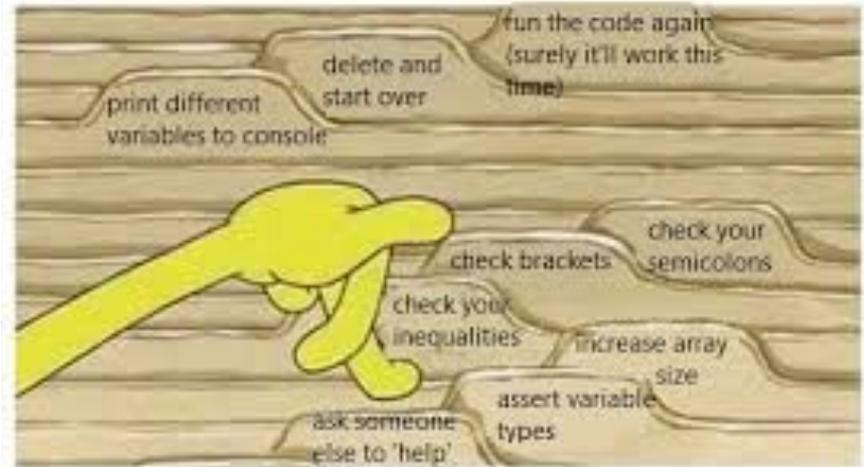


CSE 120, Section 4

When the code doesn't work



Important Dates

Date and Time	Type	Assignment
Today, 1/16	Checkoff	Taijitu
Friday, 1/17	Quiz	Quiz 1
Monday, 1/20	Holiday - no class or office hours on campus	
Monday, 1/20 before 11:59pm	Homework <i>on Canvas</i>	Logo Design

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



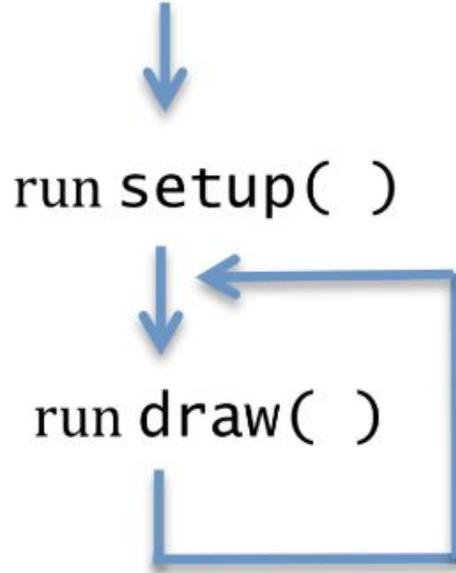
Variables

- 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

