

Foreign Student Visualization

variable scope, parallel arrays,
Strings, find the max algorithm

Variable Scope

Where can I access my
variable after it's declared?

```
boolean dogsDrawn;

void setup()
{
    dogsDrawn = false;

    color blue = color(0, 0, 200);
    background(blue);
}

void draw()
{
    if (!dogsDrawn)
    {
        drawDog(10, 10); // draw one dog for now
        dogsDrawn = false;
    }
}
```

```
boolean dogsDrawn;
```

```
void setup()
```

```
{
```

```
    dogsDrawn = false;
```

```
    color blue = color(0, 0, 200);
```

```
    background(blue);
```

```
}
```

```
void draw()
```

```
{
```

```
    if (!dogsDrawn)
```

```
    {
```

```
        drawDog(10, 10); // draw one dog for now
```

```
        dogsDrawn = false;
```

```
    }
```

```
}
```

**global variable:
accessible
anywhere**

```
boolean dogsDrawn;
```

```
void setup()
```

```
{
```

```
  dogsDrawn = false;
```

```
  color blue = color(0, 0, 200);
```

```
  background(blue);
```

```
}
```

```
void draw()
```

```
{
```

```
  if (!dogsDrawn)
```

```
  {
```

```
    drawDog(10, 10); // draw one dog for now
```

```
    dogsDrawn = false;
```

```
  }
```

```
}
```

**no problem using
it inside setup**

**local variable:
only accessible
where it was
declared**

```
boolean dogsDrawn;
```

```
void setup()
```

```
{
```

```
    dogsDrawn = false;
```

```
    color blue = color(0, 0, 200);
```

```
    background(blue);
```

```
}
```

```
void draw()
```

```
{
```

```
    if (!dogsDrawn)
```

```
    {
```

```
        drawDog(10, 10); // draw one dog for now
```

```
        dogsDrawn = false;
```

```
    }
```

```
}
```

```
boolean dogsDrawn;
```

```
void setup()
```

```
{
```

```
    dogsDrawn = false;
```

```
    color blue = color(0, 0, 200);
```

```
    background(blue);
```

```
}
```

**using blue
inside draw ()
would be an
error**

```
void draw()
```

```
{
```

```
    if (!dogsDrawn)
```

```
    {
```

```
        drawDog(10, 10); // draw one dog for now
```

```
        dogsDrawn = false;
```

```
    }
```

```
}
```

```
boolean dogsDrawn;
```

```
void setup()
```

```
{
```

```
    dogsDrawn = false;
```

```
    color blue = color(0, 0, 200);
```

```
    background(blue);
```

```
}
```

**curly braces
create a new
'block'**

```
void draw()
```

```
{
```

```
    if (!dogsDrawn)
```

```
    {
```

```
        drawDog(10, 10); // draw one dog for now
```

```
        dogsDrawn = false;
```

```
    }
```

```
}
```



```
boolean dogsDrawn;
```

```
void setup()
```

```
{
```

```
    dogsDrawn = false;
```

```
    color blue = color(0, 0, 200);
```

```
    background(blue);
```

```
}
```

```
void draw()
```

```
{
```

```
    if (!dogsDrawn)
```

```
    {
```

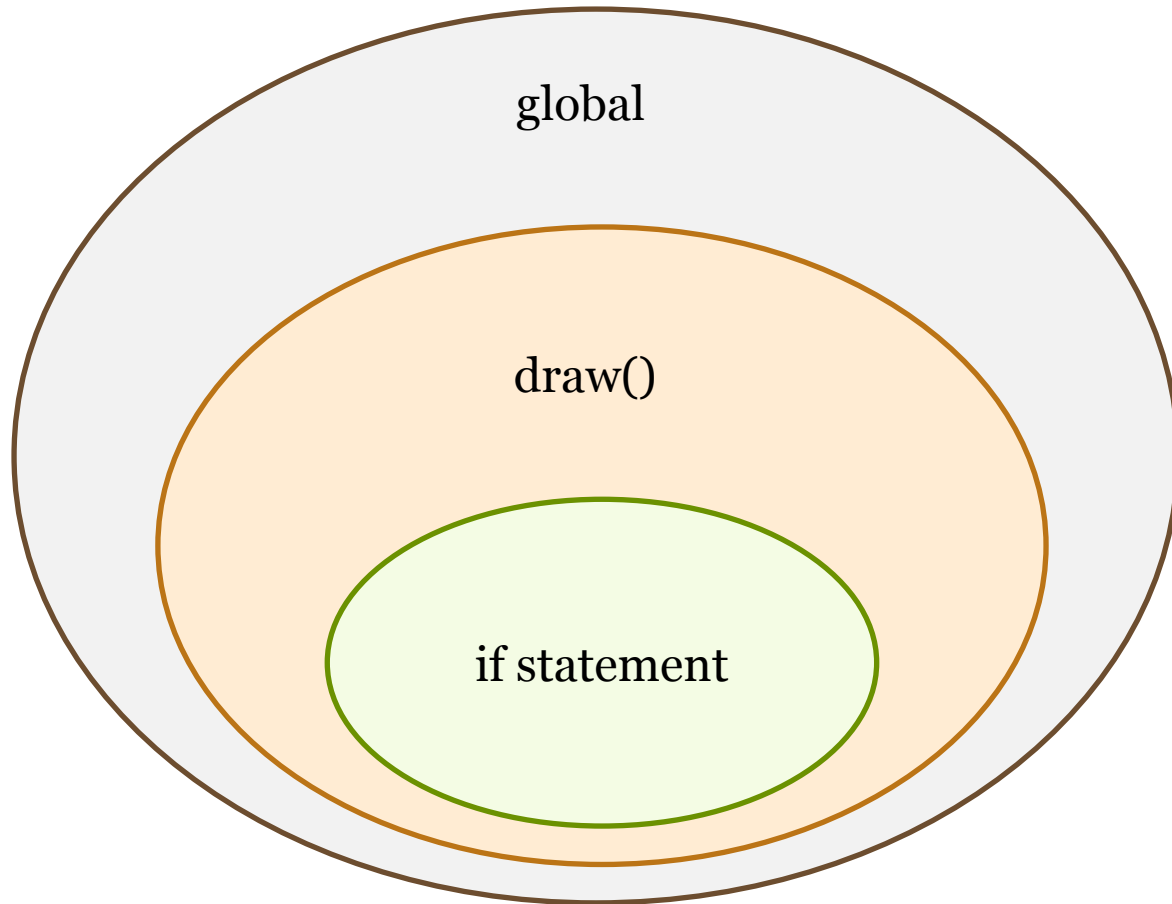
```
        drawDog(10, 10); // draw one dog for now
```

```
        dogsDrawn = false;
```

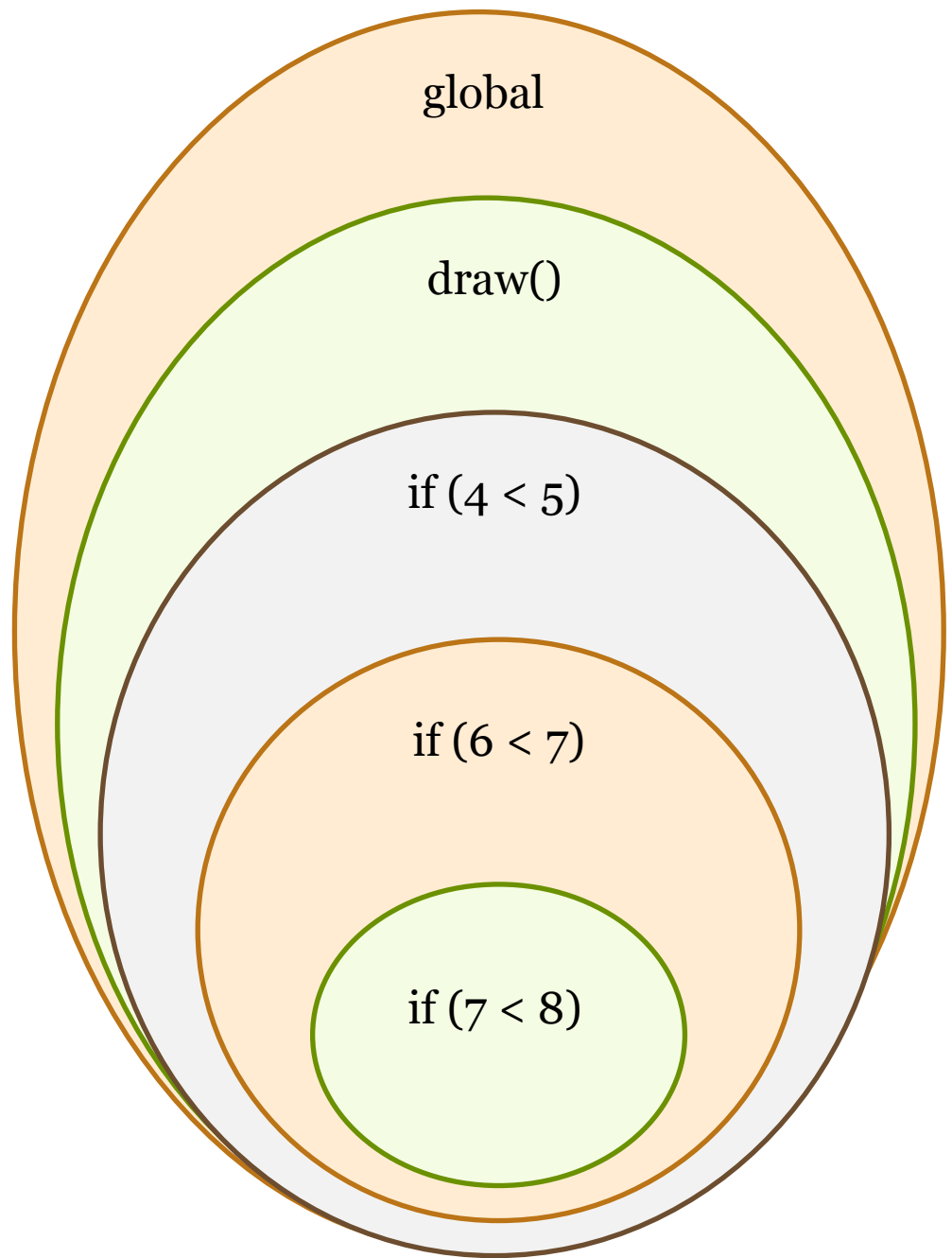
```
    }
```

```
}
```

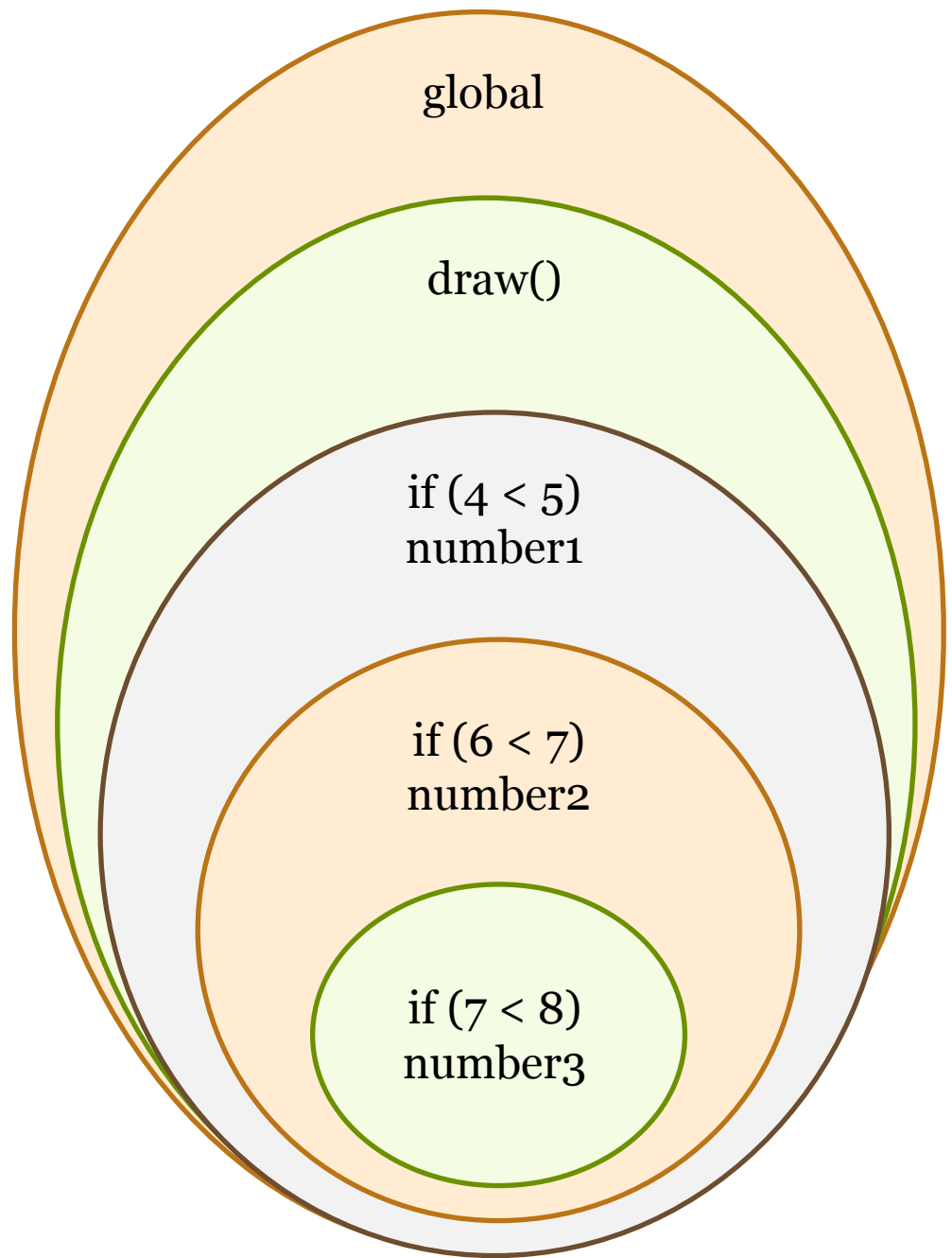
**each new block
is a new scope**



```
void draw()  
{  
  if (4 < 5)  
  {  
    int number1 = 10;  
    if (6 < 7)  
    {  
      int number2 = 20;  
      if (7 < 8)  
      {  
        int number3 = 30;  
      }  
      number1 += number2;  
      number1 += number3;  
    }  
  }  
}
```

