

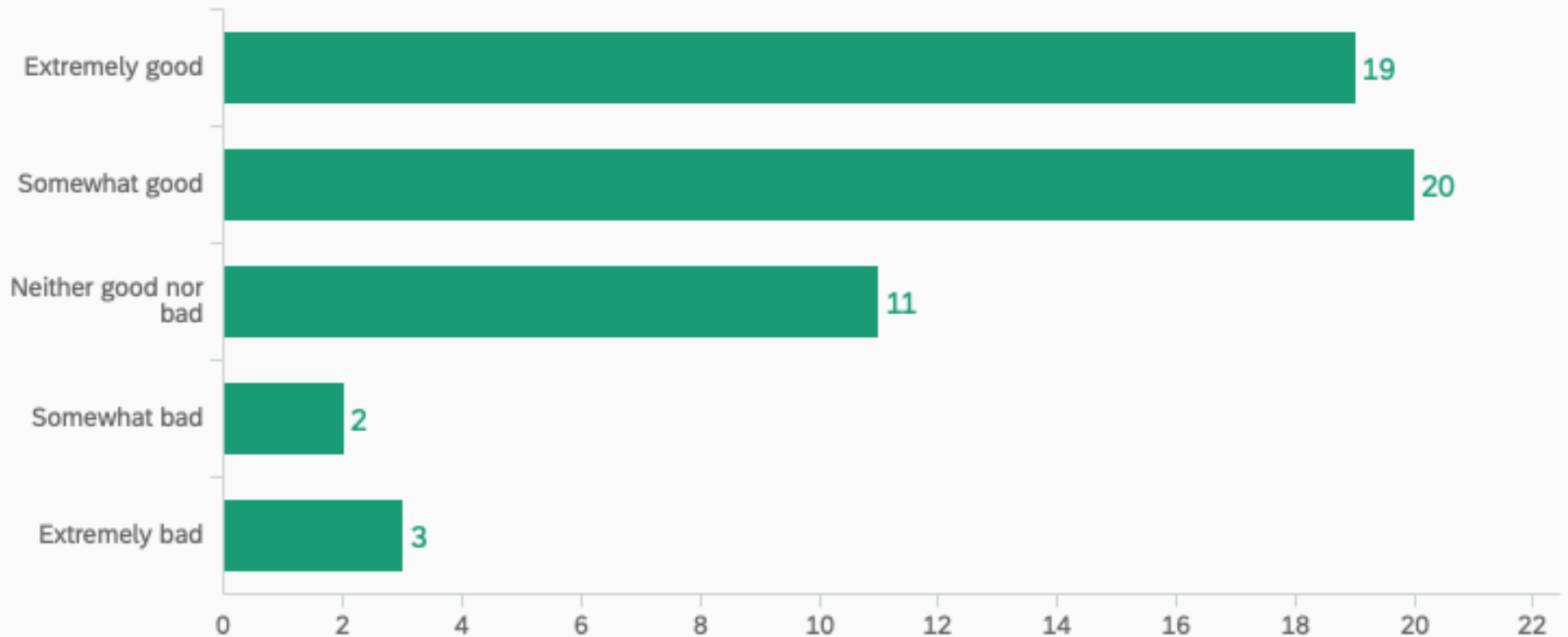
WHY I TRY NOT TO BE
PEDANTIC ABOUT CONDITIONALS.

Survey Results

- Last week we did a mid-course feedback to see if any adjustments should be made to the course
- Thank you to everyone who responded, we had 56 respondents (out of ~ 136 students)
- I'll present the results first, and then provide some commentary and modifications at the end.

