Period 5 - TD Föreläsning 2 av 3

Jonas Petersson

Ursprungligen av: Jeanette Eriksson

Exceptions
Throw
Try – catch
Struct
XACT

Exceptions - try & catch

```
try{
catch (ExceptionA ex) {
catch (ExceptionB ex) {
catch(ExceptionC ex) {
finally{
     //dispose
```



Exceptions - try & catch EX (1)

```
class Test
     static int Calc (int x)
          return 10 / x;
     static void Main()
          int y = Calc(0);
          Console.WriteLine(y);
```



Exceptions - try & catch EX (2)

```
class Test
       static int Calc (int x)
              return 10 / x;
       static void Main()
              try
                     int y = Calc(0);
                     Console.WriteLine(y);
              catch(DivideByZeroException ex)
                     Console.WriteLine(ex.Message);
                     Console.WriteLine("x cannot be zero");
```



Exceptions – Vilka fel kan uppstå?

Klicka med muspekaren på den klass/metod du vill ha information och tryck F1.

DÅ kommer du till onlinedokumentation en.

```
TowerDefense - Microsoft Visual Studio
File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help
 🛅 🔻 🔠 🕝 🛃 🗿 🐰 🛅 🖺 🌖 🔻 🖰 💆 🔻 🖺 🕨 Windows Phone 7 Emulator 🔻
                                                                                                                        🔻 🔯 🚰 诵 濌 🎌 🗒
                                                                                         ▼ M throw
 LevelPlatformer.cs × Error List
                             Toolbox
                                        Solution Explorer
                                                                   SplineEditor.cs*
                                                                                   FileBrowser.cs*
                                                                                                   Game1.cs
                                                                                                              Find and Replace
 ## Platformer.Level
                                                                     ▼ LoadTiles(Stream fileStream)
                  /// file is well-formed with a player start point, exit, etc.
    115
    116
                  /// </summary>
                  /// <param name="fileStream">
    117
    118
                  /// A stream containing the tile data.
    119
    120 🖨
                  private void LoadTiles(Stream fileStream)
    121
                       // Load the level and ensure all of the lines are the same length.
    122
    123
                       int width;
    124
                      List<string> lines = new List<string>();
    125
                       using (StreamReader reader = new StreamReader(fileStream))
    126
    127
                          string line = reader.ReadLine();
string StreamReader.ReadLine()
Reads a line of characters from the current stream and returns the data as a string.
Exceptions:
 System.OutOfMemoryException
                                                               ormat("The length of line {0} is different from all preceeding lines.", lin
  System.IO.IOException
    136
    137
    132
                       // Allocate the tile grid
                                                                                                          Col 37
Passed the end of the document
                                                                                             Ln 129
                                                                                                                       Ch 37
```

MALMÖ HÖGSKOLA

Exceptions - throw

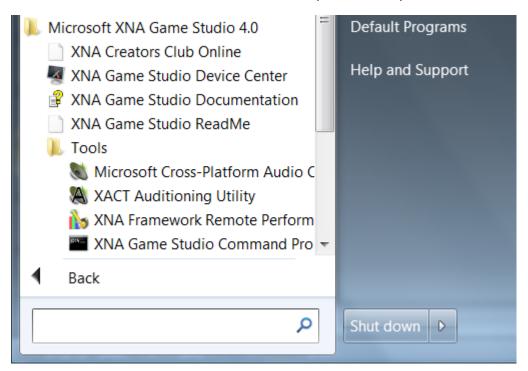
Felhantering throw

```
if (något oönskat händer)
 throw new System. Exception();
 Exempel
 // Load the level and ensure all of the lines are the same
 length.
 int width;
 List<string> lines = new List<string>();
 StreamReader reader = new StreamReader("filename");
 string line = reader.ReadLine();
 width = line.Length;
 while (line != null) {
     lines.Add(line);
     if (line.Length != width)
        throw new Exception (String. Format ("The length of line {0})
         is different from all preceeding lines.", lines.Count));
     line = reader.ReadLine();
TEKNIK OCH SAMHÄLLE - DATAVETENSKAP
```