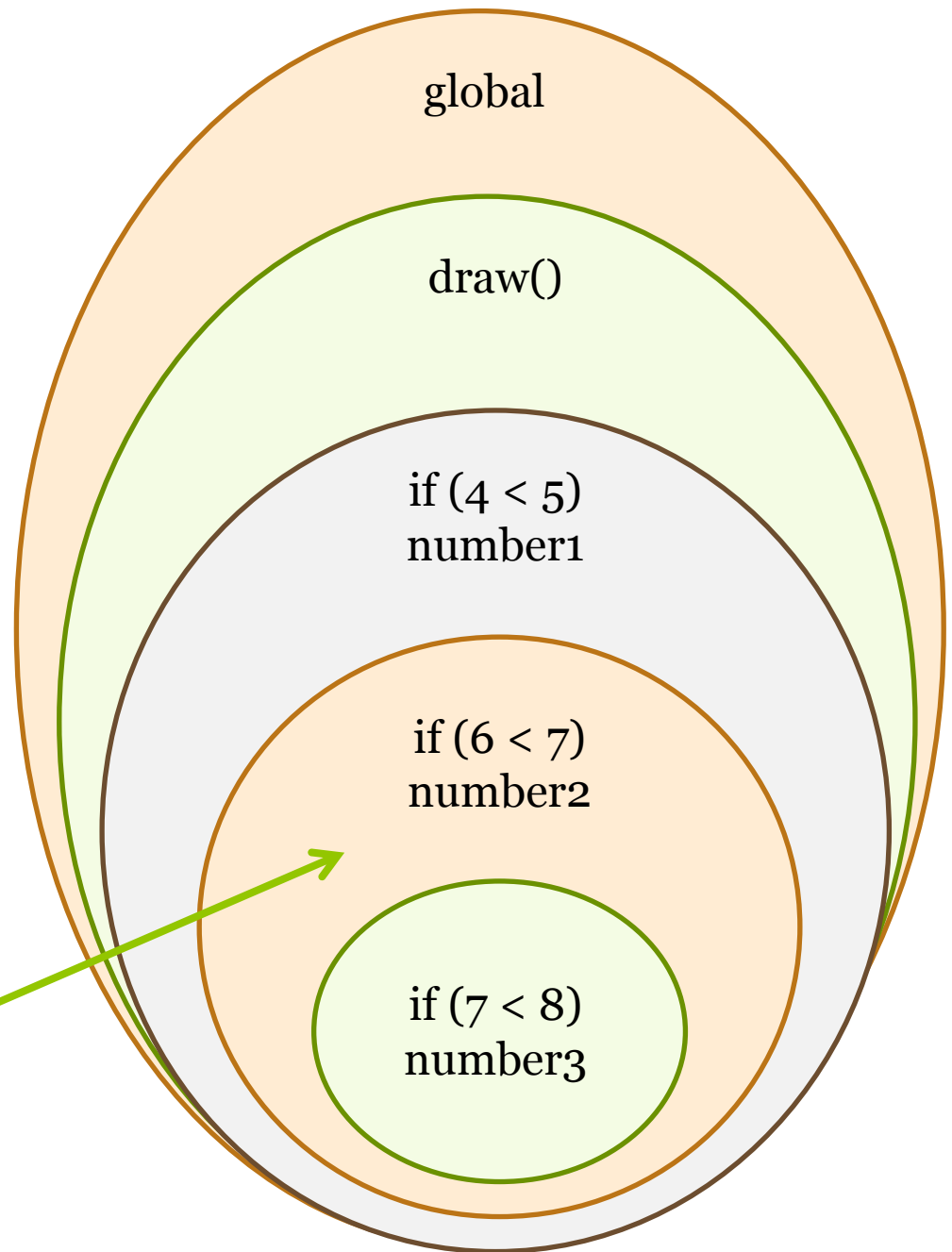


```
void draw()  
{  
  if (4 < 5)  
  {  
    int number1 = 10;  
    if (6 < 7)  
    {  
      int number2 = 20;  
      if (7 < 8)  
      {  
        int number3 = 30;  
      }  
      number1 += number2;  
      number1 += number3;  
    }  
  }  
}
```



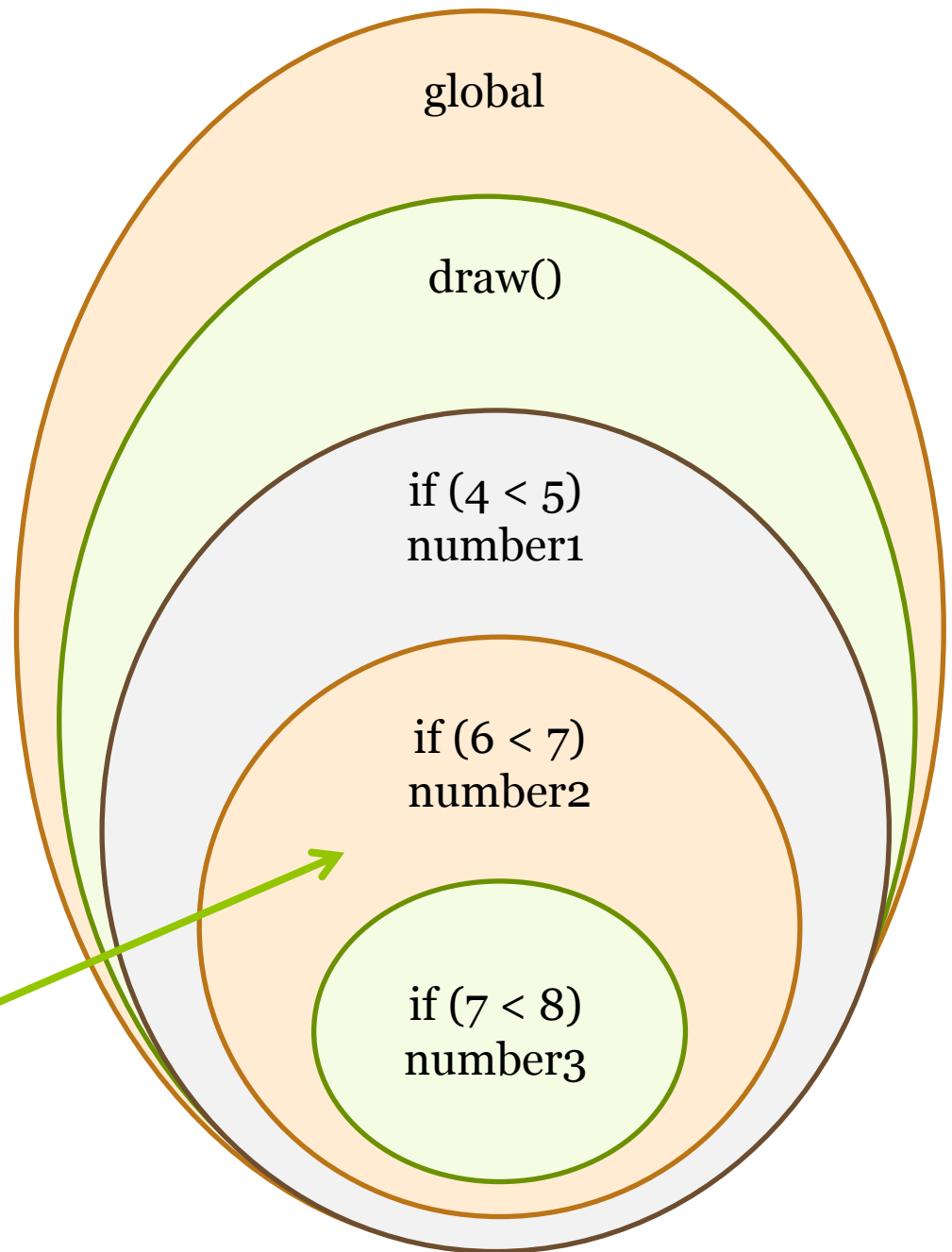
```
void draw()  
{  
  if (4 < 5)  
  {  
    int number1 = 10;  
    if (6 < 7)  
    {  
      int number2 = 20;  
      if (7 < 8)  
      {  
        int number3 = 30;  
        number1 += number2;  
        number1 += number3;  
      }  
    }  
  }  
}
```

**start in this
scope**



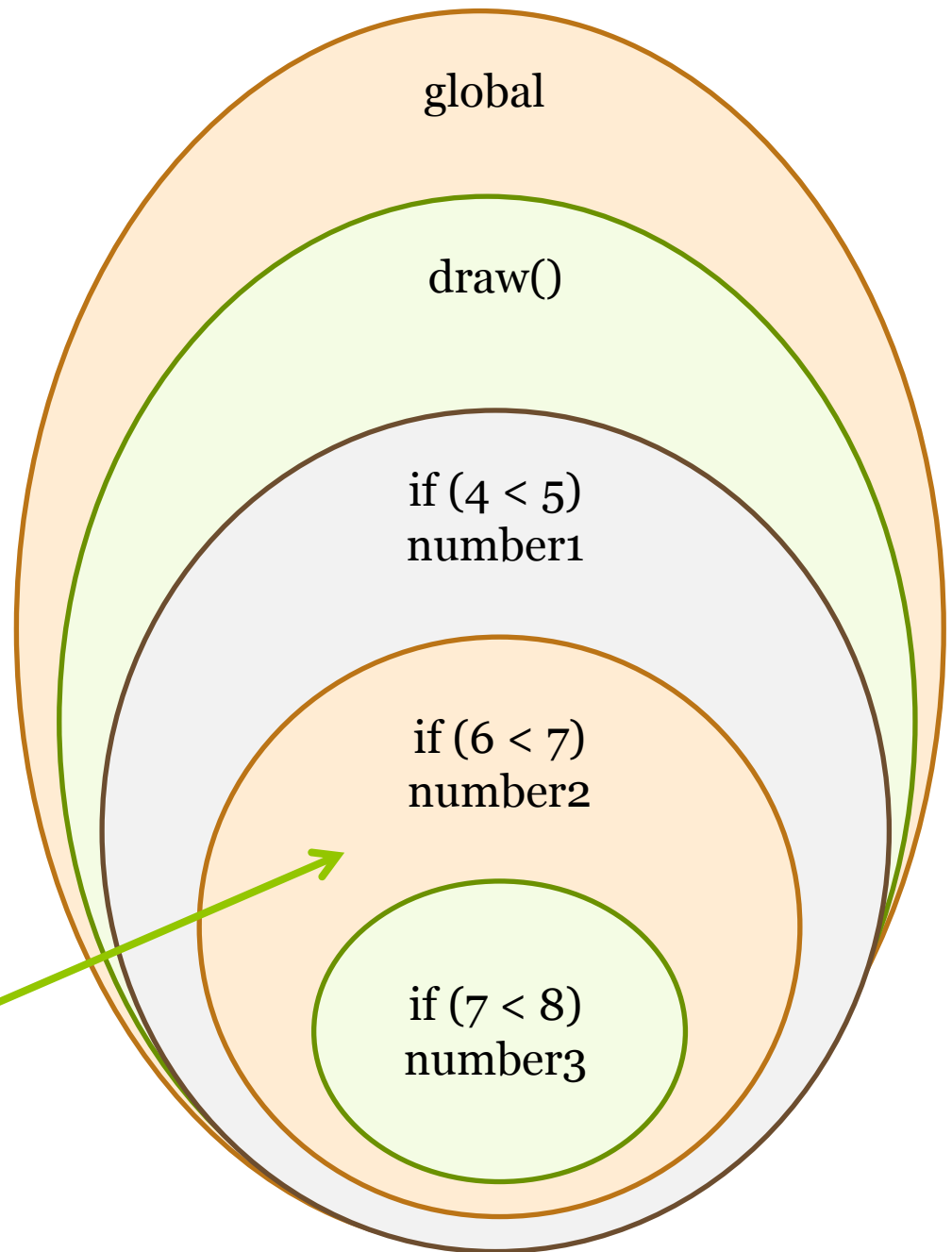
```
void draw()  
{  
  if (4 < 5)  
  {  
    int number1 = 10;  
    if (6 < 7)  
    {  
      int number2 = 20;  
      if (7 < 8)  
      {  
        int number3 = 30;  
      }  
      number1 += number2;  
      number1 += number3;  
    }  
  }  
}
```