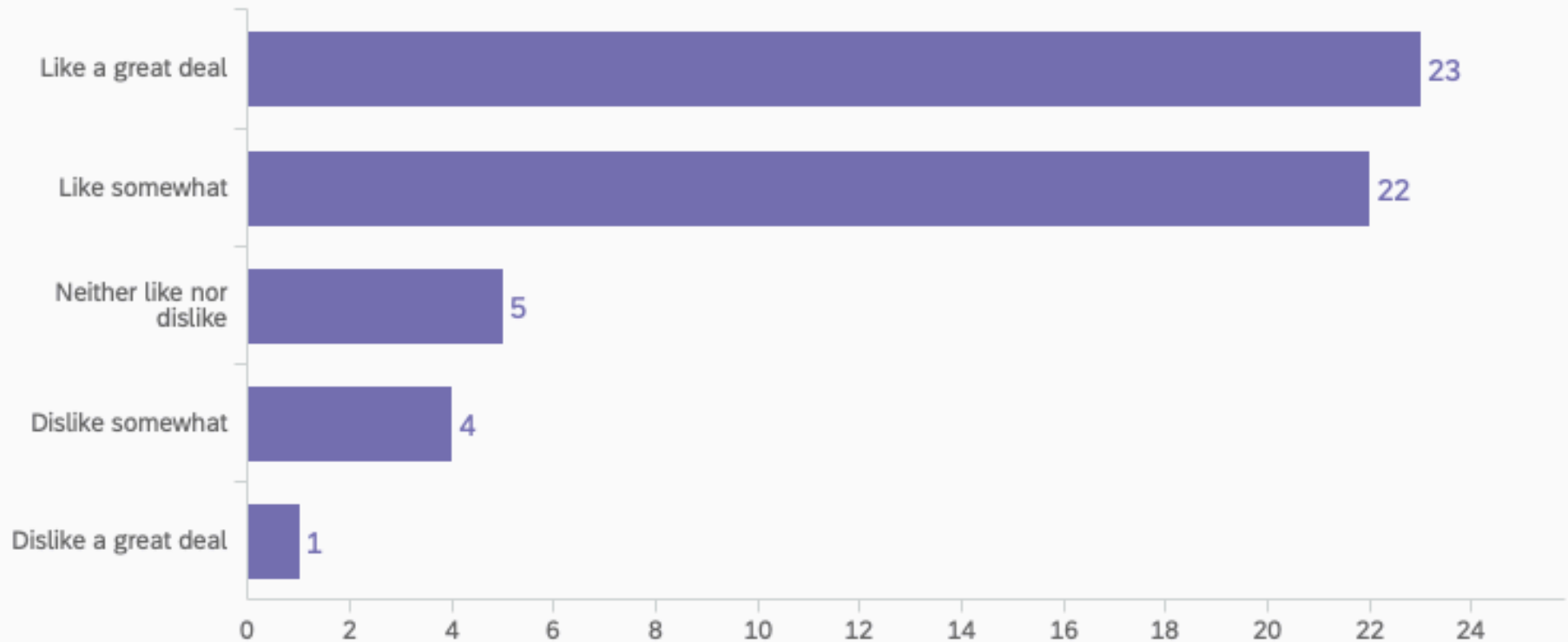
Survey Results

Q2 - What do you think of the Course YouTube videos so far?



