Recitation Guide for Wednesday, May 30, 2007

1. Quiz 1
    a. Hand back quizzes and go over solutions
        i. Quiz solutions available on TA coweb
        ii. Remind them that they should address any grading questions with you first (probably after class). If you do decide to award points back, be sure to mark that on his/her quiz and sign it. If you do not decide to award points back, the student can still appeal to the head TA then the professor.
2. TSquare concerns
    a. Be sure to address concerns about TSquare
        i. How to submit
        ii. The difference between submitting a draft and the final submission
    b. TSquare will primary be used for submissions and will have backups for items such as pre-quizzes, practice exams, homework descriptions, etc. All of which is still in the process getting posted. Announcements will tend to be on both the Coweb and TSquare.
3. HW3 and Sounds
    a. MySoundCollage.java – Good example of how to use declare Sounds, use append, and play the appended Sounds.
    b. blockingPlay() versus play() (Both are found in SimpleSound.java)
        i. blockingPlay() – will stop everything else that is going on and only play the Sound
        ii. play() – will play the Sound, probably over something that is already happening
        iii. Guzdial method. An easy way to do the homework would be to have some Turtle movements and then use blockingPlay() to stop the Turtles from moving and play a Sound. Turtle movements then Sound then Turtle movement then more Sound. Repeat.
        iv. Soundtrack method. This is the method I tend to advocate. You select the Sounds you want and append them together to create one big "soundtrack." Then play the "soundtrack" while you go through the turtle movements.
    c. The Array data structure (Source: manipulating-sounds.ppt pp.26)
        i. Pros
            1. Easy to understand
            2. Generally very efficient (in the age-old time versus space argument sense)
            3. Static – always the same length from moment of declaration
        ii. Cons
            1. Hard to insert and delete in the middle
            2. Static – always the same length from moment of declaration
    d. The evil Sound methods
        i. Explain the logic behind these methods from Sound:

1. insertAfter(Sound, int) – manipulating-sounds.ppt pp.11-19
2. delete(int, int) – manipulating-sounds.ppt pp.20-25

ii. You can also explain these if you want but they are not as important
1. reverse() – manipulating-sounds.ppt pp.7
2. increaseVolume() – manipulating-sounds.ppt pp.4

e. Sample solution
i. TurtleDance.java – old student solution