

CSE142 Lecture Questions for Friday, 1/15/21, section A

Time (e.g., 12:45)	Question	Answer
	<p>This may have been covered in the last lecture - why is SIZE capital?</p> <p>In my program, I wrote "public static int scaleFactor"</p> <p>What is a class constant? (maybe I should rewatch wed's lecture...</p> <p>I see :O I'll read up on that, thank you!</p>	<p>That is a convention in Java. Class constants are always in all uppercase.</p> <p>You can read about it in the textbook. When you declare a constant, you need to include the keyword "final". And then you wouldn't use the convention for methods and variables, you'd use the convention for constants, as in SCALE_FACTOR.</p>
	<p>Do we have to have comments on homework 2, if yes, when do you make comments? It did, thank you!</p>	<p>The AsciiArt doesn't have to have comments (this was asked in ed)</p> <p>But the rocket <i>does</i> and the comments should be at the beginning (class comment) and then to explain each method (comments before each method).</p>
	<p>Can you make a static method inside a static method?</p>	<p>No, but as we have seen, methods can call other methods.</p>
	<p>This is more of a course general question just for me to know, when is our final? Is it a certain time as well?</p>	<p>The normal target would be to do it during finals week, but I might release it early if there are people who have to start on it before then.</p>
	<p>Is the final basically an extended homework graded on effort? With the TA meeting as well.</p>	<p>In the usual 142 format you would spend 110 minutes solving problems for a written exam. We'll ask you to do something similar at home and then to meet with your TA for 15 minutes to discuss. As long as you put in the effort to do that, you'll get full credit for it (20 points).</p>
	<p>What about a static method inside a for loop?</p>	<p>Methods can only be defined inside of classes, but you can include a method call inside a for loop.</p>
	<p>Will the lecture today and next wednesday give us all the info we need to do HW 3?</p>	<p>yes.</p>

	Are the names for the variables in for loops important? Like specific or descriptive names? Thank you for the help	You don't want to use strange names. You can follow the standard convention of using names like i, j, k, etc. Or you can come up with descriptive names as we did in the Mirror program. But they shouldn't be names like x or foo.
	For the homework we are turning in the rocket size that is 3 right?	It shouldn't matter, but using size 3 is fine.
	Do we turn two different programs in for the homework or just all in one. Ok thank you	Two different class files, one for each part. Their names are mentioned in the assignment specification.
	If we used local and global variables in real life, would global variables be more significant than local? Oh thanks!	I'm not sure what you mean by significant. It would be like private resources versus shared resources. Which is more significant, a dorm fridge or a fridge in an individual dorm room?
	What's the unit of DrawingPanel dimensions?	Pixels (picture elements on the screen).
	Will there be a link to the code done in the lecture today? The box and lines of * one.	
	I tried opening the link to DrawingPanel.java, but I ended up receiving a txt file with all the code for DrawingPanel in it. What should I do? Should I just save it in txt, then run it in JGrasp, or is there other alternatives?	You need to save it with the .java extension. You can usually right-click on the name and then get a "save as" option.
	For part a of the homework, are we doing the same thing as part b but making our own drawing?	Yes.
	Out of curiosity, why is the y-axis convention for graphics programs different from standard Cartesian math?	That's what they have always done with graphics programs. It might have to do with the idea that TVs draw their image from the top heading down.
	For part a of hw #2, do we have to include a class constant to make it scalable?	no

	Do we put both part a and b into one java program to turn it in?	No, turn in two class files (names are in the assignment specification).
	Is DrawingPanel the only place we can generate graphics in Java?	No. Java provides many ways to do graphics. It's just the entry point that my coauthor and I decided to use for simplicity.
	What do you mean by turning in class files? For Hw #1 i just turned in Song.java, were we supposed to turn in Song.class? Ohh thank you!	No, you did the right thing. I meant a file containing a class, not the .class file.
42:24	Why didn't you have to include a semicolon at the end of your call to g.drawLine()?	Because I was in the interactions pane. I usually include the semicolon, but it's not required.
	For graphics I see that there are benefits in using jGrasp since the drawingpanel is a jGrasp file. I use Eclipse since i am more comfortable with it and jGrasp for some reason is not running well. Is there any way i can open drawingpanel in eclipse? Oh i see. I will try that. Thank you	You can use DrawingPanel in eclipse. It isn't a jGRASP file. Include it in the same folder as your program.
	I saved and opened the DrawingPanel in Java and when I try to open the drawing panel through interactions, it still gives me an error.	You need to open and compile DrawingPanel before you can use it in interactions.
	When I "save as" the file for Drawing Panel, I could could open it as a text file and not an application. Is it possible for me to copy the code and paste it into jGrasp and save it and then run it as an application?	Then you have the wrong extension for the file. You probably saved it as DrawingPanel.txt or DrawingPanel.java.txt. You need to rename it. You could "save as" from inside of jGRASP. You can use jGRASP to save it and compile it, but it's not an application, so you won't be able to run it.