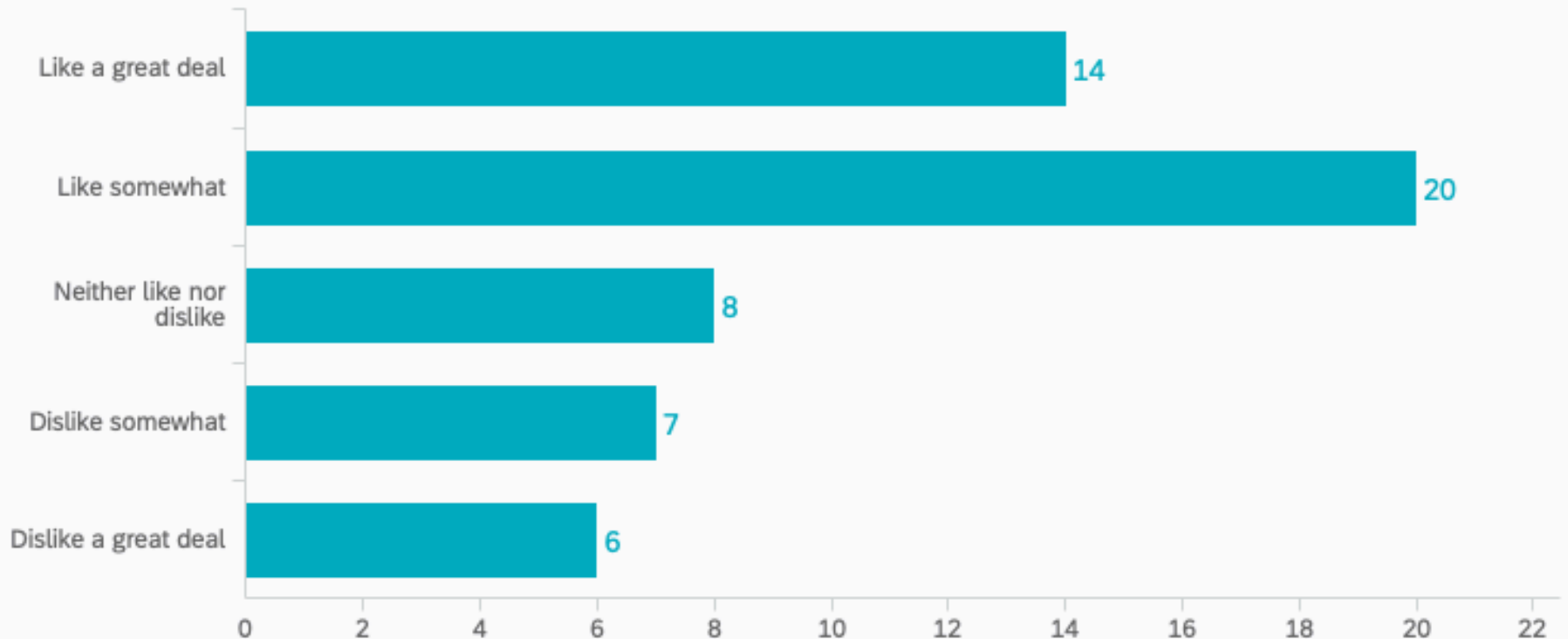
Survey Results

Q3 - What do you think about the labs so far?