**number2
found here**



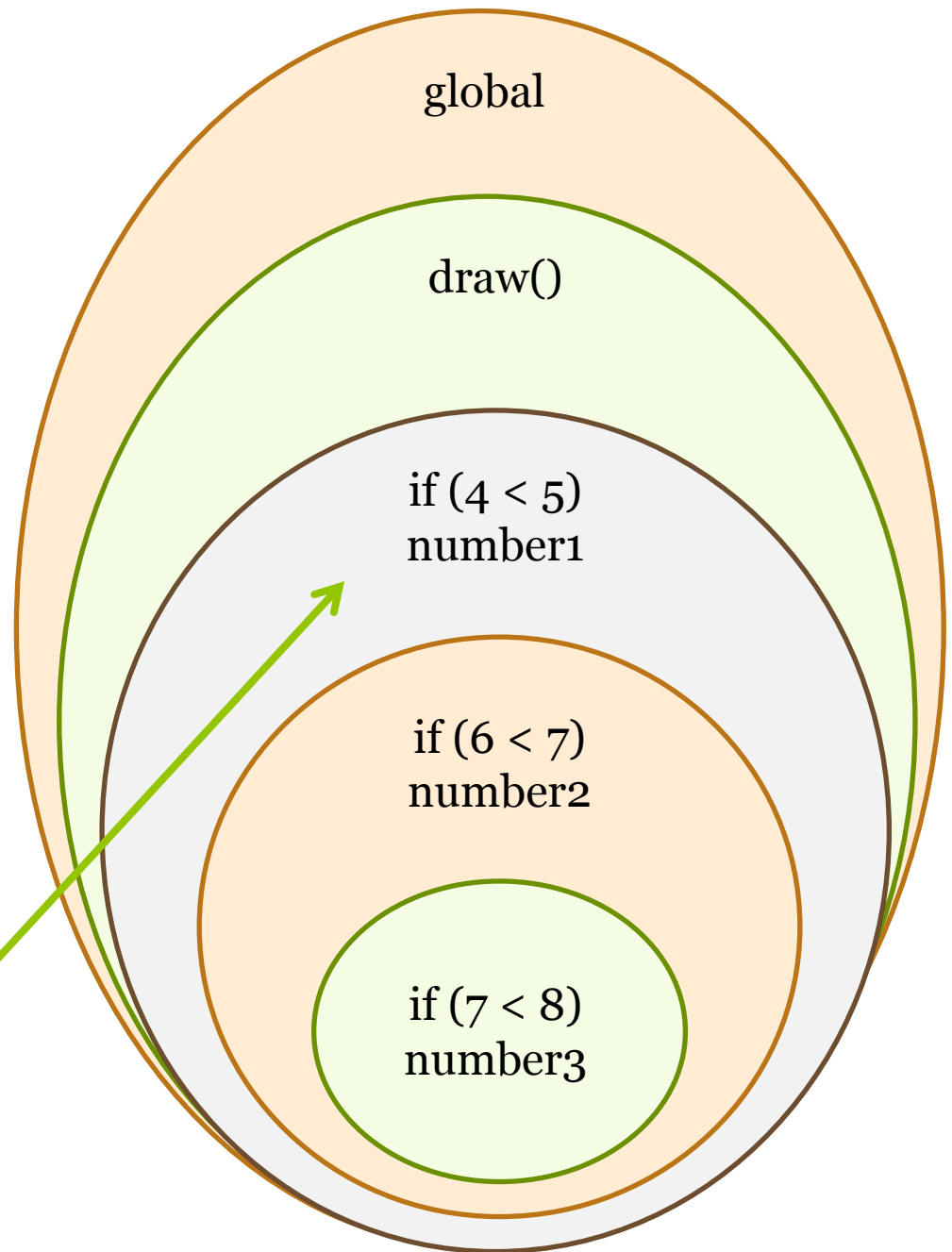
```
void draw()  
{  
  if (4 < 5)  
  {  
    int number1 = 10;  
    if (6 < 7)  
    {  
      int number2 = 20;  
      if (7 < 8)  
      {  
        int number3 = 30;  
      }  
      number1 += number2;  
      number1 += number3;  
    }  
  }  
}
```

**number1 is
not here**



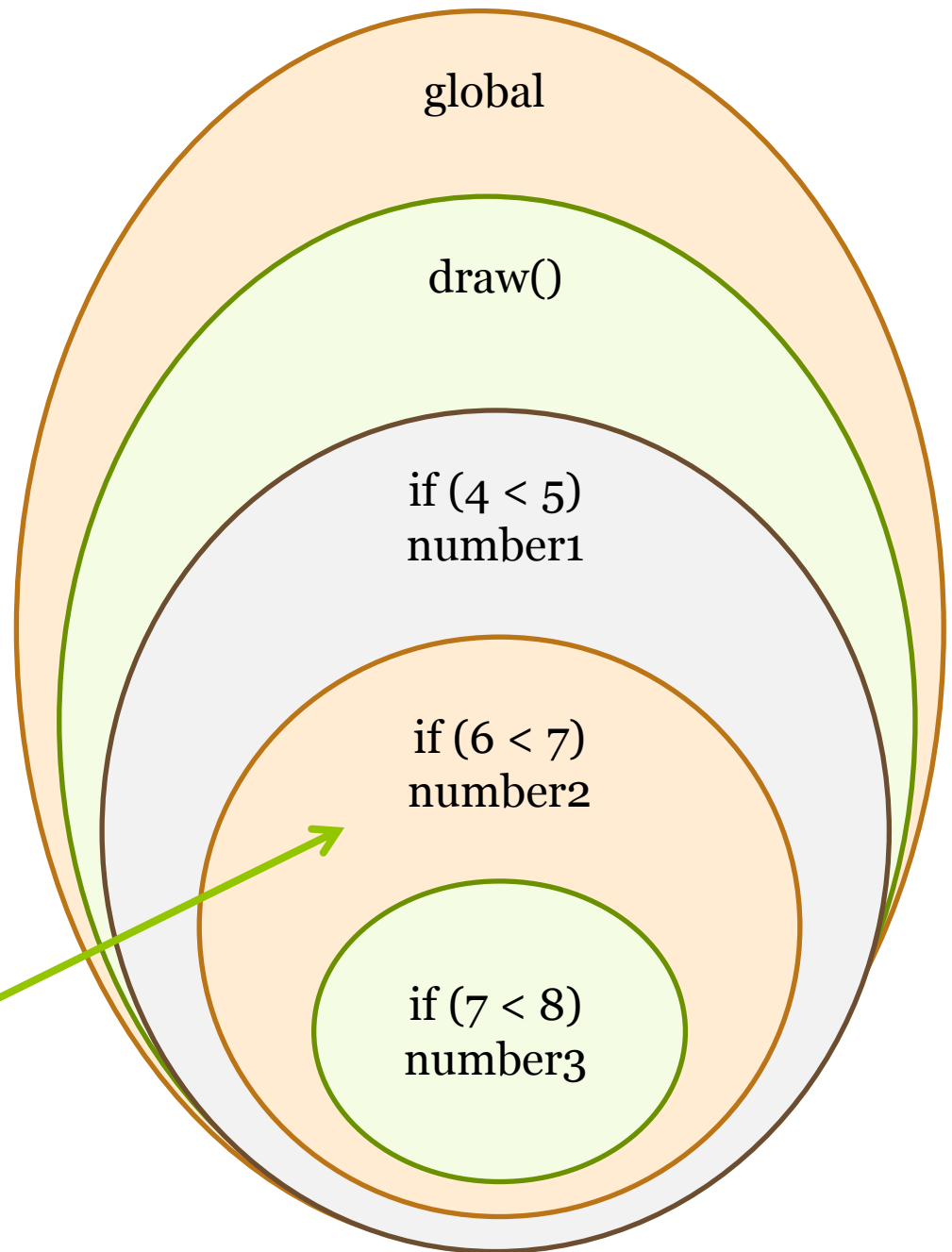
```
void draw()  
{  
  if (4 < 5)  
  {  
    int number1 = 10;  
    if (6 < 7)  
    {  
      int number2 = 20;  
      if (7 < 8)  
      {  
        int number3 = 30;  
      }  
      number1 += number2;  
      number1 += number3;  
    }  
  }  
}
```

number1
found here



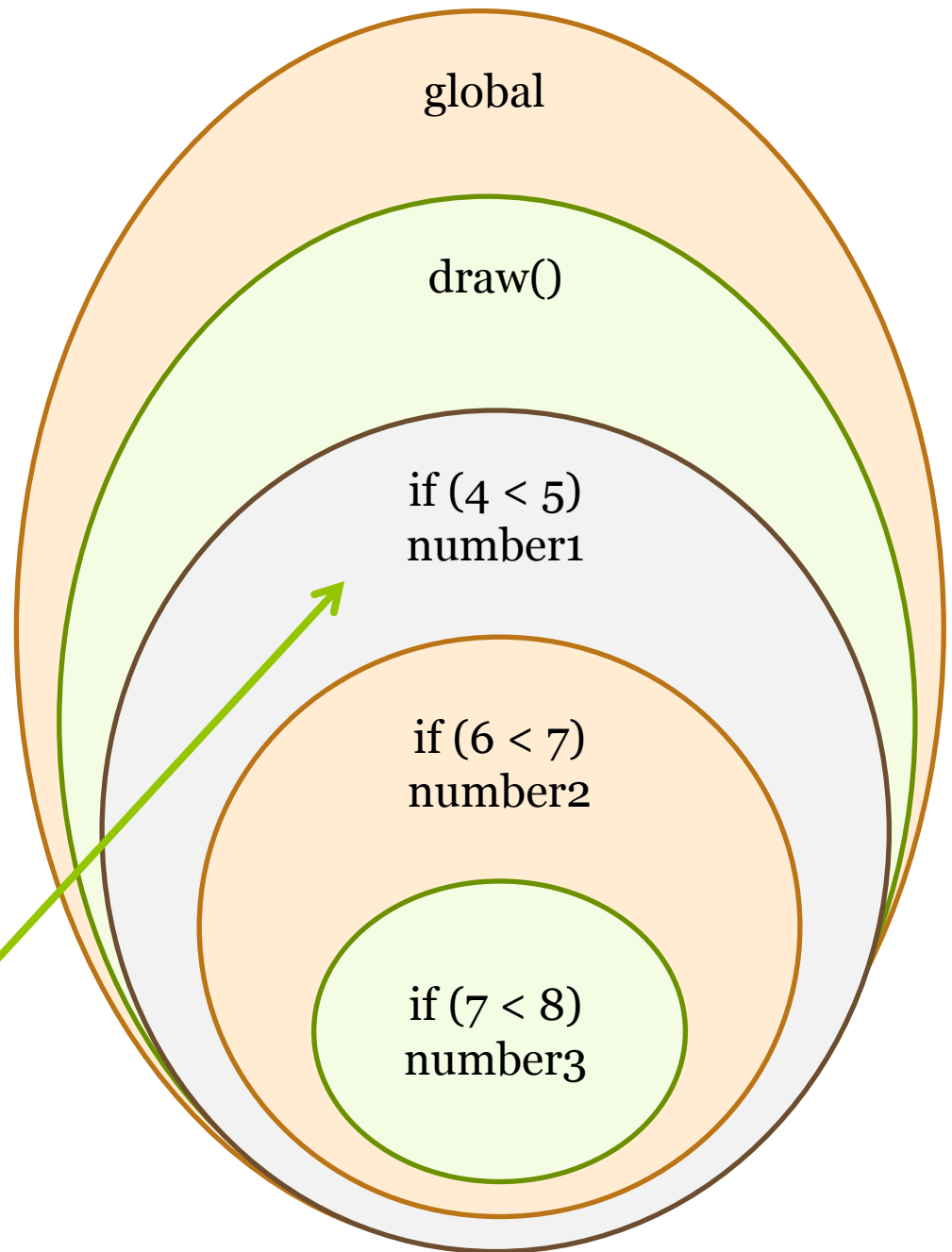

```
void draw()  
{  
  if (4 < 5)  
  {  
    int number1 = 10;  
    if (6 < 7)  
    {  
      int number2 = 20;  
      if (7 < 8)  
      {  
        int number3 = 30;  
      }  
      number1 += number2;  
      number1 += number3;  
    }  
  }  
}
```

**number3 is
not here**



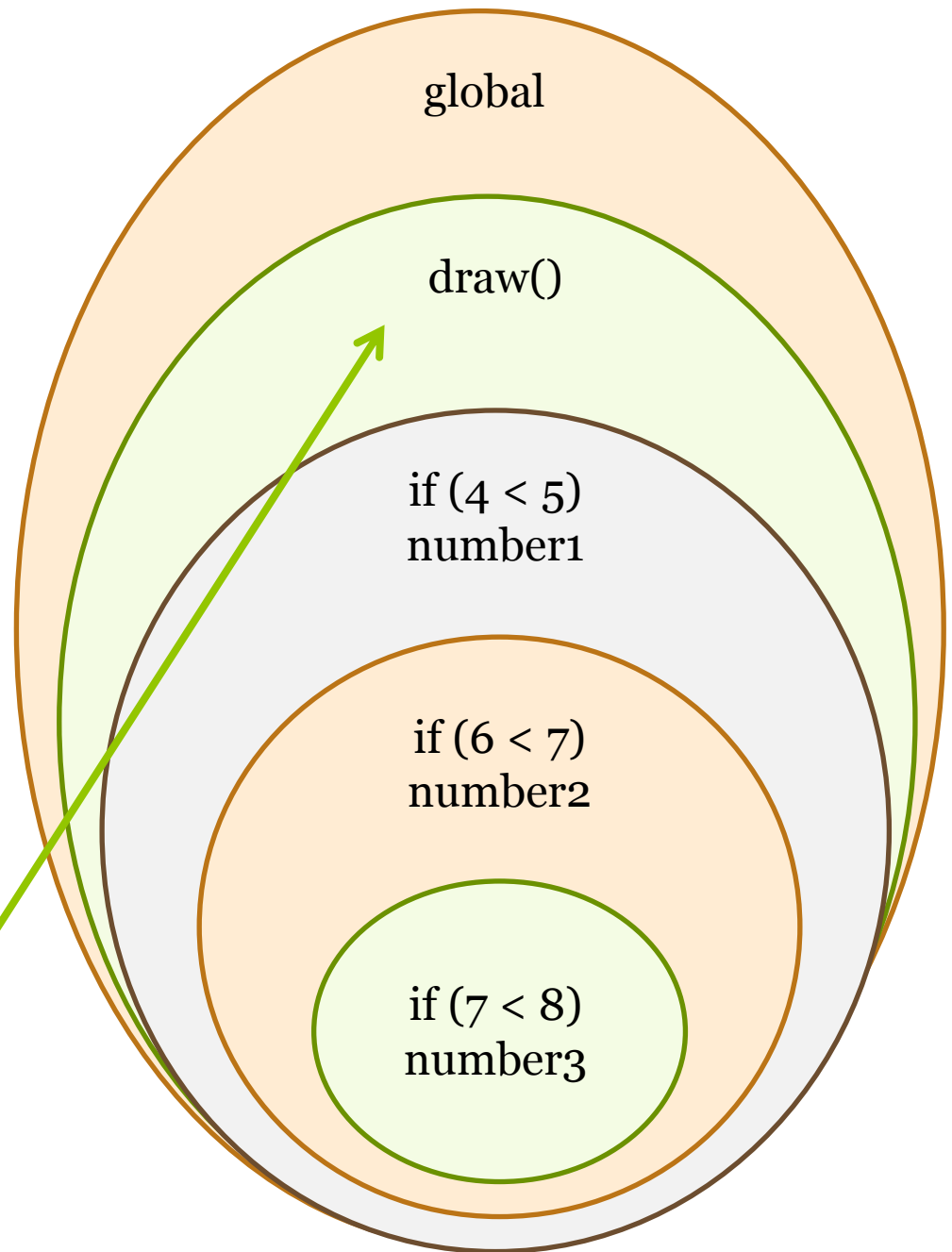
```
void draw()  
{  
  if (4 < 5)  
  {  
    int number1 = 10;  
    if (6 < 7)  
    {  
      int number2 = 20;  
      if (7 < 8)  
      {  
        int number3 = 30;  
      }  
      number1 += number2;  
      number1 += number3;  
    }  
  }  
}
```

