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جامعة كارنيغي ميلون في قطر
Carnegie Mellon Qatar

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SCPP CS Project

7/27/2016

Lecture 3

Review

Quiz

Administrivia

Functions

Control structures

Activity: Morse Finch



1. Describe an object
2. What are methods?
3. Give an example of a setter method on the Finch

Lecture 2

Quiz

Administrivia

Setter Methods

Blocking

Activity: Autopen

Primitive data types

Getter methods

Functions

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Have a problem? Confused? You call me.

Email

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Lecture 2

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The Critters:

boolean - true/false

byte - 8 bits

char - single character

color - ... a color

double - 64 bits, can be a decimal number

3.40282347E+38 to -3.40282347E+38

float - light double (32 bits)

int - 32 bits, no decimal.

2,147,483,647 to -2,147,483,648

long - supersize int

9,223,372,036,854,775,808 to

-9,223,372,036,854,775,808



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Making them useful:

```
boolean isSleepy; // declaration  
isSleepy = true;  // assignment
```

```
int numStudents;  
numStudents = 13;
```

```
double temp;  
temp = 25.7;
```

```
color red;  
red = color(255,0,0);  
- or -  
red = #ff0000;
```

Pro Tip: You can init in the same line as you declare!

```
boolean isSleepy = true;
```



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Let's find out what temperature it is!

```
Finch abe = new Finch();  
double temp = abe.getTemperature();  
println(temp);
```

Why a double?



Lecture 4

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Activity: Morse Finch

```
import blah.blah.blah.*
```

```
Finch amna = new Finch();
```

```
void setup() {  
    sing();  
}
```

```
void sing() {  
    amna.playTone(5000,2000);  
}
```



Better Coding Through Functions

What are they?

How are they different from methods?

What is a return type?

How do you make one?

This is special:

```
void setup() {
```

```
}
```

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Lecture 4

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Administrivia

Functions recap

Variable scope

Control structures

Activity: Morse Finch

Recap:

- Main function (setup)
- Function definition
- Calling the function
- Function return type
- Order of operations

```
void setup() {  
    lightUpNose();  
}
```

```
void lightUpNose() {  
    Finch abe = new Finch();  
    abe.setLED(255,0,0);  
}
```



What about a return type other than void?

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Functions recap

Variable scope

Control structures

Activity: Morse Finch

```
void setup() {  
    int x;  
    int y;  
    int numStudents;  
  
    x = numGirls();  
    y = numBoys();  
    numStudents = x + y;  
    println(numStudents);  
}
```

```
int numGirls() {  
    return 4;  
}
```

```
int numBoys() {  
    return 9;  
}
```



What if we want our function to have input?
– Parameters

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Activity: Morse Finch

```
void setup() {  
    int x = 4;  
    int y = 6;  
    int sum;  
  
    sum = addNumbers( x, y);  
    println(sum);  
}
```

```
int addNumbers( int firstNum, int secondNum) {  
    int total;  
    total = firstNum + secondNum;  
    return total;  
}
```



Why can't we use the variables x & y from setup in the addNumbers function?

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```
void setup() {  
    int x = 4;  
    int y = 6;  
    int sum;  
  
    sum = addNumbers( x, y);  
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}
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```
int addNumbers( int firstNum, int secondNum) {  
    int total;  
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    return total;  
}
```