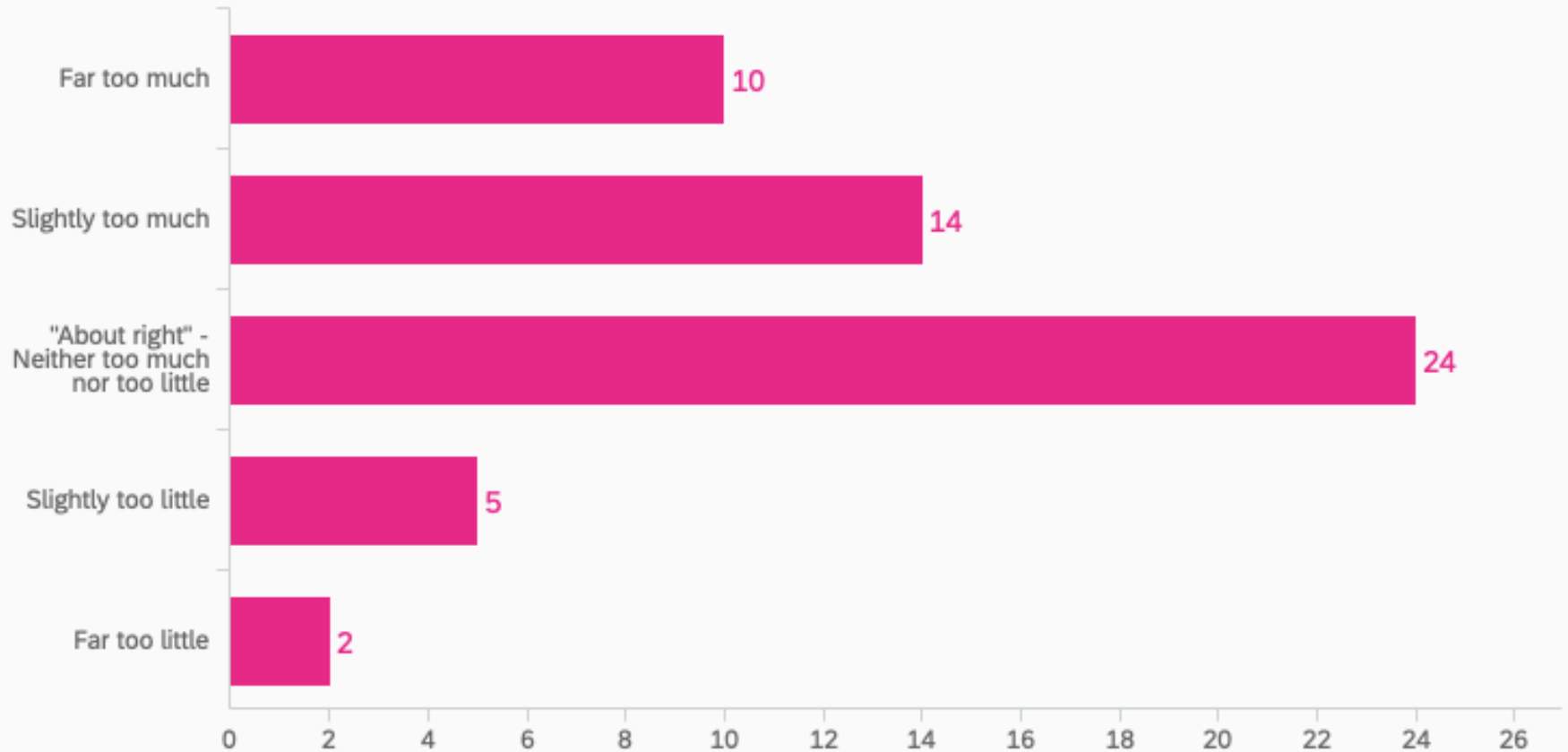
Survey Results

Q4 - What do you think of the Lecture Activities so far?