**number3 is
not here**



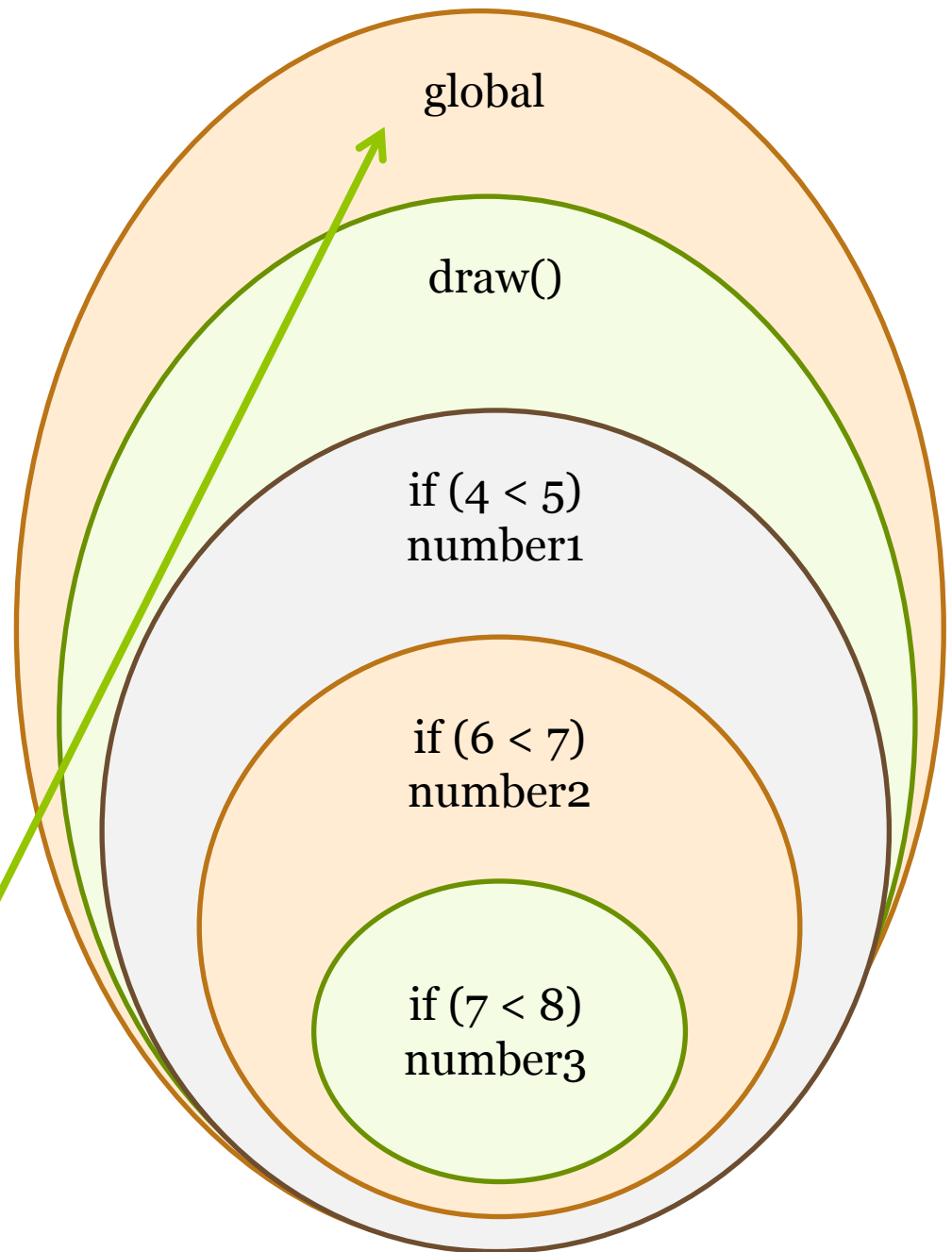
```
void draw()  
{  
  if (4 < 5)  
  {  
    int number1 = 10;  
    if (6 < 7)  
    {  
      int number2 = 20;  
      if (7 < 8)  
      {  
        int number3 = 30;  
      }  
      number1 += number2;  
      number1 += number3;  
    }  
  }  
}
```

**number3 is
not here**



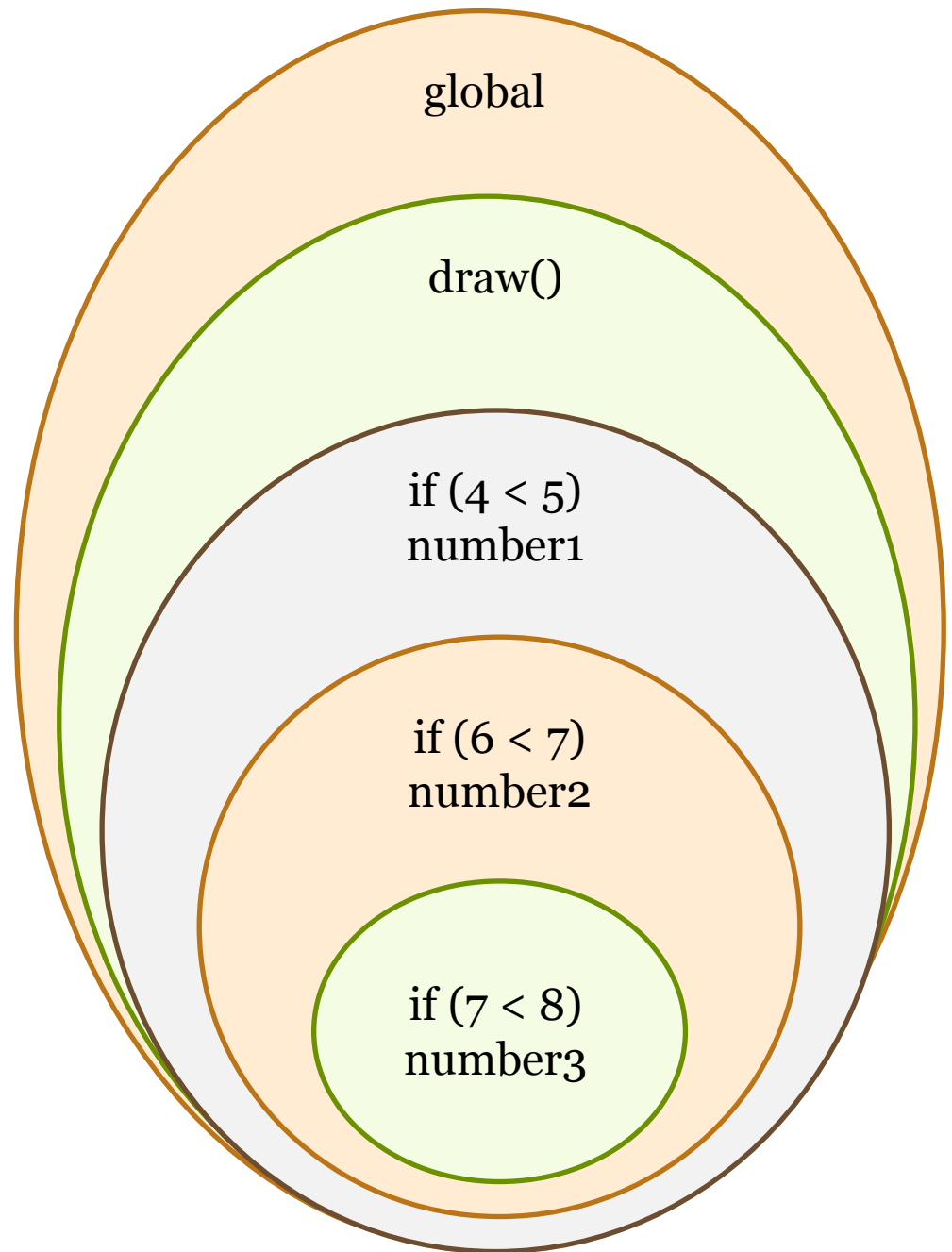
```
void draw()  
{  
  if (4 < 5)  
  {  
    int number1 = 10;  
    if (6 < 7)  
    {  
      int number2 = 20;  
      if (7 < 8)  
      {  
        int number3 = 30;  
      }  
      number1 += number2;  
      number1 += number3;  
    }  
  }  
}
```

**number3 is
not here**

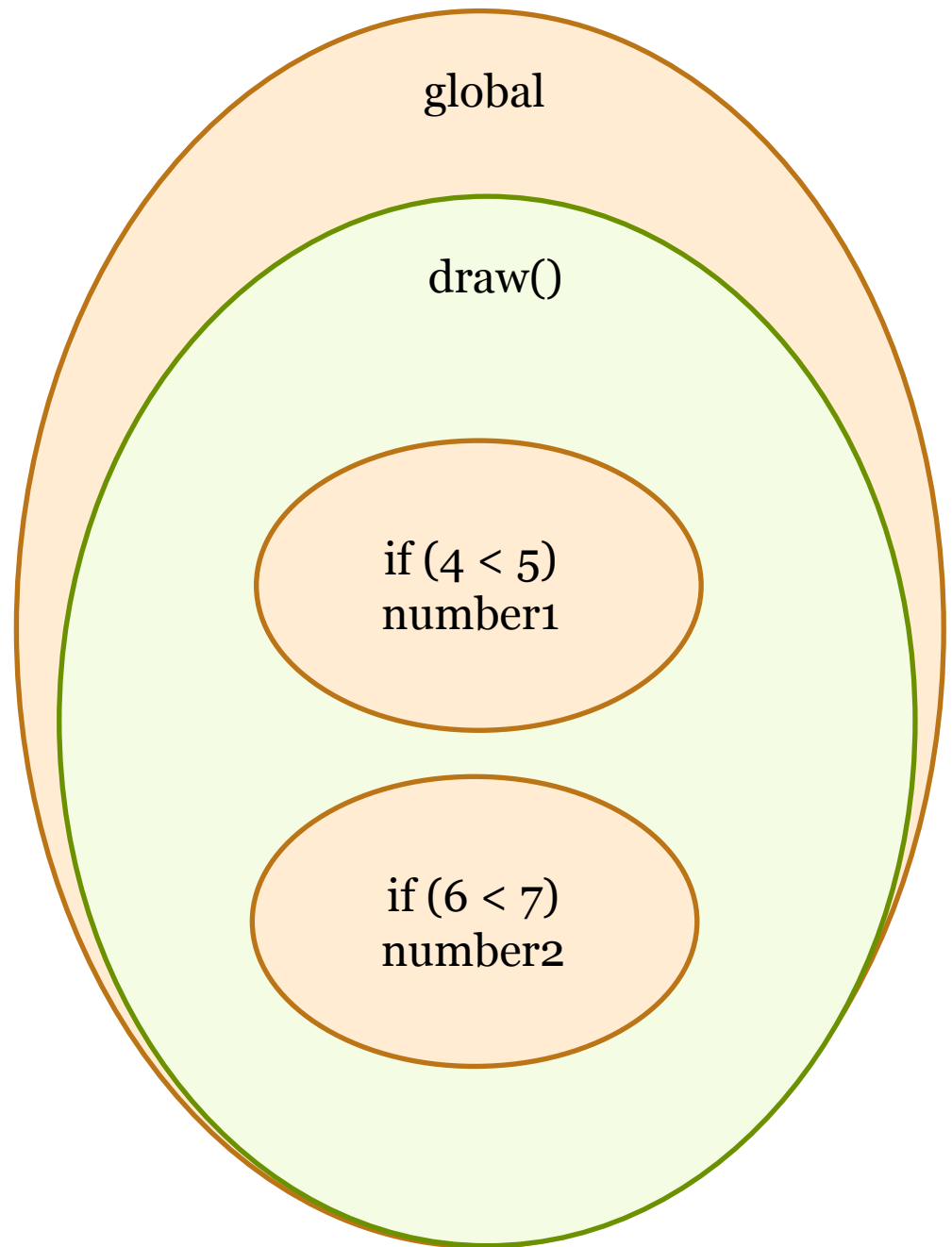


```
void draw()
{
    if (4 < 5)
    {
        int number1 = 10;
        if (6 < 7)
        {
            int number2 = 20;
            if (7 < 8)
            {
                int number3 = 30;
            }
            number1 += number2;
            number1 += number3;
        }
    }
}
```