MALMÖ HÖGSKOLA

Ljud (1)

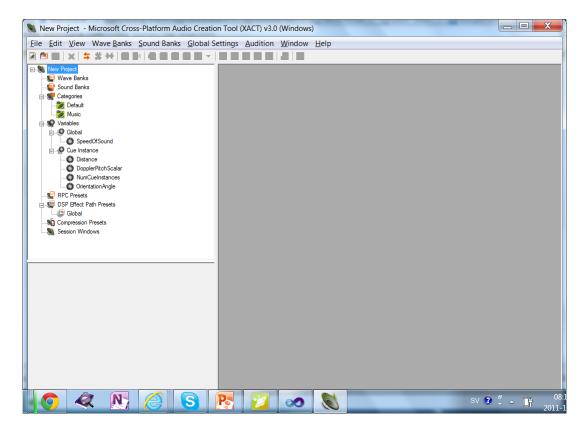
Audio Creation Tool (XACT)



• Ljud kan hanteras lite annorlunda än exempelvis bilder.

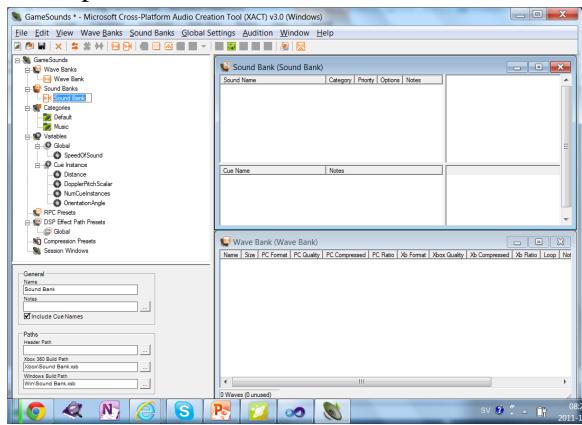
Ljud (2)

- Lägg till wav-fil i "Content"-mappen.
- Skapa gärna en egen mapp för ljud
- Sätt igång XACT



Ljud(3)

- Skapa projekt spara i mappen du just skapade
- Skapa Wave bank
- Skapa Sound



Ljud(5)

- Cue –används för att nå audio och sound effects
- En *Cue* innehåller en eller flera *sounds*
- Ett Sound innehåller en eller flera wave banks
- Lägg till en wav-fil till Wave Banks
- Dra filen till Sound Bank Cue name
- Spara
- Klart att använda!

Ljud (6)

- •#region Declaration
- •AudioEngine audioEngine;
- •WaveBank waveBank;
- •SoundBank soundBank;
- •Cue trackCue;
- •#endregion
- •#region LoadContent
- •audioEngine=new AudioEngine("pathToFile.xgs");
- •waveBank=new WaveBank("pathToFile.xwb");
- •soundBank=new SoundBank ("pathToFile.xsb");
- #endregion

Ljud (7)

- •#region LoadContent
- •//spelar musiken
- •trackCue=soundBank.GetCue("nameOfTrack");
- •trackCue.Play(); // Pause, Stop
- •//Spelar kortare ljud som inte behöver pausas el.dyl
- •soundBank.PlayCue("nameOfSound");
- •#endregion
- •#region Update
- •audioEngine.Update();
- #endregion

Ljud (8)

- Song song = Content.Load<Song>("song_title");
 MediaPlayer.Play(song);
- song.Artist, song.Duration....
- MediaPlayer.Pause()
- MediaPlayer.Stop()
- MediaPlayer.Resume();
- MediaPlayer.IsMuted
- MediaPlayer.IsRepeating



const, readonly

```
const int x = 0;
     public const double gravitationalConstant = 6.673e-11;
     private const string productName = "Visual C#";
     public const int myConst = 10;
//readonly
class Age
             readonly int year_;
             Age(int year)
                          year_ = year;
             void ChangeYear()
                          //year_ = 1967; // Compile error if uncommented.
```