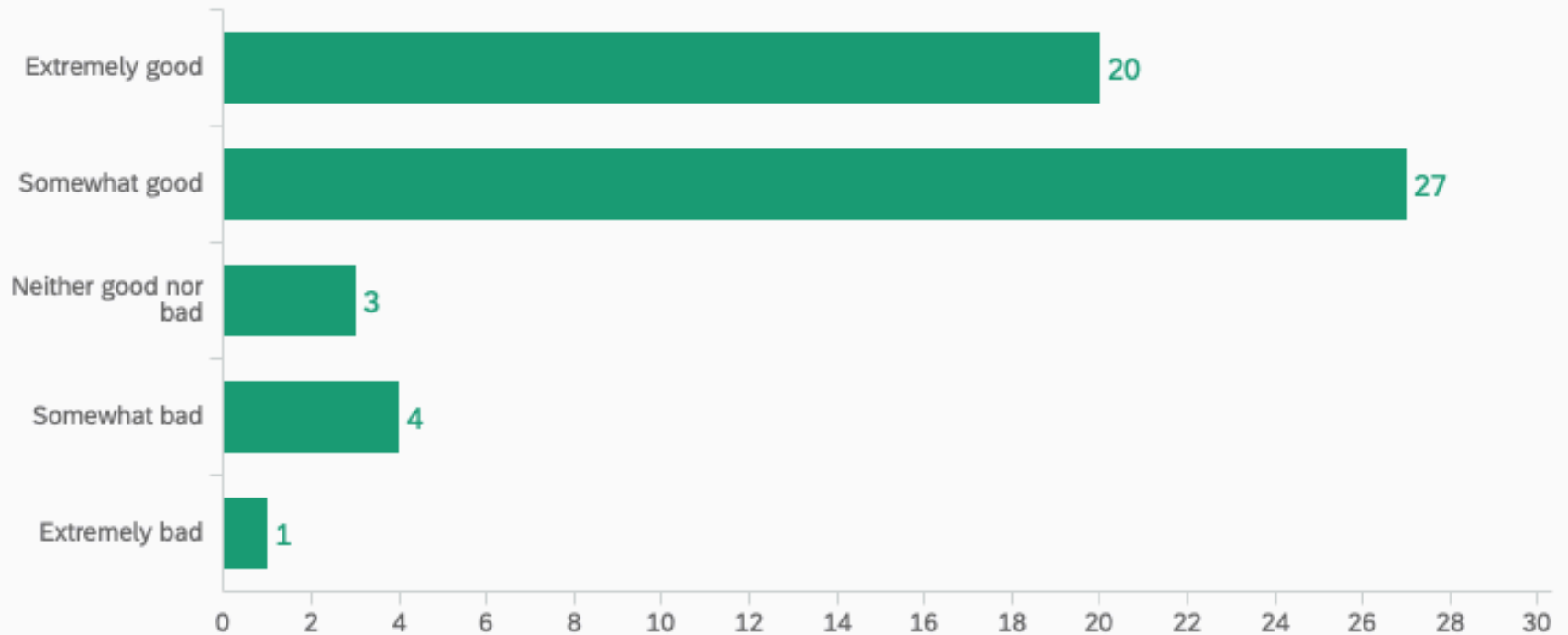
Survey Results

Q6 - On a weekly basis, how much time are you spending in this course?



Survey Results

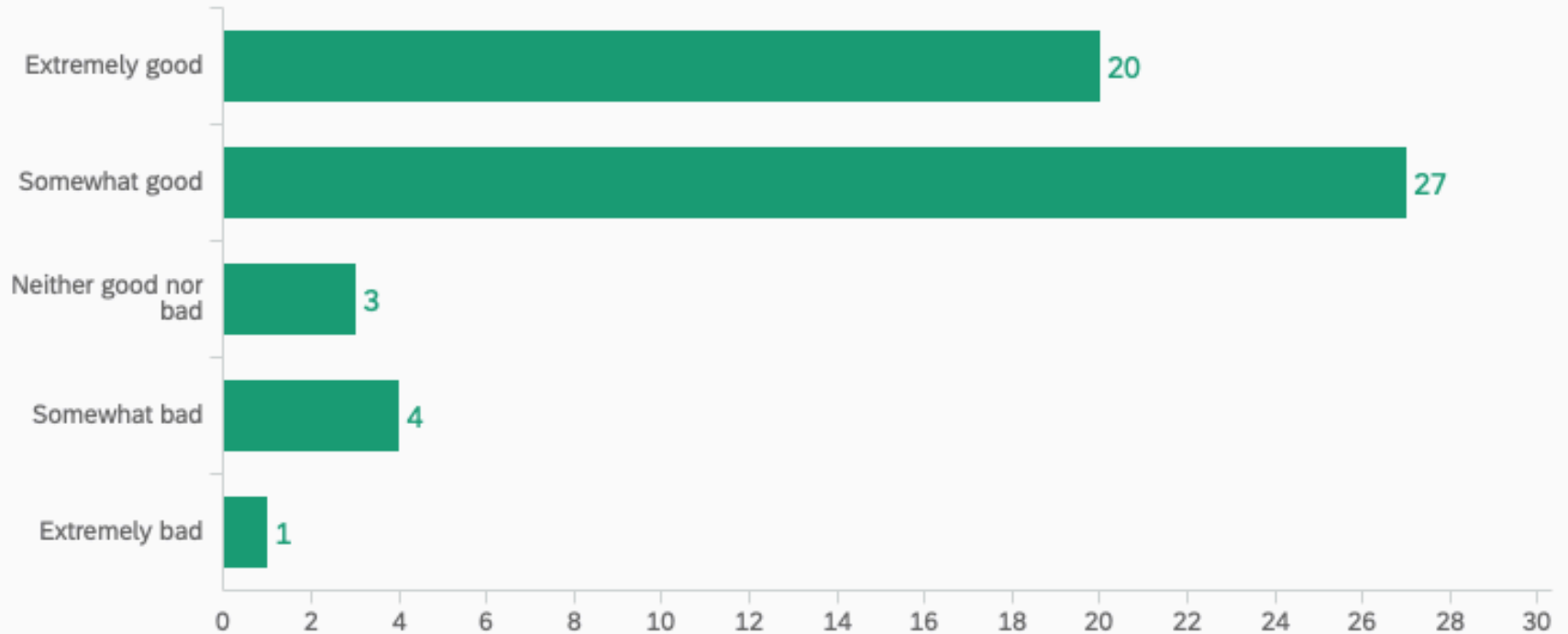
Q1 - How do you think the course is going so far (overall) ?