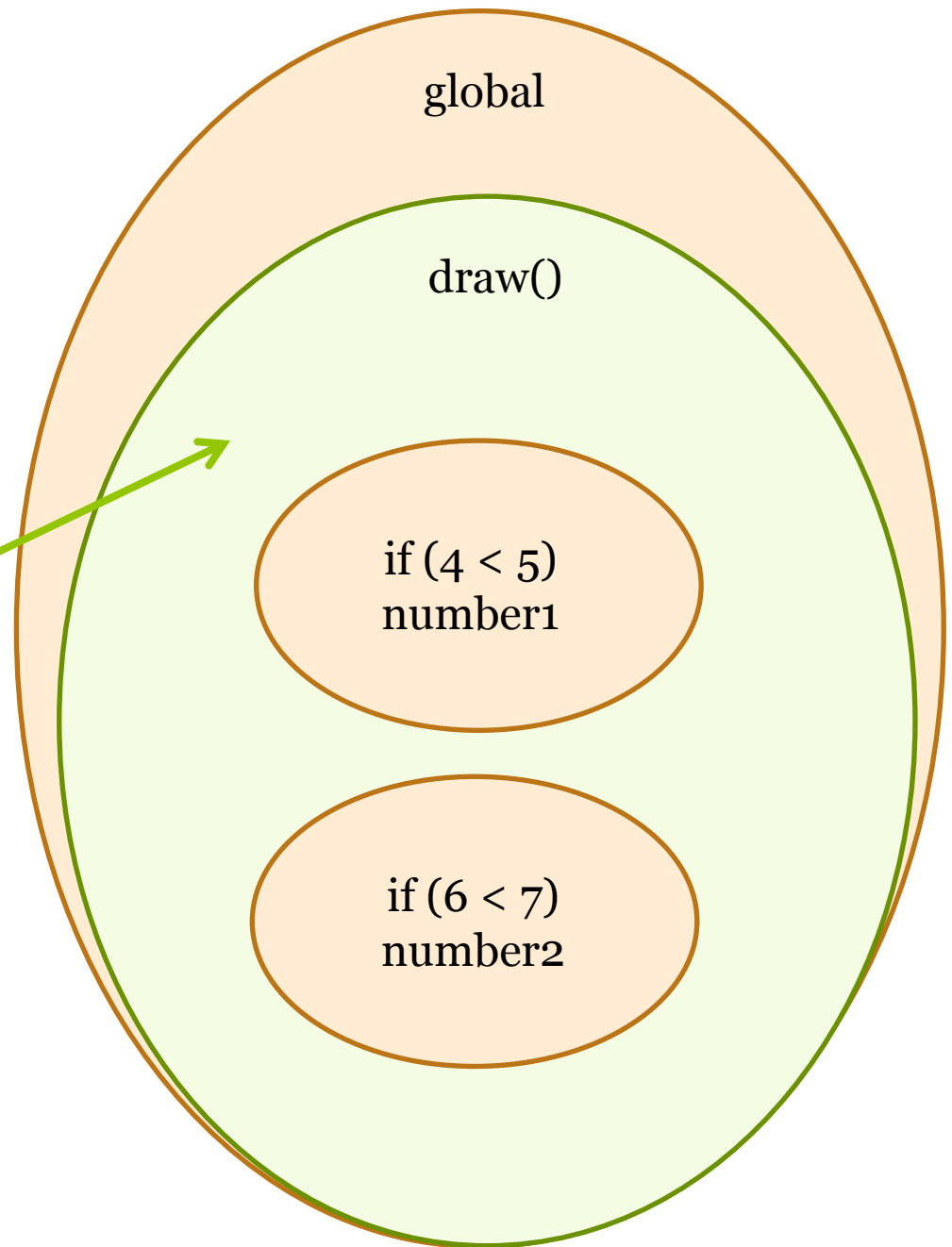
error!



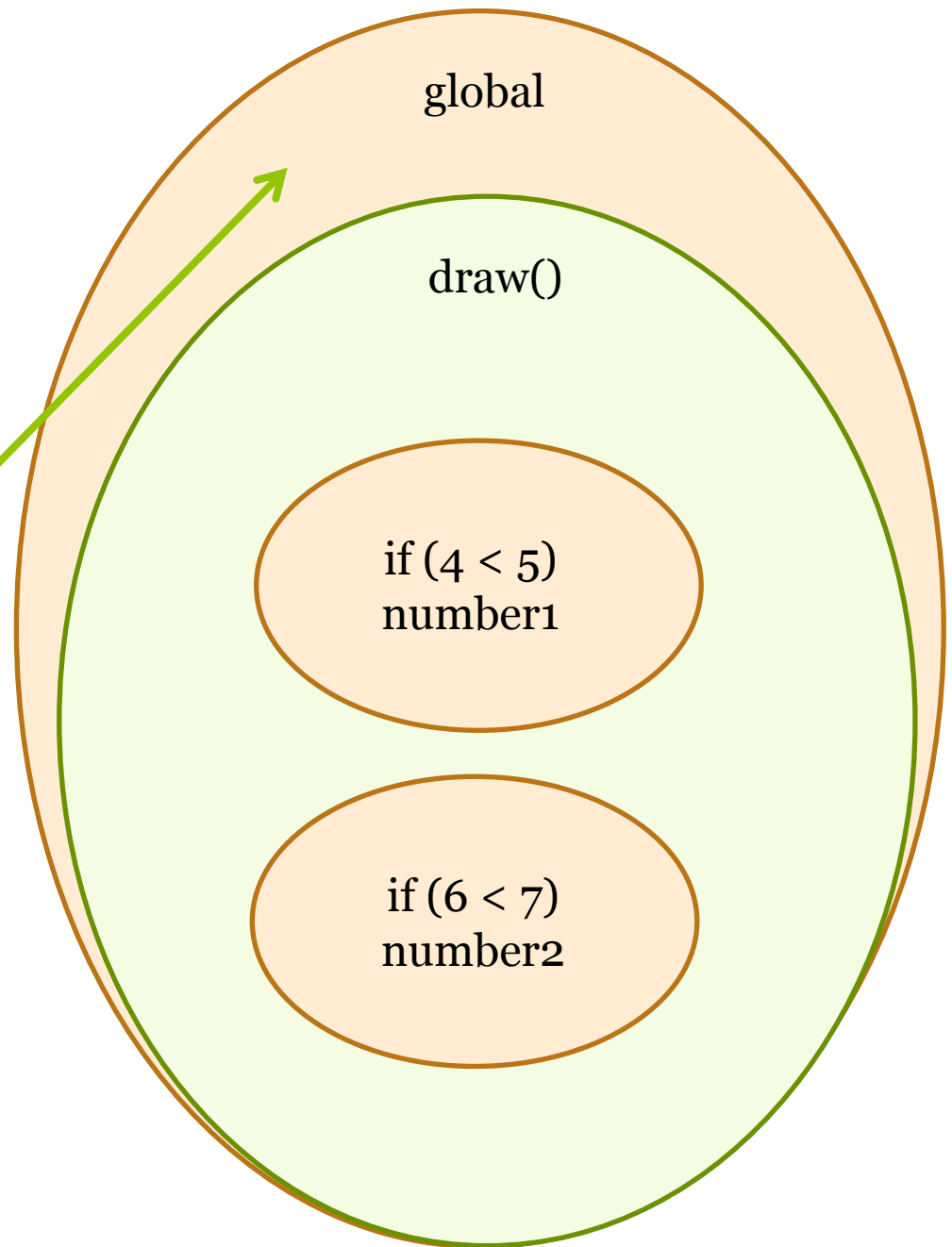
```
void draw()  
{  
    if (4 < 5)  
    {  
        int number1 = 10;  
    }  
    if (6 < 7)  
    {  
        int number2 = 20;  
    }  
    number1 += number2;  
}
```



```
void draw()  
{  
    if (4 < 5)  
    {  
        int number1 = 10;  
    }  
    if (6 < 7)  
    {  
        int number2 = 20;  
    }  
    number1 += number2;  
}
```

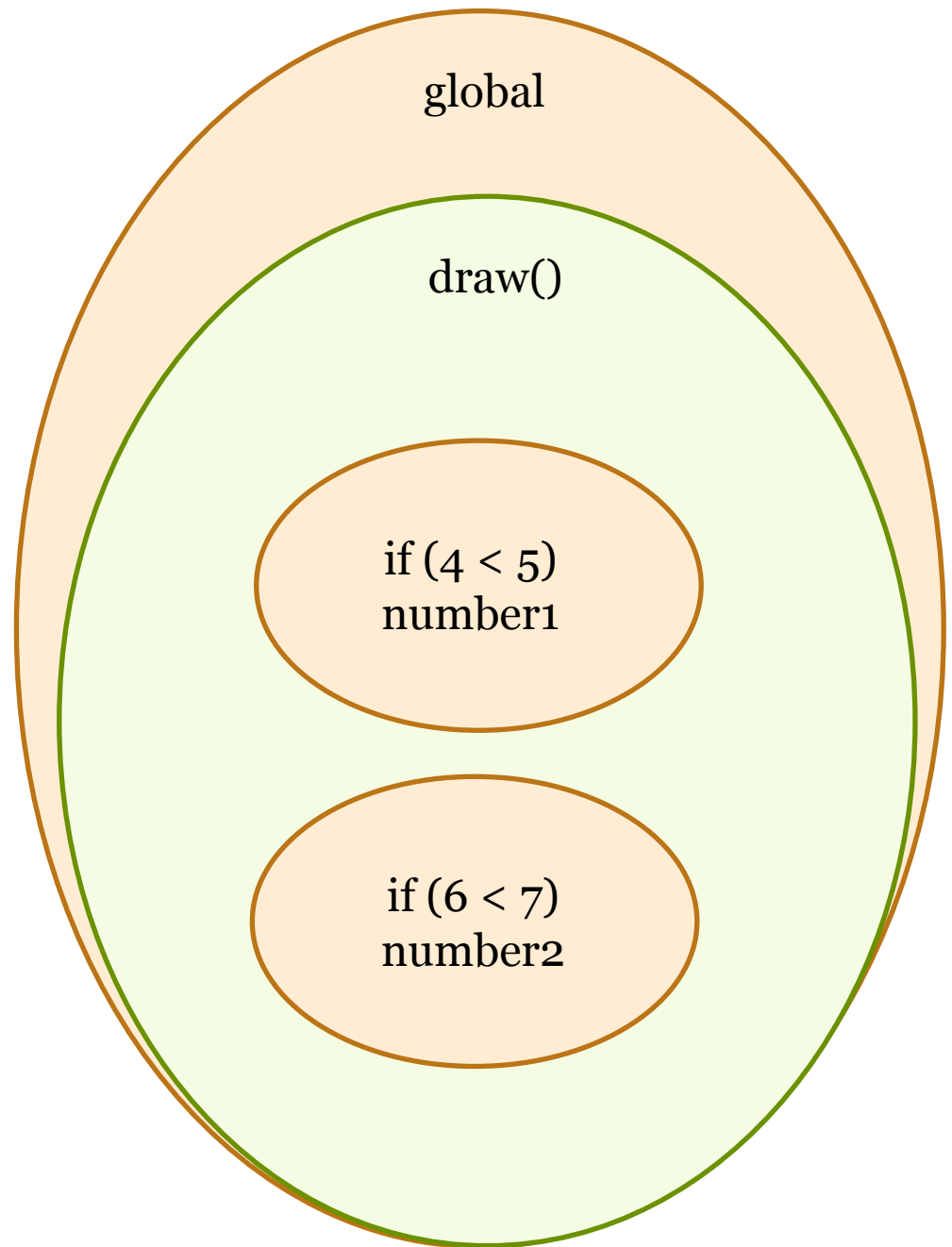


```
void draw()  
{  
  if (4 < 5)  
  {  
    int number1 = 10;  
  }  
  if (6 < 7)  
  {  
    int number2 = 20;  
  }  
  number1 += number2;  
}
```




```
void draw()  
{  
    if (4 < 5)  
    {  
        int number1 = 10;  
    }  
    if (6 < 7)  
    {  
        int number2 = 20;  
    }  
    number1 += number2;  
}
```

error!



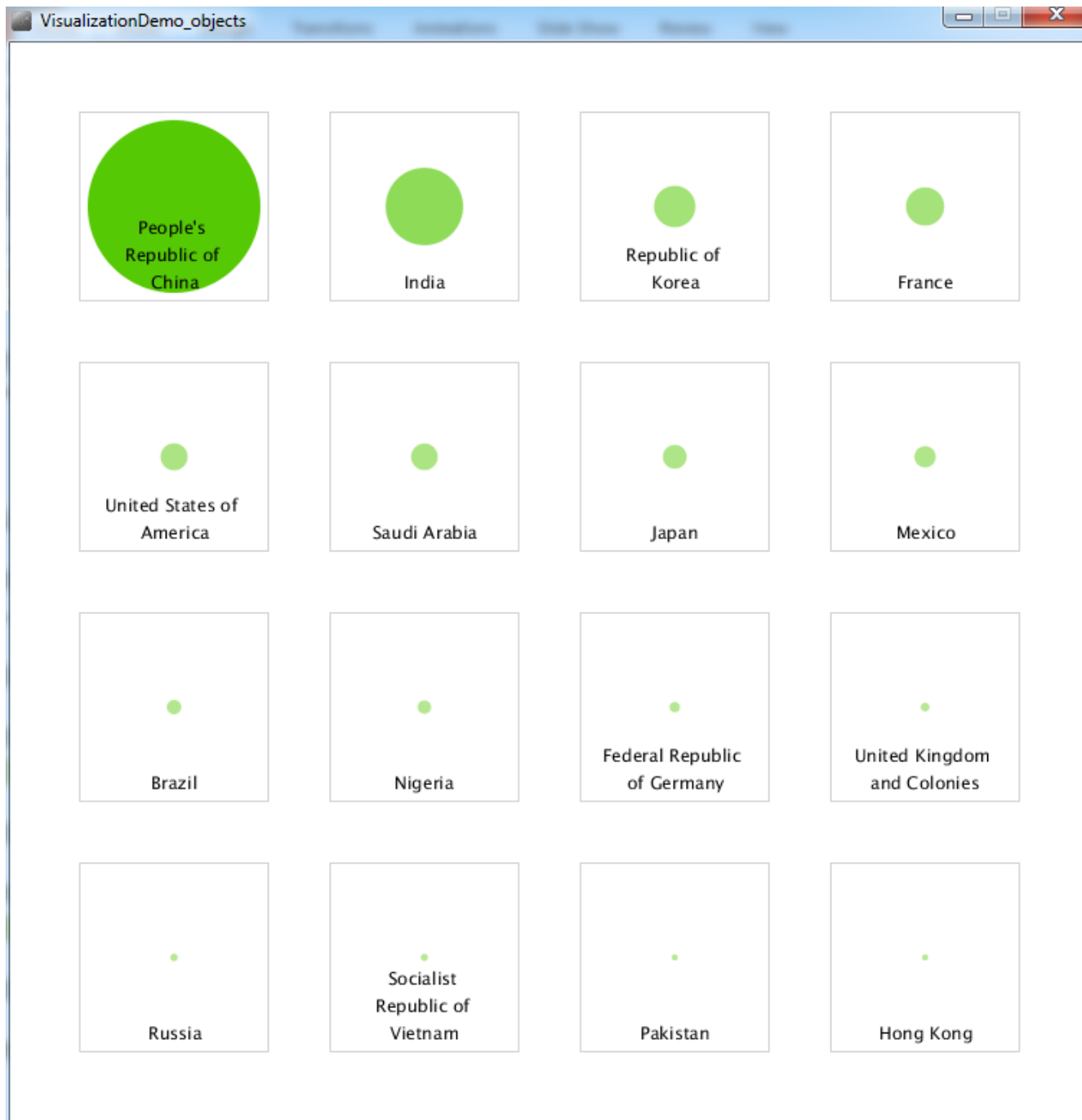
Foreign Student Data Visualization

What countries are international
students in Canada coming
from?

