

Recitation Guide for February 4th, 2008

- I. Housing Keeping
 - a. Bonus Homework 1
 - i. TurtleDance due Monday February 11th, 2008.
 - ii. Replaces lowest homework grade for homeworks 1 – 4.
 - iii. Heavily based on creativity.
 - b. Exam 1 and exam review session
 - i. Exam 1 will be held in class on Friday, February 8th. BRING BUZZ CARDS.
 - ii. Exam 1 review session held on Wednesday, February 6th @8pm. Location TBA.
 - iii. Practice exam 1 posted to T^2. Soon to be posted to the coweb as well.
 - c. Homework 3
 - i. Soon to be released.
 - d. Quiz 1
 - i. Should be graded before exam 1.
 - ii. Solution released in recitation and currently will not be posted to the web.
- II. Introduction to Sound and more on the arrays
 - a. Arrays
 - i. A static data structure is one whose size cannot change once it has been declared.
 - b. Advantages and disadvantages of arrays
 - i. Advantage
 1. static length
 - a. length is always known.
 2. Easy to index/ traverse.
 - ii. Disadvantage
 1. static length
 - a. Hard to add more items to filled array.
 2. Hard to insert and delete in the middle of the array.
 - c. Sounds
 - i. Essentially working with data in arrays.
 - ii. How would you combine two Sounds knowing the limitations of the array data structure?
- III. try-catch blocks and `Thread.sleep`
 - a. General form for try-catch blocks:

```
try{
    //code where the Exception needs to be caught.
}catch(Exception e){
    //code to be executed when the specific Exception is caught
}
```
 - b. `Thread.sleep`
 - i. For this class, just know that `Thread.sleep` will pause for the amount inputted.

ii. Remember that `Thread.sleep` takes in an integer representing the milliseconds you want to pause for. So if you want to pause for 2 seconds, you need to do `Thread.sleep(2000);`

iii. Example:

```
try{
    Thread.sleep(500); //pause for half a second
}catch(Exception e){
    System.out.println("An Exception occurred!");
}
```

IV. Bonus Homework 1

a. Questions?