Survey Results

Phew! 😅

Q1 - How do you think the course is going so far (overall) ?



That doesn't mean things can't improve...

For all of the above comments (and more) about workload distribution, I think there are a few improvements I can suggest:

1. For the rest of the **Lecture Activities**, I will extend the due date from **Wednesday 6 PM to Friday 6 PM**. That should give you an extra couple of days of breathing room. This due-date also has the normal grace period.
2. I have adjusted the course and lecture/lab schedule a bit and made some extra content optional at the end.
3. I have changed the structure of the Lectures a little bit.
4. In general though, I feel that the workload for this course is fair and reasonable. We have gotten guidance that **each 3-credit course at UBCO should be about 6-9 hours in total**.. If you are spending much more than that, perhaps it might be good to come and visit the TAs or myself in office hours and get some tips.

Live Class (Fridays)

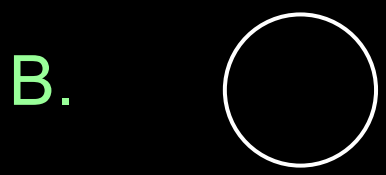
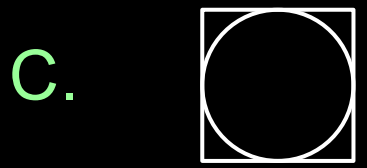
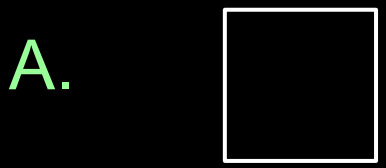
Conditionals I

Making Decisions



What is the output of this code?

```
noFill(); rectMode(CENTER); stroke(255);  
  
int num = 10;  
  
if (num > 10)  
    rect(50,50,50,50);  
else  
    ellipse(50,50,50,50);
```



D. Something else

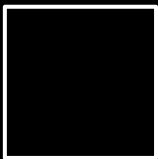
Making Decisions



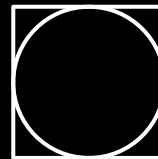
What is the output of this code?

```
noFill(); rectMode(CENTER); stroke(255);  
  
int num = 9;  
  
if (num != 10)  
    rect(50,50,50,50);  
ellipse(50,50,50,50);
```

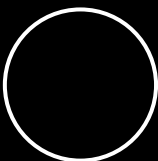
A.



C.



B.



D. Something else



Testing Multiple conditions

What is the output?

```
int grade = 90;  
if (grade > 50)      print("D");  
else if (grade > 60) print("C");  
else if (grade > 70) print("B");  
else if (grade > 85) print("A");  
else                 print("F");
```

A. A

B. DCBA

C. DCBAF

D. D

E. Something else

Testing Multiple conditions



What is the output?

```
int grade = 90;
if (grade > 85)      print("A");
else if (grade > 70) print("B");
else if (grade > 60) print("C");
else if (grade > 50) print("D");
else                 print("F");
```

- A. A
- B. ABCDF
- C. ABCD
- D. F
- E. Something else

Boolean Expressions



Is **result** true or false?

```
int x = 10, y = 20;  
boolean result = (x > 10) || (y < 20);  
println(result);
```