When the program starts:

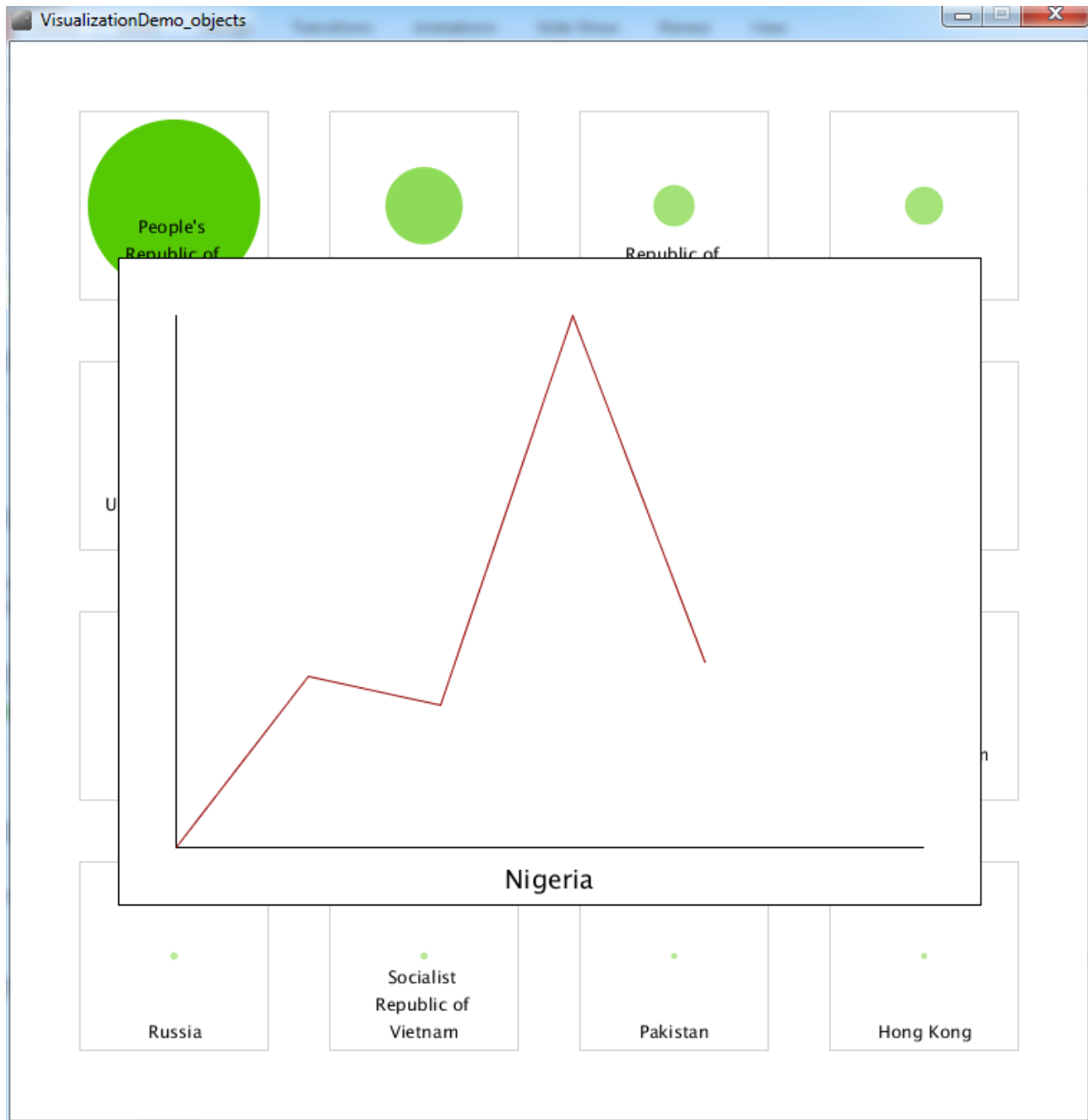
Read in comma separated value file about foreign students, obtained from data.gc.ca.

Display circles whose sizes and colours are proportional to how many students came from each country.



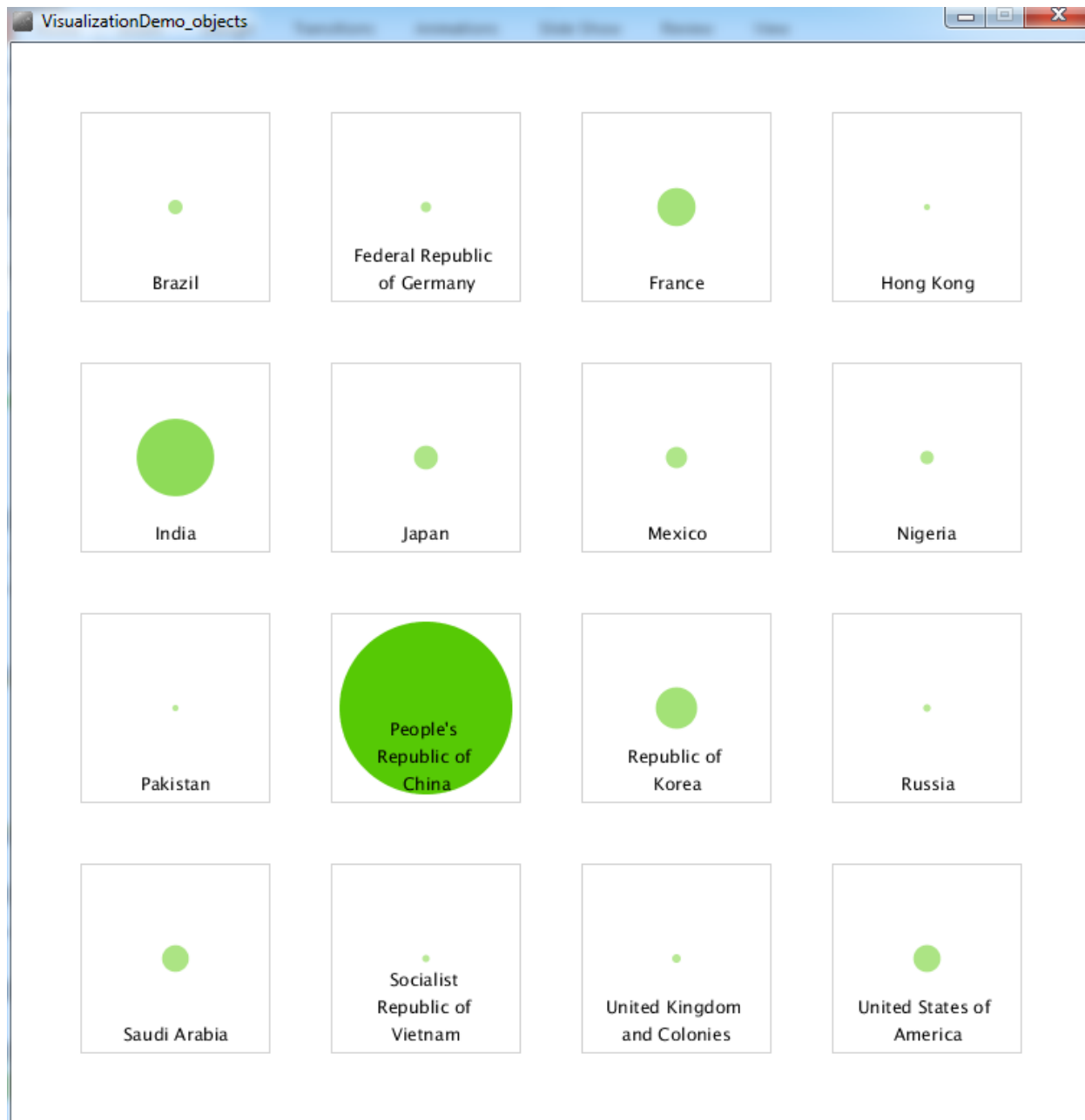
When a circle is clicked:

Display a line graph that shows how many students came in each quarter of 2013.



When the 's' key is pressed:

Toggle the sorting order between alphabetical and the total number of students from the countries.

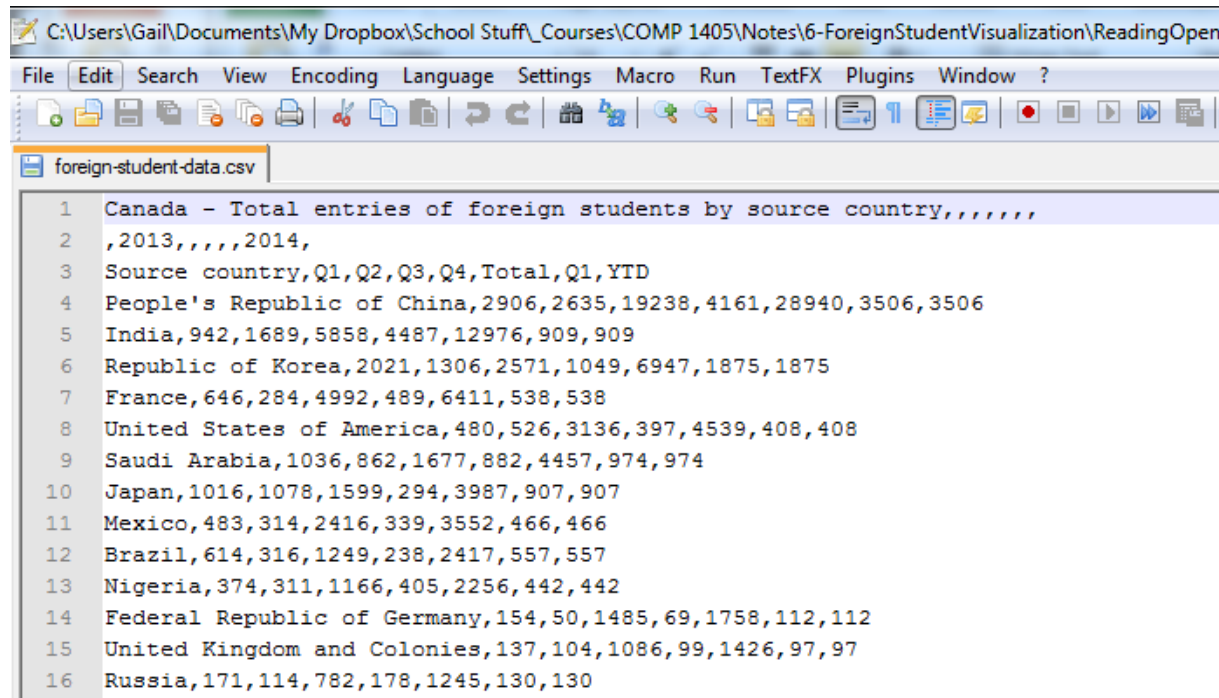


Making a plan:

1. Create arrays to store data from the CSV file.
2. Read the data from the file and store it in the arrays.
3. Display the data flexibly so any number of countries can be shown.
4. Find what country (if any) was clicked on when the mouse is pressed.
5. Display a line graph when a country was clicked.
6. Change the sorting order when the s key is pressed.

