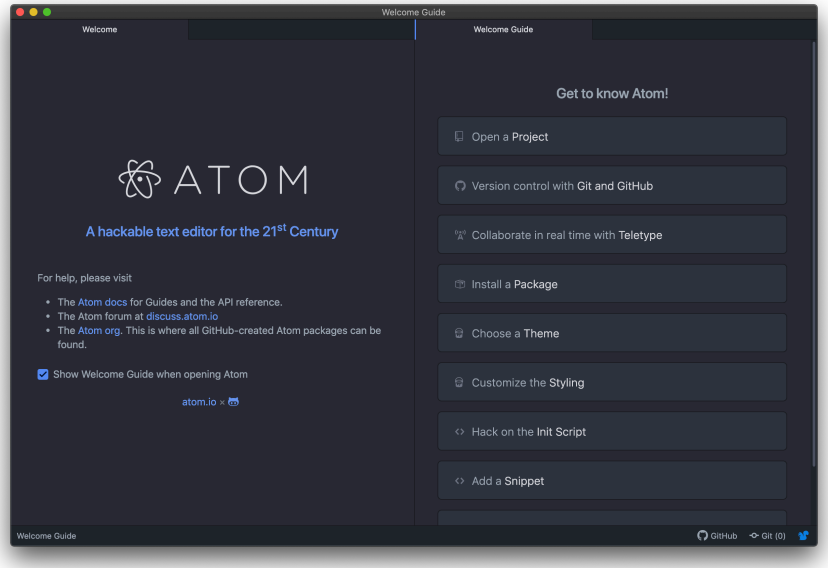
Give yourself 10-12 extra hours for this course.

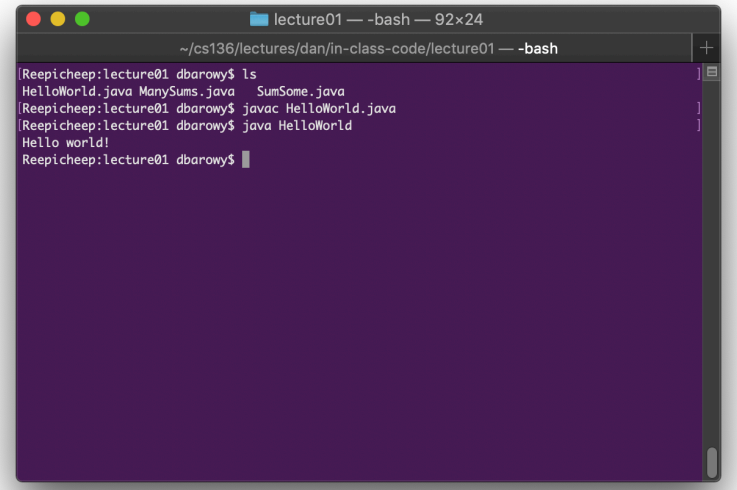
Ditto your other courses.

Don't schedule all your time in one big chunk.

Be sure to leave time for meals, sleep, FUN...

Programming environment in CS136





Toyota Production System

Any worker can stop the line!

Toyota Production System

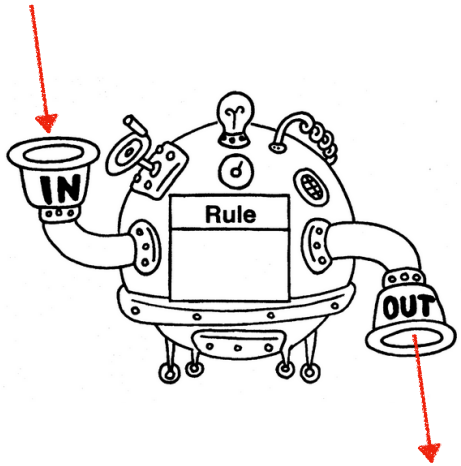
Stop me if you don't "get" something!

A note on my teaching philosophy: bugs are a wonderful teacher.

I will make mistakes (sometimes intentionally); and we will fix them together.

Input

1. Static input (constants)
2. Dynamic input
   1. `args`
   2. `scanner`
3. Type conversion
4. Handling unexpected inputs



Let's code!

Nim

- Game starts with **random** piles.
- Each player removes **one or more** objects from **ONE** pile.
- The last player to remove the **last object wins**.

Recap & Next Week

Today we learned:

- Input/output
  - args
- Loops
- Type conversion
- Program Design

Next class:

- Scanner
- More Program Design
- Classes