



DISCUSSION #2

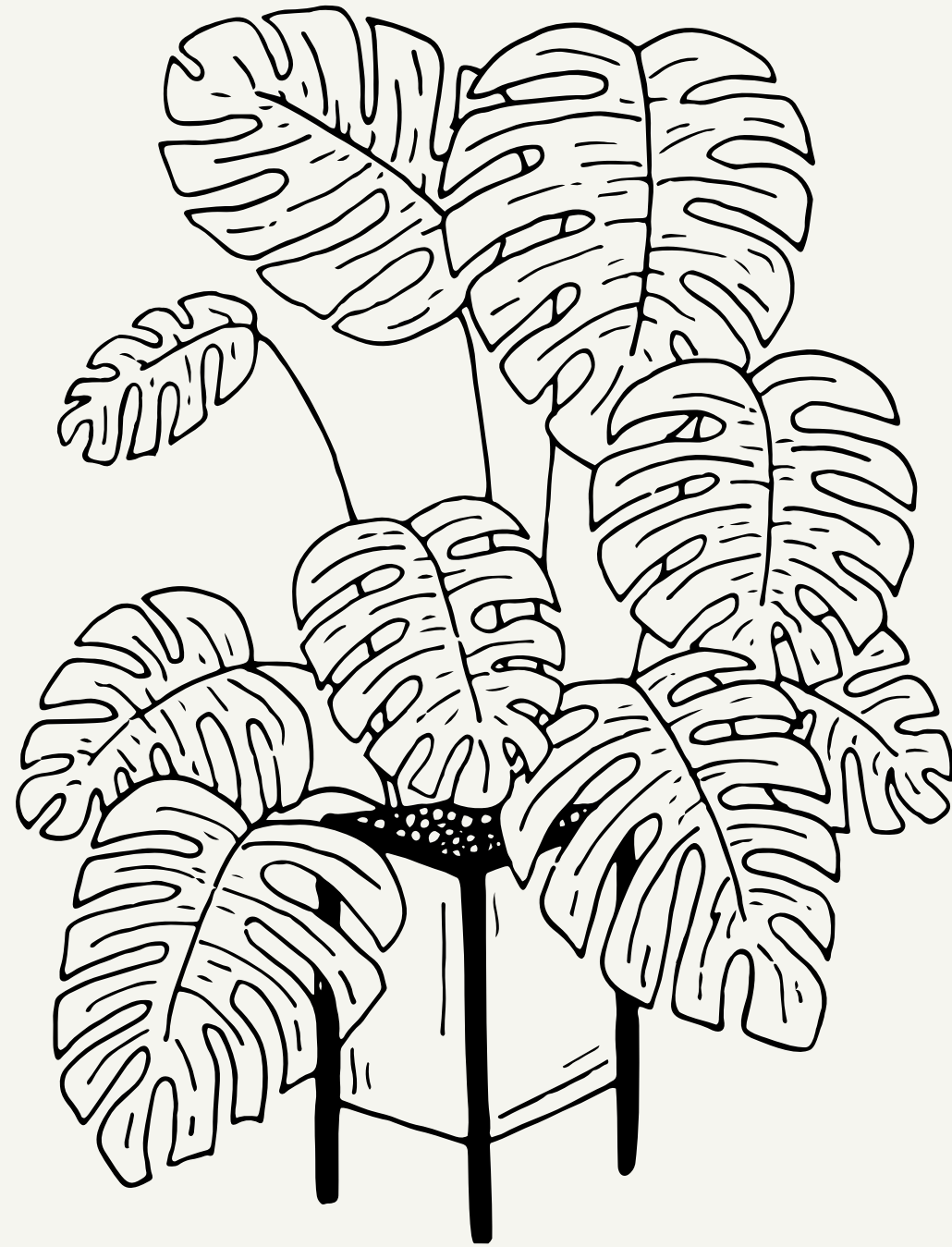
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CS312 - Section 52555

The University of Texas at Austin

Dept. of Computer Science

Monday, Sept. 20th, 2021



WELCOME TO TODAY'S CLASS!

