

CS 105

Week 14

Grades

Grades

- MP1-MP6 and resubmissions (MP1-MP3)
 - Grades on Compass 2g
 - Grader output on CS 105 website

Grades

- MP1-MP6 and resubmissions (MP1-MP3)
 - Grades on Compass 2g
 - Grader output on CS 105 website
- Midterm #1 and #2
 - Grades on Compass 2g
 - Scantron results on CS 105 website

Grades

#	Your Response	Correct Response	Grade?
1	A	A	✓
2	D	D	✓
3	B	B	✓
4	E	D	✗
5	A	A	✓
6	D	D	✓

CS 105 Final Project

CS 105 Final Project

- **Week #1: Found Groups**

CS 105 Final Project

- **Week #1:** Found Groups
- **Week #2:** Proposed a Project

CS 105 Final Project

- **Week #1:** Found Groups
- **Week #2:** Proposed a Project
- **Week #3:** Mid-project Update

CS 105 Final Project

- **Week #4: Show Off Your Project**

CS 105 Final Project

- **Week #4: Show Off Your Project**
 - Write up an overview of your project and what you learned (*1-2 pages*)
 - Demo your project live to your TA in lab section
 - Submit your project and code to the CS 105 website

CS 105 Final Project

- **Week #4: Show Off Your Project**
 - Write up an overview of your project and what you learned (*1-2 pages*)
 - **[In Lab]**: Demo your project live to your TA in lab section
 - **[Friday, 6:00pm]**: Submit your project and code to the CS 105 website

Clicker Review #1

Databases are similar to spreadsheets, except for **rows** are called?

- A) Keys
- B) Records
- C) Schemas
- D) SQL
- E) Tables

Clicker Review #1

Databases are similar to spreadsheets, except for **rows** are called?

A) Keys

B) Records

C) Schemas

D) SQL

E) Tables

Clicker Review #2

What types of keys exist in a database?

- A) **Foreign** and **domestic** keys
- B) **Local** and **regional** keys
- C) **Foreign** and **local** keys
- D) **Regional** and **global** keys
- E) **Foreign** and **primary** keys

Assignment	
PK	AssignmentID
	AssignmentName DueDate

User	
PK	UserID
	NetID FirstName LastName UserRole

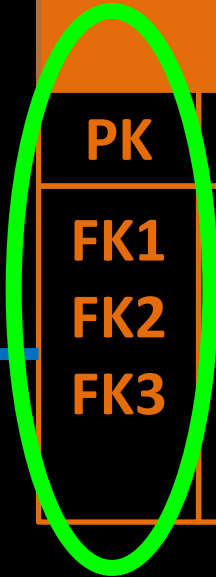
AssignmentFile	
PK	AssignmentFileID
FK1	AssignmentID
FK2	FileID
FK3	UserID
	UploadTimestamp



Assignment	
PK	AssignmentID
	AssignmentName DueDate

User	
PK	UserID
	NetID FirstName LastName UserRole

AssignmentFile	
PK	AssignmentFileID
FK1	AssignmentID
FK2	FileID
FK3	UserID
	UploadTimestamp



Clicker Review #2

What types of keys exist in a database?

A) Foreign and domestic keys

B) Local and regional keys

C) Foreign and local keys

D) Regional and global keys

E) Foreign and primary keys



Apps

Object-Oriented Programming (OOP)

Object-Oriented Programming

Object

Object

A variable that contains related functions and associated data

Object

A variable that contains related functions and associated data

Person:

Object

A variable that contains related functions and associated data

Person:

FirstName: Wade

LastName: Fagen

NetID: waf

Object

A variable that contains related functions and associated data

Person:

FirstName: Wade

LastName: Fagen

NetID: waf

Object

A variable that contains related functions and associated data

```
var cs105 =
```

```
    Person:
```

```
        FirstName: Wade
```

```
        LastName: Fagen
```

```
        NetID: waf
```

Object

A variable that contains related functions and associated data

```
var cs105 = 

```
Person:
 FirstName: Wade
 LastName: Fagen
 NetID: waf
```

 ;
```

Object

A variable that contains related functions and associated data

```
var cs105 = 

Person:  
  FirstName: Wade  
  LastName: Fagen  
  NetID: waf

 ;  
  
print(cs105.FirstName) ;
```

Object

A variable that contains related functions and associated data

```
var cs105 = 

Person:  
  FirstName: Wade  
  LastName: Fagen  
  NetID: waf

 ;  
  
print(cs105.FirstName) ;
```

