Week 14

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

- 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

#	Your Response	Correct Response	Grade?
1	Α	Α	✓
2	D	D	✓
3	В	В	→
4	E	D	×
5	Α	Α	✓
6	D	D	✓

• Week #1: Found Groups

Week #1: Found Groups

• Week #2: Proposed a Project

• Week #1: Found Groups

Week #2: Proposed a Project

Week #3: Mid-project Update

• Week #4: Show Off Your Project

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 - -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 CS105 website

- 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

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

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

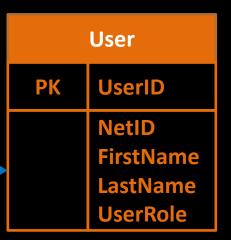
Databases are similar to spreadsheets, except for rows are called?

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

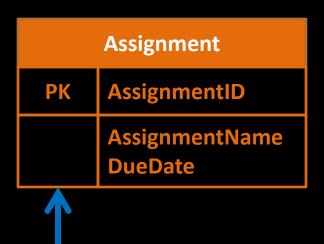
What types of keys exist in a database?

- 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

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PK	AssignmentID	
	AssignmentName DueDate	



AssignmentFile			
PK	AssignmentFileID		
FK1	AssignmentID		
FK2	FileID		
FK3	UserID		
	UploadTimestamp		



PK

FK3

PK UserID

NetID

FirstName
LastName
UserRole

AssignmentFile

AssignmentFileID

FK1 AssignmentID FK2 FileID

UserID

UploadTimestamp

What types of keys exist in a database?

- A) Foreign and domestic keys
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- C) Foreign and local keys
- D Regional and global keys
- E) Foreign and primary keys

Apps

Object-Oriented Programming (OOP)

Object-Oriented Programming

A variable that contains related functions and associated data

Person:

A variable that contains related functions and associated data

Person:

FirstName: Wade

LastName: Fagen

NetID: waf

A variable that contains related functions and associated data

Person:

FirstName: Wade

LastName: Fagen

NetID: waf

A variable that contains related functions and associated data

```
var cs105 =
```

```
Person:
```

FirstName: Wade

LastName: Fagen

NetID: waf

A variable that contains related functions and associated data

```
var cs105 =
```

FirstName: Wade LastName: Fagen

```
Var cs105 = Person:

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

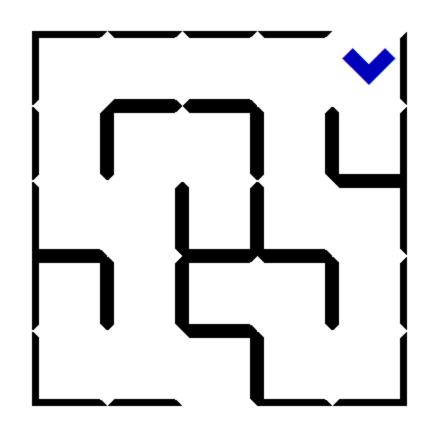
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print(cs105.FirstName);
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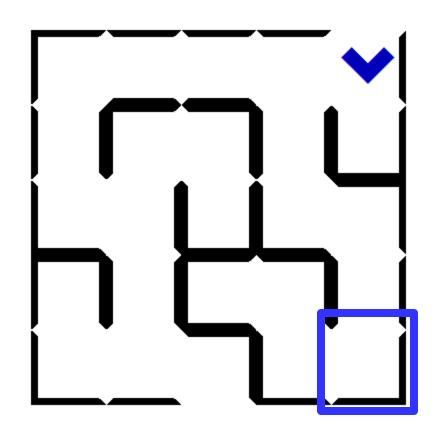
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Var cs105 = Person:
FirstName: Wade
LastName: Fagen
NetID: waf
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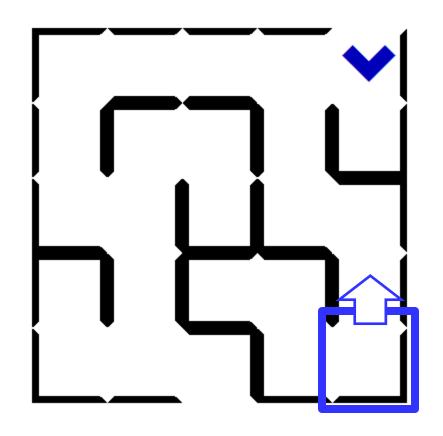
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print(cs105.FirstName);
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Var cs105 = Person:
FirstName: Wade
LastName: Fagen
NetID: waf
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```
print(cs105.FirstName);
```







Cell:

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  wall: [WALL OPEN,
         WALL EDGE,
         WALL EDGE,
         WALL OPEN],
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Cell:
  wall: [WALL OPEN,
         WALL EDGE,
         WALL EDGE,
         WALL OPEN],
  visited: false,
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Cell:
  wall: [WALL OPEN,
         WALL EDGE,
         WALL EDGE,
         WALL OPEN],
  visited: false,
  exit: false
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[ [Cell, Cell, Cell, Cell, Cell],
   [Cell, Cell, Cell, Cell]]
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```
[ [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;
```

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for (var i = 0; i < width; i++)</pre>
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    maze[i][j].wall[3] = WALL CLOSED;
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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.

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Applicationinhoc Component Info c 1 Coefiguration Miss (1 Peaturetel's c.5 Instrumentation info c Labeledinbert c li-PadkaceInfo c 1 Padvageiteminfo : f PadvageManageric 1 PadvaceStato c 1 PathParrisolanic 4 PermissionGroupinfe c 1 Descriptionis for 1 Providentole c 1 Resolvetof v.c.t. Servicetel's c1

preference

BiologPrefreence c 1 DBitTextProference c f ListRevFerence c 1 MultiSelect LidPreFerence c 1 PreferenceActivity c 1 PreferenceCategory c 1 Preference/Ingment c 11 PreferenceGroup (1 Professor c 1 Preferencettpeoper (1) PreferenceScrews c 1

KingtonePreference c 1

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BddRequest c12

A purchase is a set of items and their quantities. **Purchase** addItem(item:Item,quantity:int) getItems(): List<Pair<Item, Integer>> Activity 0..* automatically stored in► sells▶ 0..* Created a new abstract class to encapsulate Item the logic needed to handle the AndroidMarketAccount id: String used by the App. The main reason for this class cost: double is to hide your public Android Market Account number. getId(): String getCost(): double BillingActivity account: AndroidMarketAccount getAndroidMarketAccount() **Permanent Item** Disposable Item uses► use() isUsed(): boolean <<Singleton>> Store <<Singleton>> Safe AndroidMarketAccount purchase(itemId:String): Item observes getPermanentItemIdSet(): Set<String> getDisposableItemIdSet(): Set<String> initialize() getPublicKey(): String isDisposableItem(itemId:String): boolean retrieveAllItems(): List<Item> isPermanentItem(itemId:String): boolean retrieveItems(itemId:String): List<Item> Apps just want an easy way to purchase items. The store holds a list of available items. The purpose of a safe is to store all the items When the App calls to purchase an item, for a given user. Have them appear automatically in the item is automatically inserted into the the safe if they are permanent and the application safe when the purchase is completed. is reinstalled. Also stores disposable items. Both types of items automatically appear in the safe after they are purchased.