CSE 8B

Discussion Section
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Ali Asghari
Anyone have any general questions?
IDE vs Text Editor

- **Text Editor**
  - Only for editing text.
  - VIm, notpad++, emacs

- **IDE (Integrated Development Environment)**
  - contains all the goods
    - compiler
    - text editor
    - these days some kind of automatic code checking
    - debugging tools
  - Eclipse, MS Visual Studios
At the high level, the Critter Controller contains a list of Critters and a JPanel to draw them on.
When it's time to react to everything, the CritterController will loop over all Critters and call into a special class (Interactor) passing the critter to act and the list of all Critters. Each critter will *polymorphically* react like it is supposed to!
When each Critter is asked to "act" we will tell the world to repaint which will call each Critter and have it add paint itself passing the JPanel's underlying graphics object.
Why do we animate in a thread?

Anyone?
We need to run in a separate thread because if we run in the event handling thread, we won't be able to process the next event until the current one is finished.

Events processed in order until done!

Two threads mean both are running at the same time!
Have a good weekend

Classical learning curves for some common editors

- Visual Studio
- Notepad
- vi
- Pico
- emacs