When the code doesn't work

- Fun the code again (surely it'll work this time)
- Delete and start over
- Print different variables to console
- Check your semicolons
- Check your inequalities
- Increase array size
- Assert variable types
- Ask someone else to ‘help’
### Important Dates

<table>
<thead>
<tr>
<th>Date and Time</th>
<th>Type</th>
<th>Assignment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Today, 1/16</td>
<td>Checkoff</td>
<td>Taijitu</td>
</tr>
<tr>
<td>Friday, 1/17</td>
<td>Quiz</td>
<td>Quiz 1</td>
</tr>
<tr>
<td>Monday, 1/20</td>
<td>Holiday - no class or office hours on campus</td>
<td></td>
</tr>
<tr>
<td>Monday, 1/20 before 11:59pm</td>
<td>Homework <strong>on Canvas</strong></td>
<td>Logo Design</td>
</tr>
</tbody>
</table>
Reading Presentations

- Example topics for this week:
  - Present an example of a different technology that went really wrong or right
  - Describe some applications of algorithms in your daily life
  - Examine a technology that we usually think of as good, and discuss its negative effects. (Or vice versa!)
- Or anything else related to the readings that you’re
This week’s medium:

Word Map
Review
Variables

- **Declaration** - `int x;`
- **Initialization** - `x = 3;`
  - Can happen together! `int x = 3;`
- **Modification**
  - Always evaluate the right side before the left
  - `x = x + 6;`
- **System variables - automatic, relate to the state of the program**
  - `width, height, frameCount`
Active Mode

- Difficult to understand at first!
- Allows us to add motion to our drawings

- setup() is called once at the beginning
- draw() is called continuously
Worksheet
Time to work!

- Checkoffs
  - Taijitu
- Quiz 1
- Homework
  - Logo design
  - Lego family
- Reading Check 3

Side Note: Monday Office Hours