

# CS 200 Sections 02 & 04 Spring 2013

## Week #5: Top 3 Lessons Learned

**Remember, there is no flowcharting on the final exam, only problem solving where you will be required to write the code in Java to solve the problem, but a flowchart plan will help you to write the correct solution.**

### F. Porps

1. Flow charting is critical for passing this class. The flowchart needs to be detailed enough to solve the problem and it needs to be done very quickly. The final is 2 hours and there are 4 problems for coding, plus, three in the tracing section of the test. Time yourself to see how long it takes to develop a flowchart and the code solution and do the math to see how much time you'll have to complete the rest of the final.
2. We did a review of what we covered so far and we're going to have a lot of things thrown at us in a short period of time. Take advantage of the invite to the Thursday class on Feb 14th and flowchart and code anything in sight.
3. Import packages and classes for what you'll need in your program(Scanner for keyboard input, DecimalFormat for currency format, etc) and also declare and initialize any variables, constants, and strings before the class header. This will help avoid the possibility of duplicate identifiers.

### E. Zacharias

Three things that I learned in week 5 are...

that you need to be careful not to misspell variable names because you will get a compile-time error. You can avoid this mistake by copying the variable name from the variable declaration part of your program.

Second, you need to make sure you terminate a multiline comment. If you do not, you will get a compile-time error. You can avoid this mistake by creating the “/\*” “\*/” in pairs.

**Third, you should always create the “{” “}” in pairs because if you mismatch the braces, you will get a compile-time error. This mistake can be hard to catch in a large program.**

### J. Gomez

My top three lessons are:

1. **The modulus operator (%) divides one expression by another expression and then returns the remainder of the outcome. For example,  $10 \% 3 = 1$ . The 1 is the remainder.**
2. Using the import javax.swing.JOptionPane; command, we can create an application. We have to use System.exit(0); to close the application when we are done so it won't use system resources.
3. Since program command execution is linear, the code should be written in order. We have to declare variables first, give them a value, and use them in the program. Otherwise, there will be an error in the program.

### D. Starostka

1. To avoid common errors in coding remember that when you code something that requires a pair such as braces, parenthesis, and quotation marks, type out the pair first then go back and fill in the middle.
2. Remember that you CANNOT use keywords as identifiers. For example if you are thinking about using the name "class" use a name such as "group" instead. "class" is a keyword and cannot be used.
3. **It is important to declare storage space at the beginning of a method instead of declaring it just before you need it. It can be difficult to go back and check for errors, especially in lengthy code and it eliminates the error of having duplicate variable names.**

T. Blanchard

If you do not invoke the 'System.exit(0);' at the end of your windowing or applet programs, after all the output screens are gone, the program will still remain, but be "invisible."

S. McGovern

The best way to avoid an error with not bracketing my methods correctly is to make both the opener and closer brackets. Then by labeling the closing bracket in a mnemonic way so I know which method it is closing.

When making variables it is best to make them mnemonic with what the program will be tasked to solve; this way other programmers who look at my work will know what each variable is. It's also best to declare all variables at the top of the method so you can quickly go back and check to see which variable you need, or how to check to see if you input the variable correctly in your code. A quick tip: copying and pasting the variable will help avoid syntax errors.

E. Herring

- 1) Always flowchart before you code
- 2) **In your flowchart is the process, write out the formula that you will use in your code.**
- 3) When writing code, do the steps that you can and check what is being asked.

S. Malik

1. Range of values that can be stored in the byte primitive data type is:  
from -128 (8 because one bit indicates negative or positive value) to 127  
[-/+ or 1/0]0000000
2. 0 is always FALSE where 1 is always TRUE.
3. println is a part of Java API. It is not a key word.

M. Mardosz