CompSci 4
Chap 10
November 4, 2010

Prof. Susan Rodger
Announcements

• Assignment 6 is due tonight!

• Today
  – Chap 10 – variables and arrays

• Next Time: Chapter 8, Sec 1
  – Recursion
  – Reading quiz
  – Also, more practice with Arrays
Review: Properties

- Where is the class?
- Where is the object?
- A class defines properties
- When an object is created it receives its own set of properties
State and Changing State

- State of object – each property stores info about the object
  - Example:
    - vehicle
    - isShowing

- State change
Class-level Variables

• New variables can be added to the properties of an object – class-level

• The value of the variable can be changed
  – The variable is **mutable**.
  – Can be used to track state changes.
Inheritance

- If an object (and its new variable) are saved out and given a new name, a new class is created.
  - This is inheritance!
  - The new class \textbf{inherits} all properties and methods of original class.
- Did this before by adding new methods to a class and saving it out.
What is an array?

- An **array** is a collection of objects or information organized in a specific order.
- The individual components (elements) are of the same type (all object or all number, etc.)

Analogy – Music on your CD or Ipod
- Collection of songs listed in order
- CD allows you to
  - Play songs in order
  - Play songs by specifying its number
  - Play songs in random order
Arrays in Alice

• In Alice, array is a data structure to organize objects or information

• An array is not visible, it is a way of organizing

• But….
  – Alice has a 3D model to help you “see” the array
Example – Create a visualization of an array of people

- Add 5 people to the world
- Add an array visualization
- Not an array yet, must add people to the array

- Positions in array numbered starting with 0
Initialize array - Add Alice to Array in position 0

• Alice automatically moves to the 0 position!
Add Soldier to the Array

- Soldier moves automatically to position 1 (which is the 2cd position)!
Add RandomGuy, Skater and Rockette

• The array initialization is complete!

• Set isVisible for arrayVisualization to false
  – Array not seen
Accessing elements in an array

- Can specify an element at a particular location in the array
Repeat for all items in the array—
in order

- Use “loop” – complicated version
- Note: index in loop is used in body
- What does this do?
Array vs. List

• Array
  – Elements are ordered
  – Can access a particular element – 3
  – Use “Loop” - loop over elements – one at a time, OR every second element, etc

• List
  – Elements are not ordered
  – Use “For all in order”, “For all together” – does something to each element in the list – just don’t know the order this occurs
Array Visualization vs Array without Visualization

- Array Visualization moves the objects and puts them on the numbers in the array.
- Array without visualization is also possible, create a new world variable and select array (same way create a list). The array is not shown and the objects don’t move and stand in a line. This is harder to use since you cannot see which object is in which position in the array.
Swapping two elements in the array

- Swap the objects at positions 0 (fanDancer) and 3 (duckPrince)
- Add in an ObjectVisualization, this is like a variable for an object. (same folder where ArrayVisualization is)
Swapping objects at 0 and 3 (cont)

• Only one element at a time can be in a slot in the array. To swap two elements, you have to move one of them out temporarily.

• Move object at index 0 to objectVisualization (this frees up slot 0)
Swapping objects at 0 and 3 (cont)

- Now you can move the item in slot 3 over to slot 0 (note the duckPrince moved over)
- Now slot 3 is empty
Swapping objects at 0 and 3 (cont)

• Now move the object that was originally in slot 0 and was saved temporarily in the ObjectVisualization, over to slot 3
Don’t Swap with Do Together!

- This does not always work because the timing may not be exact. You may end up with two elements on the same square.

Don’t Do This Way!
Setting elements in array

- Objects in an array are called elements
- Use “let” to set a position in an array
- Using “let”: Ex., the object in slot 3 moves to slot 0.

Don’t do this if there is already something in position 0! Move the item in position 0 away first!
Swapping objects at 0 and 3

- Here is the code that corresponds to the swapping of the items in slots 0 and 3.

- This moves the item in slot 0 to a temp location, freeing up slot 0. The item in slot 3 moves to slot 0. Then the item in the temp location moves to slot 3.
Shuffle the array

• For each item in the array, swap it randomly with another object
• Make sure you use the swap on the previous page to swap two objects.
SelectionSort the array

- Find the position of the shortest object
  - Swap that object with the object in position 0
- Find the position of the next shortest object
  - (Note: don’t consider slot 0, it is already in sorted order. Only consider slots from 1 on)
  - Swap that object with the object in position 1
  - Now slots 0 and 1 contain items where they belong in sorted order
- Etc…. Until the array is sorted.
Classwork Today

- Shuffle Array
- Sort Array by heights