Lecture 19
Midterm 3 Review
Arrays

• Declaring and populating two-dimensional arrays

• Find the lengths of arrays in a two-dimensional array

• Looping through a two-dimensional array (both by rows and columns)

• passing arrays to methods

• multi-dimensional arrays
Processing

• How to set up a processing sketch

• Standard methods (main, settings, setup, draw) and what they do

• Drawing basic shapes, changing the colors, changing the background

• keyboard and mouse interaction
Objects

- Identity, state and behavior of objects
- Static methods and data fields
- Creating and using classes
- Basic understanding of UML diagrams (what we’ve done in class)
- Constructors, including multiple constructors, private ones, etc
- . (dot) operator to access data fields and methods
- instance variables (and null initialization)
Objects

• Primitive vs reference variables
• Date class
• Random class
• Visibility modifiers
• Data field encapsulation (getters and setters)
• Passing objects to methods
• Array of objects
• Immutability
Objects

- Variable scope
- Hidden variables and the “this” keyword
- Class abstraction
- Class relationships
Objects

- And the stuff we covered on Tuesday