Today

- Robot master review
- Quizes
- GUIs
- breakout sessions?
robot master

• I reviewed about half
• Looked like student code reviews were generally well done and useful
• Main common issue I noticed was repeated logic that could be refactored out into a common method
• Also noticed 3 common logic mistakes
Logic mistakes

- If a row or column was completely empty, `getOverallScore` would always return 0.
- Score for 5 identical tiles didn’t match score from game: $100 + 2 \times \text{tileValue}$.
Tile class

- Some overuse of ordinal value
- Should have provided utility method to say whether tile was numeric
Magic constants

• Overall, most people were good about not encoding magic constants such as 5 into their code

• Some confusion because board size is the same as the maximum numeric tile

• Some people used Board.SIZE as the value of the largest tile
Study for Friday

- Algorithmic efficiency (Koffman, 2.8)
- List abstraction and implementation
  - Koffman chapter 4
- Java APIs for
  - Collection, List, Iterator, ListIterator
- Move to Front coding exercise, due Monday
For Monday

- Move to Front programming exercise due
- Code review of java.util.LinkedList
- Stack, Queue, Dequque APIs
- Koffman Chapter 5-6 (Stacks and Queues)