A. true

B. false

Boolean Expressions



Is **result** true or false?

```
int x = 10, y = 20;  
boolean result = !(x != 10) && (y == 20);  
println(result);
```

A. true

B. false

Boolean Expressions



Is **result** true or false?

```
int x = 10, y = 20;  
boolean result = (x >= y) || (y <= x);  
println(result);
```

A. true

B. false

Making Decisions



What is the output of this code?

```
int num=12;
if (num >= 8)
    print("big");
    if (num == 10)
        print("ten");
else
    print("small");
```

- A. big
- B. small
- C. bigsmall
- D. ten
- E. bigten

Live Class (Fridays)

Conditionals II

Switch Statement



What is the output of this code?

```
int num=2;
switch (num){
    case 1: print("one");        break;
    case 3: print("three");      break;
    case 2: print("two");        break;
    default:print("other");      break;
}
```

- A. one
- B. two
- C. three
- D. other

Switch Statement



What is the output of this code?

```
int num=2;
switch (num){
    case 1: print("one");
    case 2: print("two");
    case 3: print("three");      break;
    default:print("other");
}
```

- A. one
- B. two
- C. twothree
- D. onetwothree
- E. other

Switch Statement



What is the output of this code?

```
int num=2;
switch (num){
    case 1: print("one");
    case 3: print("three");      break;
    case 2: print("two");
    default:print("other");      break;
}
```

- A. three
- B. two
- C. twothree
- D. twoother
- E. other

String Comparisons



What is the output of this code?

```
String str1 = new String("abc");  
String str2 = new String("abc");  
  
print(str1.equals(str2));
```

This is another way of creating strings that ensures new string objects have their own memory space.

A. true

B. false

String Comparisons



What is the output of this code?

```
String str1 = new String("abc");  
String str2 = new String("abc");  
  
print(str1 == str2);
```

- A. true
- B. false

Draw a Game Platform

In this exercise, we will build a game platform using a few tiles that can be used as “Lego pieces”.

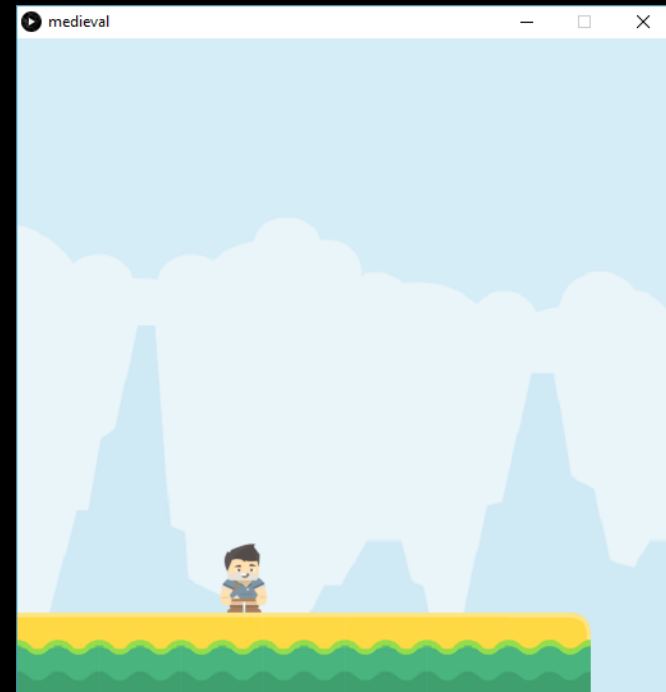


- All tiles have the same width & height (64 x 64)
- Tiles need to be loaded into separate variables (e.g. `img1`, `img2`, ...), and then placed one by one on the sketch

Steps:

- 1) Download the [starter code](#).
Unzip and open in Processing.
- 2) Write the missing code as per the instructions in starter code.
The output should be similar to →

