CSE142 Lecture Questions for Monday, 1/25/21, section A

Time (e.g., 12:45)	Question	Answer
	For HW 3 part A, can we use things we found in the Java API doc like drawArc or making our own colors?	Yes. You can use any graphics commands you want for part A and make use of the Color class to make custom colors.
	For the Cafe wall assignment, in comparison to web files - are the pairs of output considered "Expected_output" and "Alternate_output" or "Expected_output" and "Expected_output_Mortar_1?" I am asking because when I compare the two expected outputs pairs I get one that has 0 pixels difference and the other that has 37897. My mortar is set to one. I don't know why this would be.

Ok. Am I understanding this right then - Once I have my MORTAR value set at 1, I can check it with the "expected_output_mortar_1" and then change the mortar value to 2, recompile and check with "expected_output?" Thank you so much! | There are pairs of sample output with different settings for mortar. You would change the constant and recompile to switch from one sample output to the other. There are two "expected" output that are paired and two "alternate" output.

yes |
| | Just to clarify, are we able to use the cumulative sum method for HW3? Such as sum = sum + 1 Since this was mentioned in prior weeks. | Cumulative sum is not a language feature, so it would always be available. It's a way of writing code. |

	Will console.nextDouble() change the int into a double because of the order of importance? Which is why console.nextInt will throw an exception if you input a double because doubles are of higher order of importance? I thought there was an order of importance mentioned that string is the highest, then double, then int? From previous lectures.. I see, thank you.	There isn't an order of importance, but int and double are stored internally in a different way. Java refuses to convert the double to an int because it doesn't know what you want to do with the digits after the decimal point. But it is willing to convert an int token into a double value because there is no ambiguity about what to do. No, I don't know what would be implied by an order of importance. We have precedence rules, but those apply to operators like + and *.
9:06	I'm imagining Microsoft with their C sharp child and java and c ++ just standing there xD That's a great analogy/image of the process xD	I'm glad you liked it.
	A little unrelated, but how would one call a method that draws on a drawingpanel from void? Namely, using the shorthand "g" for creating surfaces? How would one reference it? Would I declare it before the functions, or within every one of them? Oh that makes more sense thank you, would the data type be of "Graphics" or is it as a string? Alright sweet thanks Professor / home slice bread slice dawg	You have to have access to the Graphics object of a DrawingPanel in order to draw on it. So you either need a reference to the panel or a reference to the Graphics object. Without it you can't do any drawing. Typically you construct the DrawingPanel in main and set up Graphics g in main and then pass Graphics g as a parameter to all of the methods that draw on the panel. The variable g is of type Graphics.
21:44	Do you have to include spaces at the beginning of console input for it to be read as a token, or would it just automatically read the first thing as a token? Ok thanks!	You don't need leading spaces. I just included them to make the point that it would skip them if necessary.

38:00	For the sum example code, would you have to worry about the length of the final number (perhaps using a long instead of an int)? Awesome, thank you!!	It's a reasonable point that you can end up with too big of a number to store in type int. I was assuming it would fit, but if you wanted to do larger values, you'd use something like type long.
	Why don't you need to System.out.println() when writing the prompts	Because we want the cursor to stay on the line of output where the user will type a response. Then you go to a new line when the user hits enter.
	I'm not sure if I am right on this, but is && the logical and Like, if both conditions are true then it executes the code	Yes, && is the logical and operator. Yes, it requires both tests to evaluate to true.
	When is the midterm? So when will it open up	There isn't a specific date. You'll have a range of time to complete it. In the 6th week of the quarter, around 2/10.
	Is there only 1 midterm and 1 final or 2 midterms?	1 midterm and a final
	How is the angle at which the ball bounces back determined??	The ball starts at the center of the panel which you should think of as being like the origin in a normal Cartesian plane. The angle is relative to what would be the x-axis. So 0 degrees means going to the right, 90 degrees means going up, 180 degrees means going left, etc.