Step 1

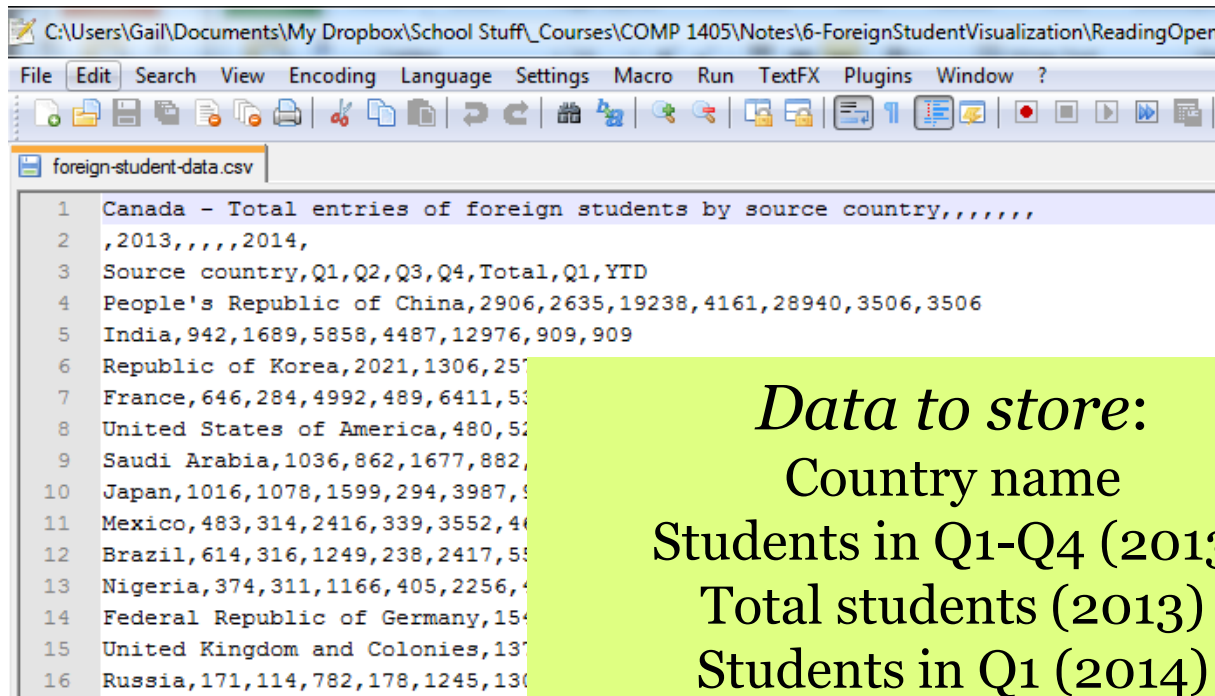
Create arrays to store data from the CSV file.



```
C:\Users\Gail\Documents\My Dropbox\School Stuff_Courses\COMP 1405\Notes\6-ForeignStudentVisualization\ReadingOpenL
File Edit Search View Encoding Language Settings Macro Run TextFX Plugins Window ?
foreign-student-data.csv
1 Canada - Total entries of foreign students by source country,,,,,,
2 ,2013,,,,,2014,
3 Source country,Q1,Q2,Q3,Q4,Total,Q1,YTD
4 People's Republic of China,2906,2635,19238,4161,28940,3506,3506
5 India,942,1689,5858,4487,12976,909,909
6 Republic of Korea,2021,1306,2571,1049,6947,1875,1875
7 France,646,284,4992,489,6411,538,538
8 United States of America,480,526,3136,397,4539,408,408
9 Saudi Arabia,1036,862,1677,882,4457,974,974
10 Japan,1016,1078,1599,294,3987,907,907
11 Mexico,483,314,2416,339,3552,466,466
12 Brazil,614,316,1249,238,2417,557,557
13 Nigeria,374,311,1166,405,2256,442,442
14 Federal Republic of Germany,154,50,1485,69,1758,112,112
15 United Kingdom and Colonies,137,104,1086,99,1426,97,97
16 Russia,171,114,782,178,1245,130,130
```

Step 1

Create arrays to store data from the CSV file.



```
1 Canada - Total entries of foreign students by source country,,,,,,
2 ,2013,,,,,2014,
3 Source country,Q1,Q2,Q3,Q4,Total,Q1,YTD
4 People's Republic of China,2906,2635,19238,4161,28940,3506,3506
5 India,942,1689,5858,4487,12976,909,909
6 Republic of Korea,2021,1306,25
7 France,646,284,4992,489,6411,5
8 United States of America,480,5
9 Saudi Arabia,1036,862,1677,882,
10 Japan,1016,1078,1599,294,3987,
11 Mexico,483,314,2416,339,3552,4
12 Brazil,614,316,1249,238,2417,5
13 Nigeria,374,311,1166,405,2256,
14 Federal Republic of Germany,15
15 United Kingdom and Colonies,13
16 Russia,171,114,782,178,1245,13
```

Data to store:

Country name

Students in Q1-Q4 (2013)

Total students (2013)

Students in Q1 (2014)

Total students YTD (2014)

Step 2

Read the data from the file and store it in the arrays.

Arrays

10	20	30	40	50	60	70	80	90	100
0	1	2	3	4	5	6	7	8	9

```
int[] arrayOfInts = new int[10];
```

Arrays

10	20	30	40	50	60	70	80	90	100
0	1	2	3	4	5	6	7	8	9

index 0: the 0th
slot in the
array

Arrays

10	20	30	40	50	60	70	80	90	100
0	1	2	3	4	5	6	7	8	9

integer 10: the
0th value in the
array

Arrays

10	20	30	40	50	60	70	80	90	100
0	1	2	3	4	5	6	7	8	9

`arrayOfInts[0]`

Parallel Arrays



How do we track
positions for an
arbitrary number
of balls?

Parallel Arrays

ellipseX

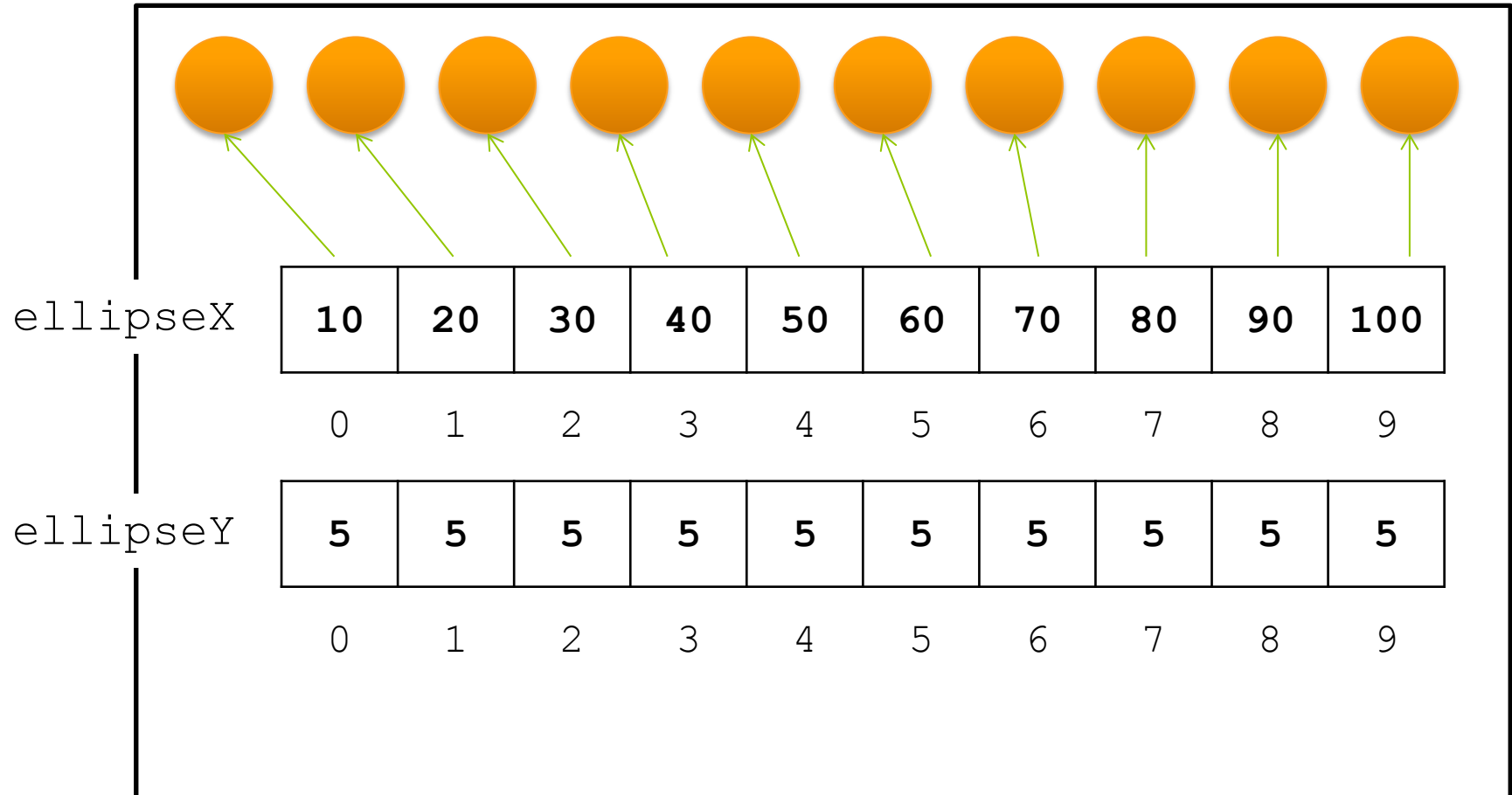
10	20	30	40	50	60	70	80	90	100
0	1	2	3	4	5	6	7	8	9

ellipseY

5	5	5	5	5	5	5	5	5	5
0	1	2	3	4	5	6	7	8	9

```
int[] ellipseX = new int[10];  
int[] ellipseY = new int[10];
```

Parallel Arrays



Step 2

Read the data from the file and store it in the arrays.

Data in file is
stored as text

Strings

```
char letterGrade = 'A';  
String magicWord = "abacadabra";
```

A character (`char`) is a single letter or symbol.

A `String` is a data type that holds a 'string' of characters.

Strings

```
char letterGrade = 'A';  
String magicWord = "abacadabra";
```

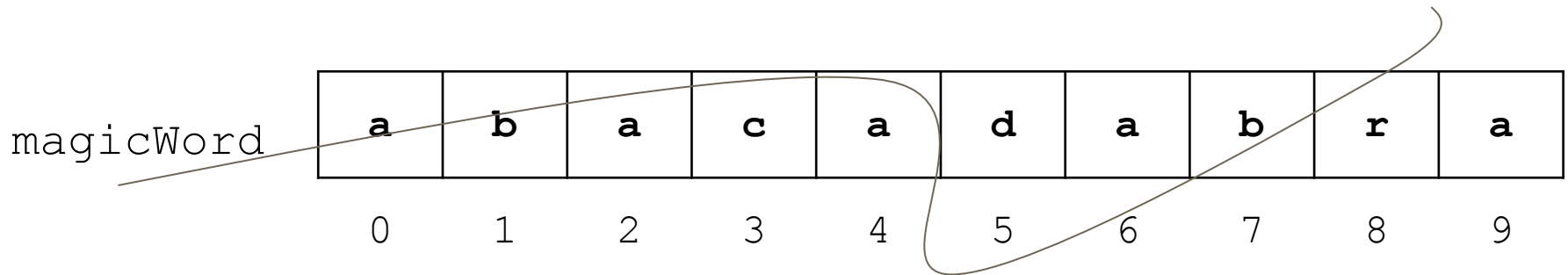
A String is an array of `char` types behind the scenes.

magicWord	a	b	a	c	a	d	a	b	r	a
	0	1	2	3	4	5	6	7	8	9

Strings

```
char letterGrade = 'A';  
String magicWord = "abacadabra";
```

But this fact is abstracted away – we can forget about the details when using String.



Strings

```
String magicWord = "abacadabra";  
String otherMagicWord = "abacadabra";  
  
// this expression is NOT true  
if (magicWord == otherMagicWord)  
{  
}
```

The usual equality operator does not work the way you expect for Strings.

Strings

```
String magicWord = "abacadabra";  
String otherMagicWord = "abacadabra";  
  
// this expression IS true  
if (magicWord == magicWord)  
{  
}
```

The usual equality operator does not work the way you expect for Strings.

Strings

```
String magicWord = "abacadabra";  
String otherMagicWord = "abacadabra";  
  
// this expression IS true  
if (magicWord.equals(otherMagicWord) )  
{  
}
```

Use `aString.equals(otherString)`
instead.

Strings

```
String magicWord = "abacadabra";  
String otherMagicWord = "kazam";  
  
println(magicWord + otherMagicWord);
```

Concatenate Strings with the + operator.

Prints: abacadabrakazam

Strings

```
String[] lines = loadStrings(filename);
```

Loads the file line by line, storing each line as a String in the lines array.

Strings

```
String[] splitLine = lines[lineIndex].split(",");
```

Breaks a `String` apart into pieces that are separated by the `String` provided as an argument (a comma in this case).

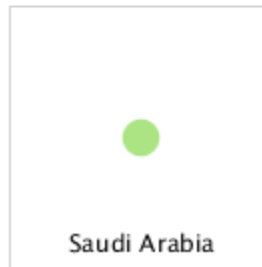
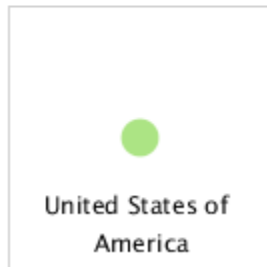
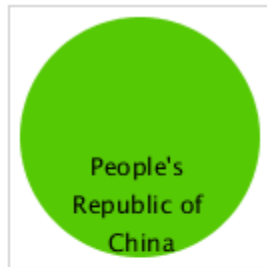
Strings

```
Integer.parseInt(splitLine[1]);
```

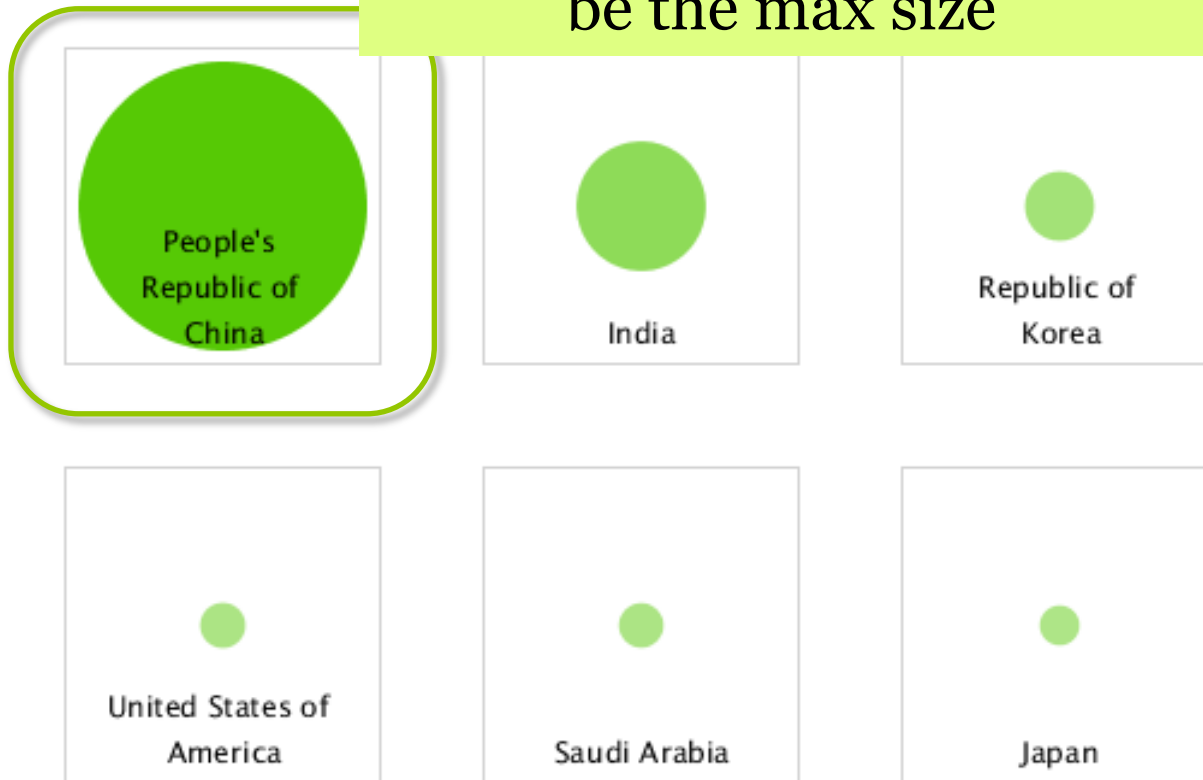
Turns a `String` into the integer value it represents. If the `String` is not a valid integer, you will get an error.