+3 points



Move Your Player

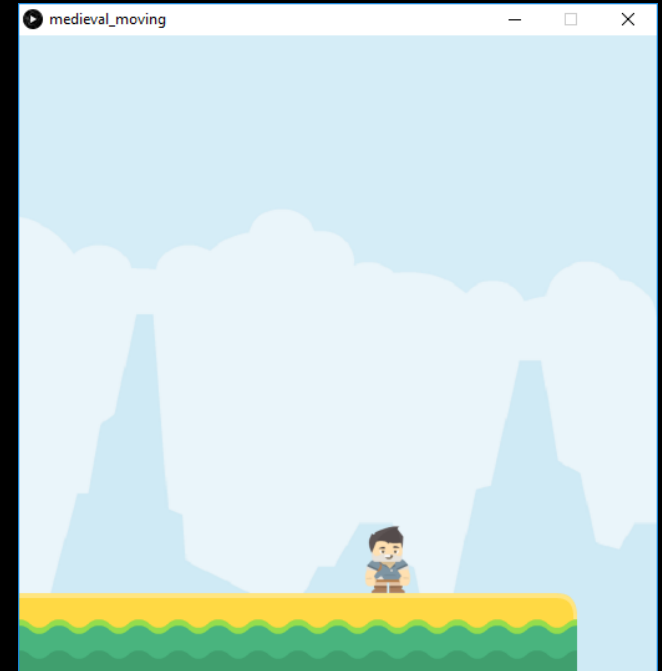
Previously, you created the game platform.
For today, do the following:

1) Use your solution from the previous exercise

2) Update the code so that the player ***moves left or right with the arrow keys.***

The player should be moving as long as an arrow key is pressed and should stop moving if the key is released.

Hint: use *IDEA2*



Tiles from kenney.nl

Grading:

+2 moving the character as indicated

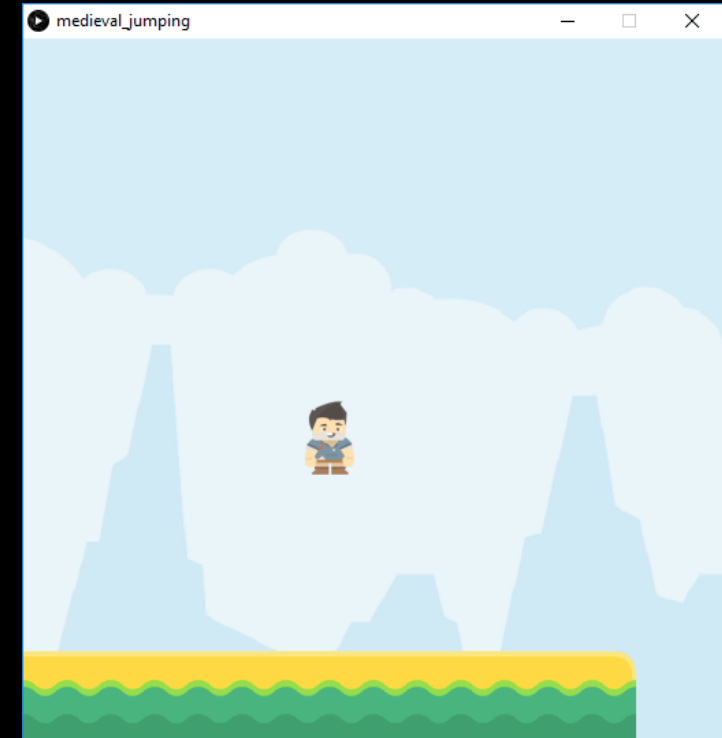
+1 bonus for 'protecting' character from falling off the cliff (i.e. stop by cliff even if → is pressed)

Jump.. Jump.. High Up in the Sky!!

Previously, you created the game platform and added code to ***move the player left or right with the arrow keys.***

1) Open your solution from the previous exercise

2) Add more code to make your player jump when SPACE is pressed. Note that a player cannot jump if already jumping



Tiles from kenney.nl

Marking: +2 points