

CSE142 Lecture Questions for Friday, 1/22/21, section B

Time (e.g., 12:45)	Question	Answer
3:56	When using the math package, does it matter if you use an int or a double or does the package assume everything to be a certain type of variable?	Any method that expects a double can be passed an int instead. Sometime there are two versions of the method, one for ints and one for doubles.
45:00	I'm a bit confused at the part where you cast the oval coordinates as an int. First you said we should be doing calculations in double so they are more accurate, so why are we casting to int instead of double?	We do the calculations in double for accuracy, but there are various places where we find that we might need to limit the values to the integer part. That's true for calls on a method like fillOval that requires that you pass ints instead of doubles, so just before we pass the parameter, we cast to int.
18:56	What is the largest number an int can store? Is it limited to whatever you can fit in 16 bits?	Yes, it is limited to what you can store in 16 bits but there are some creative things that can be done. There is a constant Integer.MAX_VALUE that indicates the largest int value that can be stored.
homework	Just to make sure that for the Assignment 3 part B, are we going to lose points if there are 0-500 pixels differ from the expected output?	You are allowed to have up to 500 pixels of difference and it will be considered correct.
27:30	So is returning something just basically the opposite of a parameter? I see, thank you!	That's not a bad way to think of it, but there are some differences. You can pass more than one parameter, but you can only return one value. Also, Java makes sure that when you call a method that you actually provide values for the parameters. It doesn't make sure that you do something with the value being returned.
	So I have 2 screens. I use screen 1 for jgrasp and when I execute a program that opens up the drawing panel, it pops up on screen 2. How can I make it automatically pop up on the same screen? Okay. I thought you might've known. Thank you.	I don't know what you would do to change that behavior.