

COSC1284

Programming Techniques

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What's next...



Outline



- Announcements
- Assignment in Focus
- Feedback: Your questions answered
- Code Examples (Summarise Concepts)



Feedback, Announcements, Discussions

Announcements



Assignment 1

- Due this week Friday 21st August (11:59 p.m.)
- Read and completed all the exercises in your textbook from Chapters 6.
- Completed your latest in-progress submission for your assignment.
- Are up to date with any discussion posts.
- Are making use of the discussion forum to get any of your programming doubts cleared up.
- If you need assistance outside of the discussion forum please e-mail me to make a time to discuss.

Feedback – Your Questions Answered



“Clarification on D1 in the assignment specification”

- You can ignore the first sentence that begins with Evaluate . . . This is covered in D2
- *"Evaluates strategies used to meet requirements and compares the quality of one approach to another approach."*

“Using printf to display decimal places”

- `System.out.printf("Four thirds = %.3f", 4.0 / 3.0);`

output: Four thirds = 1.333

Feedback – Your Questions Answered



“Handling invalid data type inputs”

- It is good programming practice to handle these situations.
- You ask the user for numeric input but they instead enter text i.e. 'two' and not 2
- You try to assign the value to a variable that holds a double or integer type.
- You cannot stop the user from entering 'two' at least not easily or wisely.
- The textbook shows you how to do this (Chapter 5 & 6)
- However, it is not a requirement of the assignment that you implement this.

“Redundant conditions”

- Conditions that will never be executed.

Feedback – Your Questions Answered



“Lotto Checker – Out of range”

- You should do the range checking first and only perform the steps of your algorithm, if valid values have been provided.

“Use of constants”

- Constants help readability.
- Constants are part of your algorithmic logic.
- Constants give compile time safety.
- Often when reading code we are "tired" and/or dealing with complex logic. Don't make your job or the job of others harder than it has to be.
- Constants are good 😊

Feedback – Your Questions Answered



“Generating Random Numbers”

- Yes you can use the Random class if you wish
- Chapter 3 of your textbook.

“Use of constants”

- Constants help readability.
- Constants are part of your algorithmic logic.
- Constants give compile time safety.
- Often when ready code we are "tired" and/or dealing with complex logic. Don't make your job or the job of others harder than it has to be.
- Constants are good 😊

Assignment in Focus



Chapters 1 - 6

- Lectures, Tutorials, Textbook, Research
 - Everything you need to be able to complete the assignment
- Assignment 2 specification
 - Released as soon as it is approved. Hopefully next week 😊
- Main Chapters for Assignment 2
 - 6, 7, 9, and 10



Chapter 6

Chapter 6 – Loops & Strings



- while
- do while
- for
- nesting
- Strings
- characters
- iteration
- indexOf
- charAt
- substring
- string comparison
- string formatting
- increment
- decrement
- infinite loop

Code example



- Writing simple programs with best practice code.