TODAY'S AGENDA

Logistics and Updates (about 2-3 min)	01
Assignment #3 Questions (5-10 min)	02
Participation Quiz #2 (25 min)	03
Solution/Walk-through (10 min)	04
Reflection #2, a brief discussion (5-10 min)	05

LOGISTICS AND UPDATES

- Office hours: Monday and Wednesday (5:00 to 6:00 pm), Tuesday (10 to 11 am)
- Discussion slides: Can be downloaded at: <https://www.cs.utexas.edu/~omeed/discussion-slides.html>
- Little blog on how to design: <https://www.cs.utexas.edu/~omeed/design.html>
- Mental Health and Wellness: a brief statement
- Reading your reflections: I left a comment for everyone while grading your reflections. I really enjoyed reading them! Please let me know if you ever would like to discuss further.
- Assignment #3 - Due tomorrow! Get started if you have not already!
- Exam #1 - Coming up next week! Please keep practicing and make sure you master the topics!

ASSIGNMENT #3 QUESTIONS?



SOME TIPS / INFORMATION (*compilation of my own thoughts / TA thoughts*):

- Make sure to design first! Are your methods parameterized and broken down properly?
- DO NOT call `drawingOne()` in the main method.
- Best `drawingOne()` outputs will be featured on my website and a Piazza post. Complete creative freedom on this portion, just meet the requirements!
- Instead of rounding to the nearest pixel, make sure you are either casting to an integer or finding the max of 2 pixels in which the return value will be an int. This is for precision reasons!
 - When we are grading, we will be doing a visual inspection. Try to be as close to the required scintillation grid output as possible.

Some questions to consider when you are debugging the circle:

- Are you altering your X and Y coordinates the right way? It is important to consider where the circle should actually start on your grid. You will need some form of adjustment as you are moving by the thickness of the gray line and black square.
- Within your method to draw the circles on your grids, is there a nested for loop?
- Think about the width of the circle (the thickness of the grey line + the max of 2 pixels or 40% of the grey line width) and how you may need to take into account the extra width when figuring out what position to begin drawing/filling the circles.
- Pay attention to all style guidelines! Horizontal and vertical spacing is super important! These assignments will continue to grow in complexity and there are more chances for style slip-ups!

```
1 public class idealStructure {
2     public static void main(String[] args) {
3         // set the background
4         drawGrid(...);
5         drawGrid(...);
6         drawGrid(...);
7         drawGrid(...);
8         // drawingOne(), DO NOT CALL IN MAIN().
9         saveDrawingPanel(dp, "grid.png");
10    }
11
12    public static void drawGrid(...) {
13        vertLines(...);
14        horizLines(...);
15        circles(...);
16    }
17
18    public static void circles(...) {
19
20    }
21
22    public static void horizLines(...) {
23
24    }
25
26    public static void vertLines(...) {
27
28    }
29
30    public static void drawingOne() {
31
32    }
33
34 }
```

PARTICIPATION QUIZ #2

Instructions:

- Please navigate to Canvas => Assignments => Participation Quiz 2
- Read instructions thoroughly and press to view PDF.
- CODING and REFLECTION parts!
- Typing is permissible. Writing is encouraged. We don't care about the format as long as we can read it.
- Upload to Canvas before the deadline, preferably in class.
 - GeniusScan, AdobeScan, etc. Image, PDF or screenshot is great!
 - There is NO guarantee we can open proprietary note app files (e.g. EverNote, Notability, etc)! This means you could get a 0.
- You will have 20-25 minutes before we move on. Good luck!



Solution/Walk-through



Reflection #2

Have a fantastic Monday. Stay hydrated!

QOTD: "Computer science inverts the normal. In normal science, you're given a world, and your job is to find out the rules. In computer science, you give the computer the rules, and it creates the world".

- Alan Kay

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Please do not be afraid to reach out! Private meeting scheduling, personal inquiries, and other things are preferred for email. Please use CS312 in addition to a descriptive subject line.

When you haven't changed anything about your code but still hit run

