Portfolio:

* Add the IDEs You’ve used
* Programs You’ve Made
* GitHub
* Git

Out On the Job:

* Need to learn:
  + Python
  + Java
  + C
  + C++

Lab 2 Critters:

* Try to get one working one at a time (comment all except one)
* This program will create a bunch of critters
* For Lion Class:
  + Just toggle the color first (instead of random; extra credit)
* For Giant Class:
  + Add a count constant that goes up till 24;
    - 1-6 is ‘fee’
    - 7-12 is ‘fie’
    - 13-18 is ‘foe’
    - 19-24 is ‘fum’
* For Orca Class:
  + We want this orca to win
    - Extra Credit: I did this to get my Orca to win…

Lab 3 Card Game:

* Look at the Review Code
* Use Stack Database
  + The first card in, last card out
* Use Queue Database
  + The first card in, first card out
* Take the Shuffle and Deal Program and turn it into a card game
* Add an ifEmpty() method
* Add an ifFull() method

Pre Lab alt:

* Create as a Stub

Link List:

* Starts at 0
* Creates a node for each section
* Changes in size (bigger and smaller)
* It’s slow

Data Bases:

* Stack
  + Array
* Queue
  + Link List