CSE 120, Section 7

Important Dates

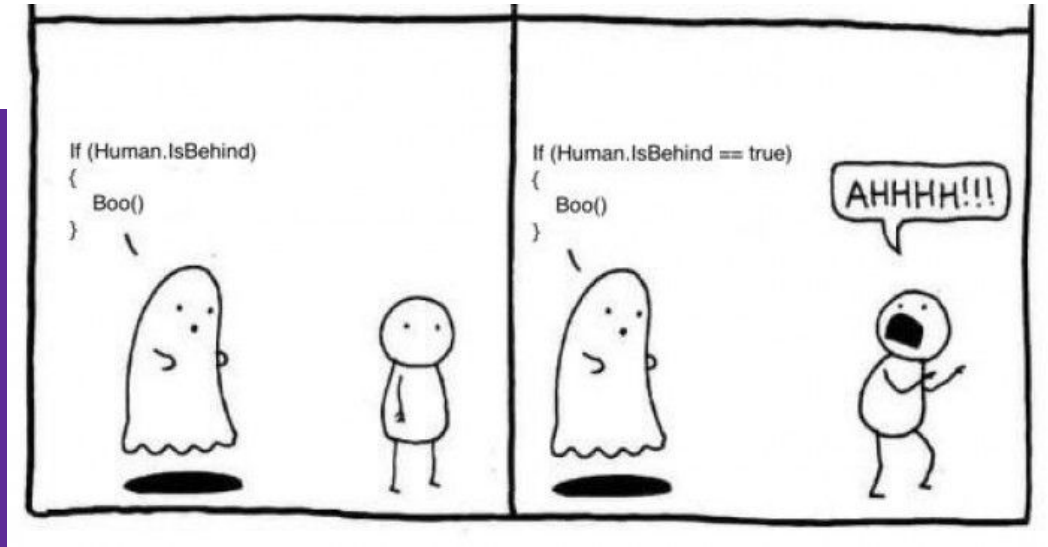| Date and Time	Type	Assignment
TONIGHT, 1/28 before 11:59pm	Homework **on Canvas**	Animal Functions
Thursday, 1/30 before 3:30pm	Reading Check	Reading Check 4
Friday, 1/31 in Class	Quiz	Quiz 2
Friday, 1/31 before 11:59pm	Homework **on Canvas**	Jumping Monster

Reminders about Homework

- Make sure to include a block comment
    - /* Eunia Lee
    - 01/28/2020
    - Section Slides */
- Use autoformat to your advantage
- Include all of the details that are necessary for the sketch
- Make sure to read the rubric!

Upcoming...on February 5th

- Portfolio Update 1 that you can finish after tonight!
- Make sure to add your ***completed*** projects before then
    - Taijitu
    - Logo Design
    - Lego Family
    - Animal Functions
- Checklist
    - Your website displays a (non-broken) picture of *each* Processing project.
    - Clicking *each* picture takes you to a separate html page for that project.
    - *Each* project page has your working Processing project along with a project description and details.

Conditionals~

What is a conditional?

- An expression that *evaluates* to either true or false
- Can be stored in a **boolean** variable
- Or can be used in your program's control flow

Is it a conditional?

1 + 2 == 3

CSE 120 is the best class at UW.

x = 10

User is pressing a key (on the keyboard)

What comparison operators can be used to make conditionals?

1.

2.

3.

4.

5.

6.

Compound Conditionals

- && **(AND)**

  - _____ && _____ : only true when left **AND** right are true

- || **(OR)**

  - _____ || _____ : true when left **OR** right is true

- ! **(NOT)**

  - ! _____ : the opposite of the result

When to use compound conditionals...

- If HW is due tonight **AND** I'm confused, then go to Office Hours
- If it's Tuesday **OR** Thursday, then go to section
- If it's **NOT** a weekday, then sleep in until 11:30 am

If statements, in code!

-   Already use if statements in day to day

-   Now use them in code!

If (conditional) {

    Then…

}

Fancy Processing ~stuff~

- **key**
- System variable for Processing that tells you the last key that was pressed on the keyboard
- Only applies to ASCII keys
- If (**key** == 'b' || **key** == 'B')
  - Tells you if the last pressed key was a b

Worksheet Time!

Time to work!

- Homework
    - Animal Functions (due tonight)
    - Jumping Monster (due Friday)
- Reading Check 4
- Quiz 2