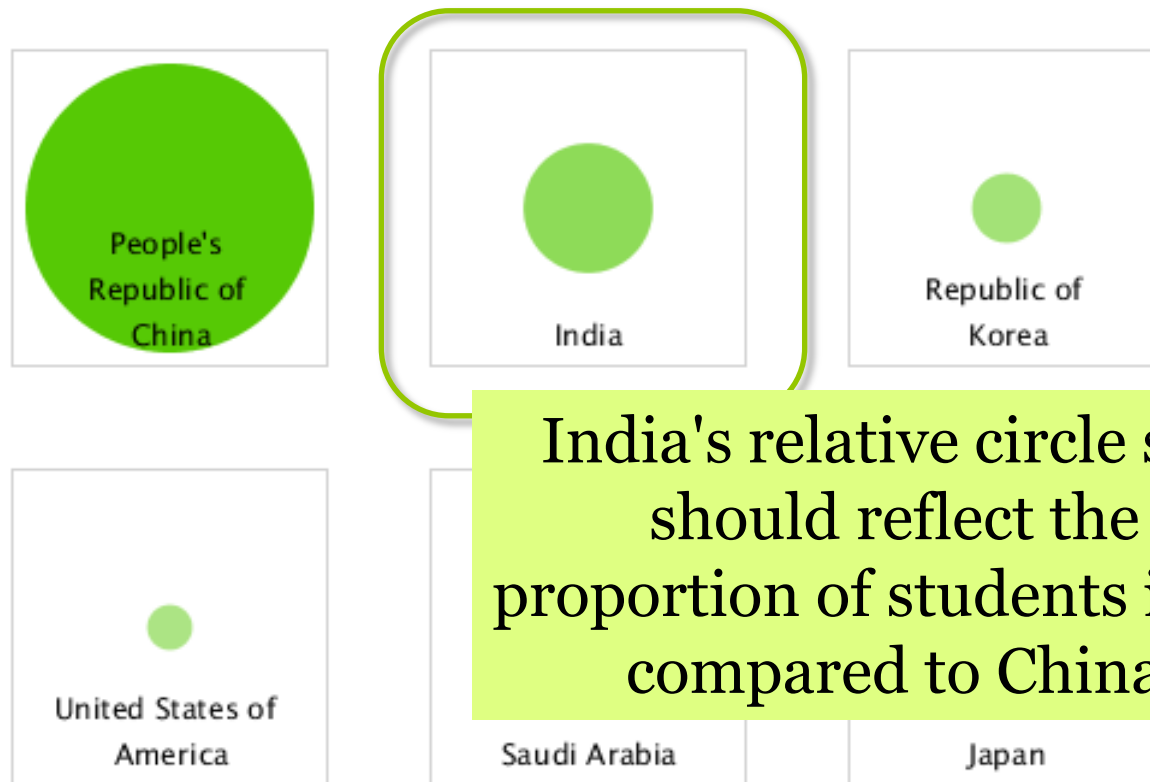
Step 3

Display the data flexibly so any number of countries can be shown.

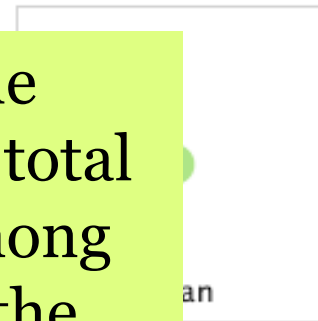
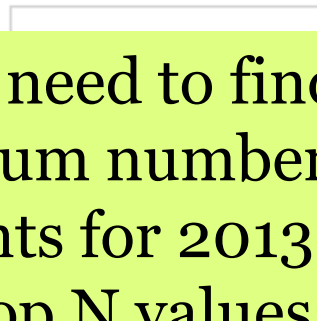
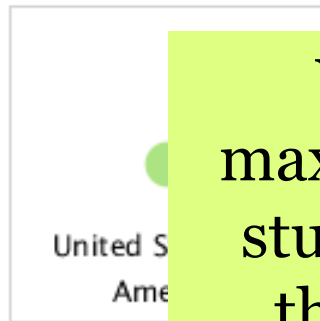
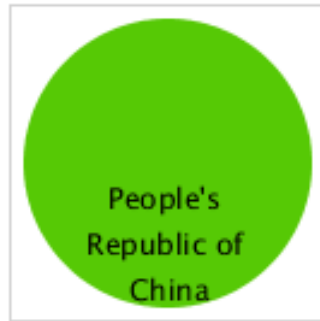


China has the most students, so its circle should be the max size





India's relative circle size should reflect the proportion of students it has compared to China



We need to find the maximum number of total students for 2013 among the top N values in the array...

Algorithms

A series of steps
to solve a problem
in a general way

Find the Maximum Algorithm

input: an array of unsorted data to search

output: index of the maximum value

set maxValue to -1

set currentIndex to 0

while (currentIndex < size of array):

 if (value at currentIndex > maxValue):

 set maxValue to value at currentIndex

 increase currentIndex by 1

return maxValue

Find the Maximum Algorithm


5	3	1	2	9	8	7	3	9
0	1	2	3	4	5	6	7	8

start with -1 as maximum

currentIndex: 0
maxValue: -1

Find the Maximum Algorithm

5	3	1	2	9	8	7	3	9
0	1	2	3	4	5	6	7	8



currentIndex: 0
maxValue: -1

Find the Maximum Algorithm

5	3	1	2	9	8	7	3	9
0	1	2	3	4	5	6	7	8



found a new maximum!

currentIndex: 0
maxValue: -1

Find the Maximum Algorithm

5	3	1	2	9	8	7	3	9
0	1	2	3	4	5	6	7	8




found a new maximum!

currentIndex: 0
maxValue: 5

Find the Maximum Algorithm


5	3	1	2	9	8	7	3	9
0	1	2	3	4	5	6	7	8



currentIndex: 1
maxValue: 5

Find the Maximum Algorithm


5	3	1	2	9	8	7	3	9
0	1	2	3	4	5	6	7	8



currentIndex: 2
maxValue: 5

Find the Maximum Algorithm

5	3	1	2	9	8	7	3	9
0	1	2	3	4	5	6	7	8



currentIndex: 3
maxValue: 5

Find the Maximum Algorithm

5	3	1	2	9	8	7	3	9
0	1	2	3	4	5	6	7	8

found a new maximum!



currentIndex: 4
maxValue: 5

Find the Maximum Algorithm

5	3	1	2	9	8	7	3	9
0	1	2	3	4	5	6	7	8


found a new maximum!



currentIndex: 4
maxValue: 9

Find the Maximum Algorithm


5	3	1	2	9	8	7	3	9
0	1	2	3	4	5	6	7	8



currentIndex: 5
maxValue: 9

Find the Maximum Algorithm


5	3	1	2	9	8	7	3	9
0	1	2	3	4	5	6	7	8



currentIndex: 6
maxValue: 9

Find the Maximum Algorithm


5	3	1	2	9	8	7	3	9
0	1	2	3	4	5	6	7	8



currentIndex: 7
maxValue: 9

Find the Maximum Algorithm

5	3	1	2	9	8	7	3	9
0	1	2	3	4	5	6	7	8



currentIndex: 8
maxValue: 9

Find the Maximum Algorithm

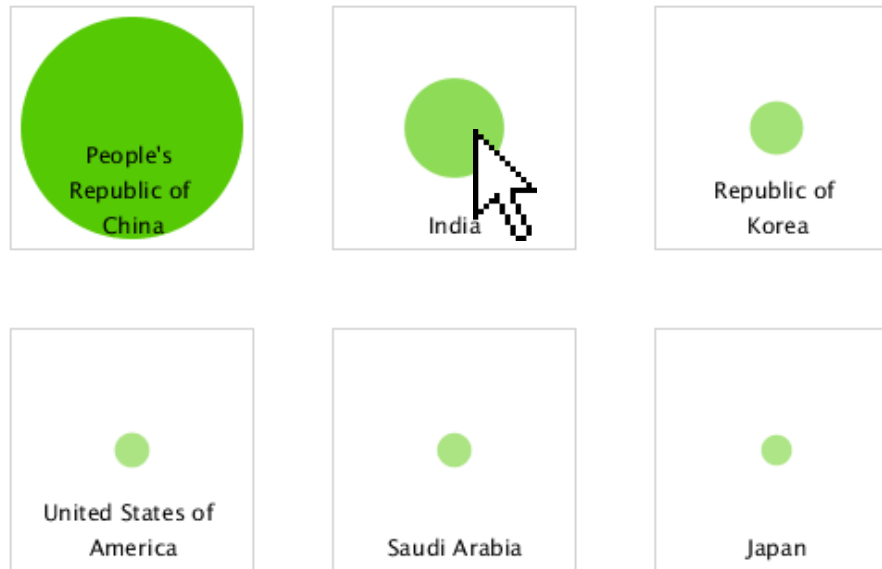
5	3	1	2	9	8	7	3	9
0	1	2	3	4	5	6	7	8

Finished: output is 9

currentIndex: 8
maxValue: 9

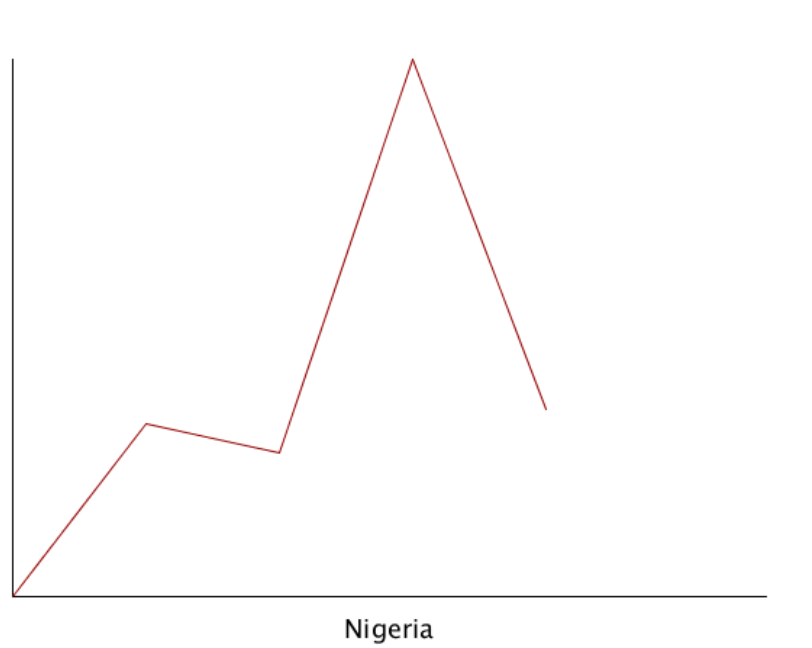
Step 4

Find what country (if any) was clicked on when the mouse is pressed.



Step 5

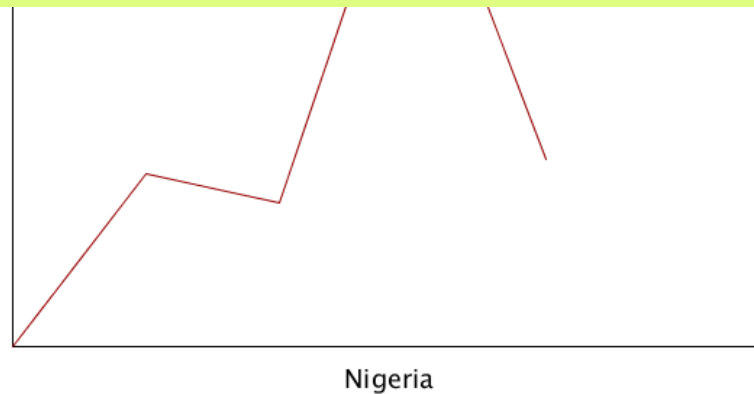
Display a line graph when a country was clicked.



Step 5

Display a line graph when a country was clicked.

What can we loop over to draw each segment of the graph?



Step 5

Display a line graph when a country was clicked.

What can we loop over to draw each segment of the graph?

Can't do it with parallel arrays...