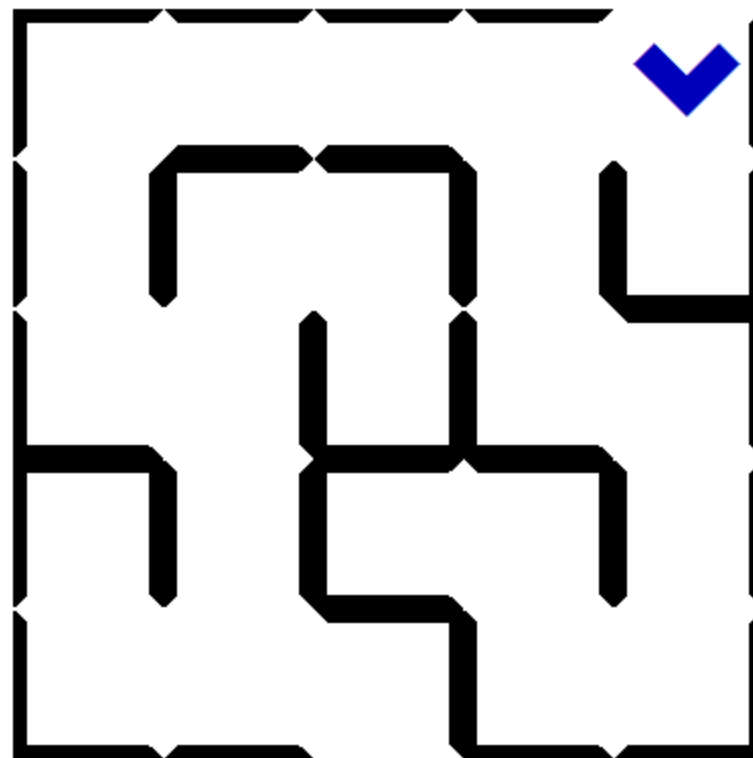
Object

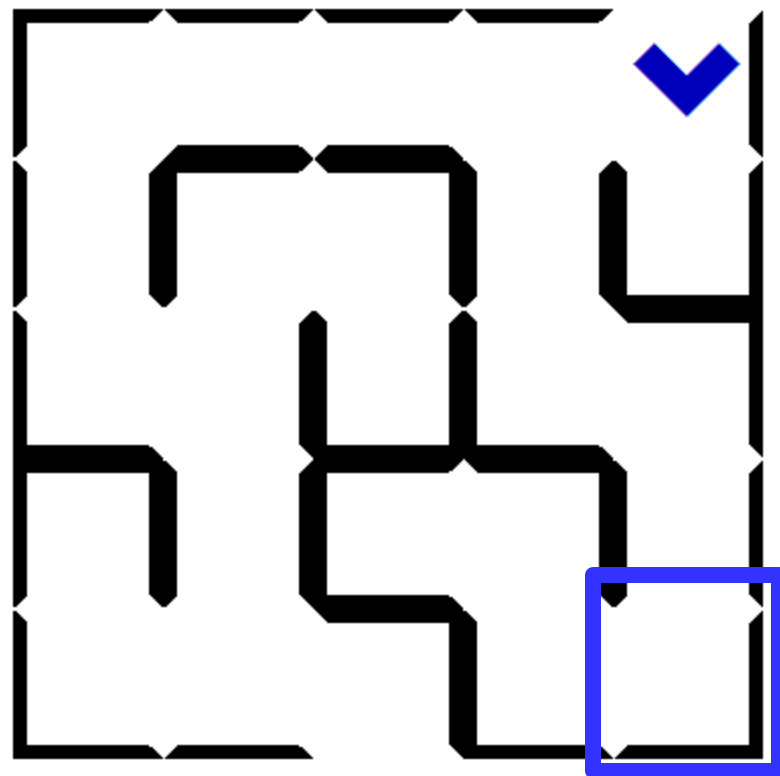
A variable that contains related functions and associated data

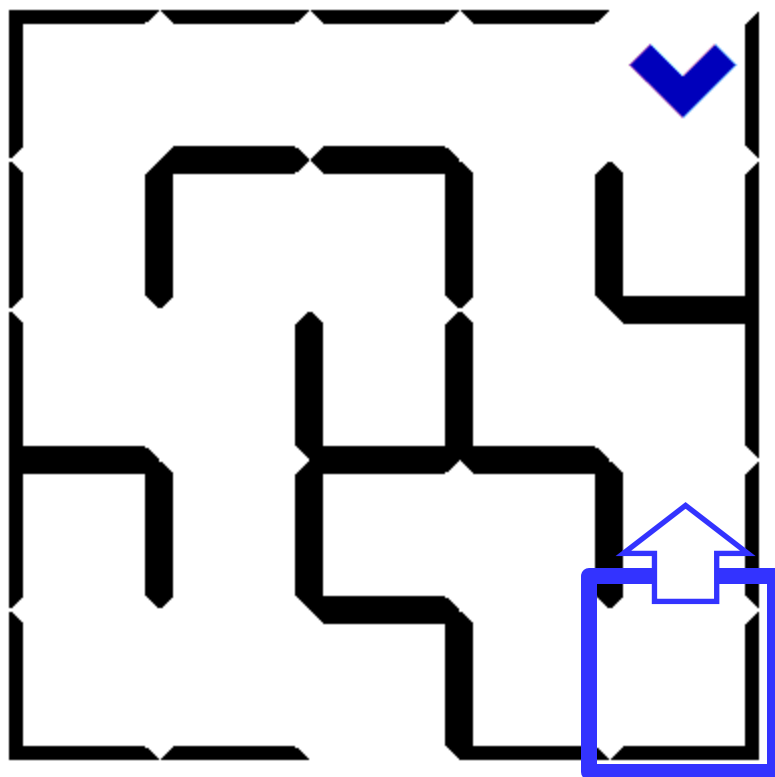
```
var cs105 = 

Person:  
  FirstName: Wade  
  LastName: Fagen  
  NetID: waf

 ;  
  
print(cs105.FirstName) ;
```





