|  |  |
| --- | --- |
| **Date Assigned: 10/5/15** | **Date Due: 10/7/15** |
| **Unit:** Methodology | **Turn In List:** **1. Terms** |
| *“I will vow to format code so that it is readable and easy to interpret. Good developers don’t try to hide things in source code.”* | |

**Conditions and Formatting Code: Using proper format while introducing conditions in code**

**Content Objectives:** Students will be able to identify and format code appropriately while using appropriate methods with return values.

|  |
| --- |
| **Starter Activity** |
| Modify the Etch-A-Sketch program to respond to keyboard interaction using the following:  void keyPressed() {  if (key == CODED) {  if (keyCode == RIGHT) {  moveRight(1);  }  }  }  or  void draw() {  if (keyPressed) {  if (key == 'b' || key == 'B') {  fill(0);  }  }  } |
| Students will save 3 images using the following code:  void mouseClicked() {  saveFrame("line-######.png");  } |

|  |  |
| --- | --- |
| **Key Terms:** | |
| White Space | A process management concept described by Geary A. Rummler and Alan P. Brache in 1991 as the area between the boxes in an organizational chart—where, very often, no one is in charge. |
| Camel or Pascal Case | Everything lower case except for the first letter of the next work. |
| Condition | Specific condition that must be met to be |
| If | Must either evaluate to be true or false |
| If else | Also must either evaluate to be true or false |
| Boolean Expression | Examples include: “if” and “if else” |
| Boolean Variable | Store the value of true or false |

|  |
| --- |
| **Assignment:** |
| Students will explore methods with a return type. Consider the following:  C = (F – 32) \* (5 / 9)  \_\_\_\_\_\_ tempConverter(float \_\_\_\_\_\_\_\_) {  \_\_\_\_\_ \_\_\_\_\_\_\_ = \_\_\_\_\_\_\_\_\_\_\_\_\_\_  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  }  Answer: float tempConverter(float f) {  float c = f-32\*(5.0/9.0);  return c; |
| For this assignment students will create a conversion app that utilizes a method with a return value and the position of the mouse or a line on the screen controlled by the keyboard (or both). Make sure to include the following:   * Title and developer info (your name) * Onscreen instructions * Reference line or shape * Numbered increments and tic marks on screen (hint: use loop) * Updated total as the mouse moves or the arrow keys are pressed   Appropriate conversions may include any of the following:   * Any distance measurement i.e. miles to km etc. * Any volume measurement * Any currency conversion * Math functions i.e. squares or squareroots * Etc. |

Notes (Points of interest, mistakes, lessons learned, web resources, and thoughts):

|  |
| --- |
|  |