

Assignment 2 Notes

In Assignment 1.....

inputEvent() syntax in code was :

```
Event temp = new Meeting();
```

```
temp.inputEvent( file, "yes");
```

```
activities [i].isEqual (temp)    or
```

```
activities[i].getDate().isEqual (temp.getDate())
```

How does this syntax change in Assignment 2??



In Assignment 2.....

inputEvent() syntax in code is :

```
Event temp = new Meeting();
```

```
temp.inputEvent( file, "yes");
```

(no change to Event or OurDate or OurTime)

```
activities.get(i).isEqual (temp)    or
```

```
activities.get(i).getDate().isEqual (temp.getDate())
```



ArrayList method considerations

What does this statement look like in memory?

```
ArrayList<Event> activities = new ArrayList();
```

What do these do in memory?

```
activities.add (temp);
```

```
activities.add (i, temp);
```

HINT: consider size in memory....



Efficiency considerations – addInput method in Planner

Is the event to be added already in activities? Consider how binarySearch can help

As an event is added, we add it to activities in order...



Efficiency considerations – display and displayOneWeek method in Planner

Once we hit a date past the range to display – we can quit looking



Efficiency considerations – delete method in Planner

Find the event to delete efficiently

Event to delete not found

How to actually delete from activities