Cell:

Cell:

```
{  
    wall: [WALL_OPEN,  
           WALL_EDGE,  
           WALL_EDGE,  
           WALL_OPEN],
```

Cell:

```
{  
    wall: [WALL_OPEN,  
           WALL_EDGE,  
           WALL_EDGE,  
           WALL_OPEN],  
    visited: false,
```

Cell:

```
{  
    wall: [WALL_OPEN,  
           WALL_EDGE,  
           WALL_EDGE,  
           WALL_OPEN],  
    visited: false,  
    exit: false  
};
```

```
[ [Cell, Cell, Cell, Cell, Cell],  
  [Cell, Cell, Cell, Cell, Cell],  
  [Cell, Cell, Cell, Cell, Cell],  
  [Cell, Cell, Cell, Cell, Cell],  
  [Cell, Cell, Cell, Cell, Cell] ]
```



```
[ [Cell, Cell, Cell, Cell, Cell],  
  [Cell, Cell, Cell, Cell, Cell],  
  [Cell, Cell, Cell, Cell, Cell],  
  [Cell, Cell, Cell, Cell, Cell],  
  [Cell, Cell, Cell, Cell, Cell] ]
```

```
for (var i = 0; i < width; i++)  
{  
    maze[i] = new Array(height);  
    for (var j = 0; j < height; j++)  
    {  
        maze[i][j] = { wall: new Array(4),  
                        visited: false,  
                        exit: false };  
  
        maze[i][j].wall[0] = WALL_CLOSED;  
        maze[i][j].wall[1] = WALL_CLOSED;  
        maze[i][j].wall[2] = WALL_CLOSED;  
        maze[i][j].wall[3] = WALL_CLOSED;  
    }  
}
```

```
for (var i = 0; i < width; i++)
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    for (var j = 0; j < height; j++)
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        maze[i][j].wall[3] = WALL_CLOSED;
    }
}
```

Class

Class

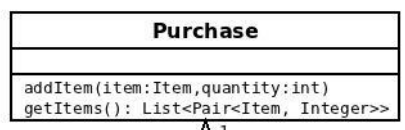
A definition describing the contents of an object.

Class

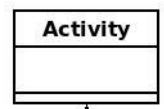
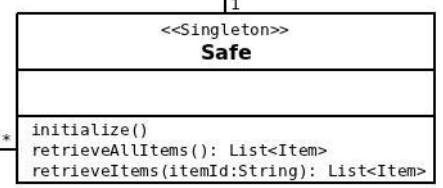
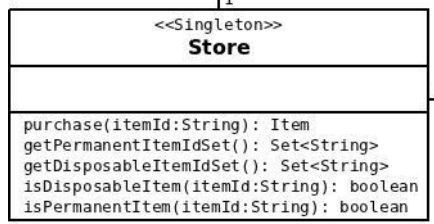
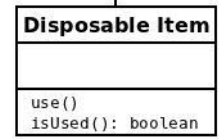
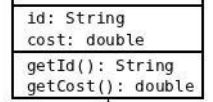
A definition describing the contents of an object.

An **object** is an instance of a **class**.

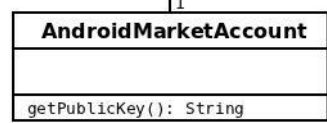
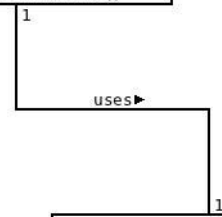
A purchase is a set of items and their quantities.



0..* sells 0..* automatically stored in



Created a new abstract class to encapsulate the logic needed to handle the AndroidMarketAccount used by the App. The main reason for this class is to hide your public Android Market Account number.



Apps just want an easy way to purchase items. The store holds a list of available items. When the App calls to purchase an item, the item is automatically inserted into the safe when the purchase is completed.

The purpose of a safe is to store all the items for a given user. Have them appear automatically in the safe if they are permanent and the application is reinstalled. Also stores disposable items. Both types of items automatically appear in the safe after they are purchased.