CompSci 94
Alice3
Nov 26, 2013

Prof. Susan Rodger
Announcements

• Final Exam – will not cover HTML or Alice 3
• Test 2 back
• No more Reading quizzes
• Week of Dec 3-5
  – Assignment 7 presentations
  – Classwork both days is writing down comments on projects
  – Attendance is required both days
  – Review for final exam if time
Grades

- From the Course Web page:

<table>
<thead>
<tr>
<th>Activity</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>classwork/participation</td>
<td>15%</td>
</tr>
<tr>
<td>reading quizzes</td>
<td>5%</td>
</tr>
<tr>
<td>assignments</td>
<td>25%</td>
</tr>
<tr>
<td>two exams</td>
<td>30%</td>
</tr>
<tr>
<td>final exam</td>
<td>25%</td>
</tr>
</tbody>
</table>

- Reading Quizzes –
  - Will drop some points

- Classwork – no drops
  - Classwork grade for attending presentations
Final Exam

- HTML and Alice 3 is NOT on the final exam
- Just Alice 2, Covers Chapters 1-2, 4-7, 8.1, 9-10
- Mix of short answer, write code
  - Similar format to tests 1 and 2
- Closed books, closed notes
- Alice: Will give list of properties, methods, functions for an object
How to Study

• Classwork – review, try to write code on paper – especially Alice methods/functions from tests
• Assignments – review (especially Asg. 6)
• Practice writing code – if, loop, array, list, etc.
• Old Tests – some have recursion questions – only new topic
If I give you a method with …
What do you write down first?

1. An Alice list – suppose it is called *balls*
2. An Alice array – suppose it is called *animals*
3. A non-visual Alice array of numbers called *nums*
What is the difference between these?

• 1. Write a function to return the tallest person in an array.
• 2. Write a function to return the location of the tallest person in an array.
• 3. Write a function to return the height of the tallest person in an array.

“array” is ArrayVisualization

Replace “tallest person” with “largest number” for nonvisual array

In 1 and 3, same questions for list
Classwork Today
Alice 3

• In Alice 3 we will redo some of the topics we have already learned
  – Move an object to stop in front of another object
  – Use the people builder (from Sims)
  – Use an array of chickens
  – Write a function to count something about our chickens in our array
  – Use an if statement