# CMSC 132, Week 3, Lab1

## Notes for TAs

* 1. Make sure that you access the lab material days before the lab (do not wait until the day before as CS servers may be down).
  2. If you see any errors in the material provided, let us know immediately.

## Blackjack Project

Address any questions students may have about the project. Do not spend more than 5 minutes.

## Junit Testing

Go over the material available at:

<http://www.cs.umd.edu/eclipse/JUnitTesting.html>

We have asked students to study this material before the lab; this should speed things up.

## Examples

1. Using the code available at:

<http://www.cs.umd.edu/class/fall2018/cmsc132/labs/Week3/TVCode.zip>

Go over the classes TV, ConventionalTV, and HighDefTV

1. Go over the file ValidInvalid.java.

## In-Lab Office Hours

* 1. Hold in-lab office hours if you have any time left. Any students without any questions can leave.
  2. Address any questions students may have. Don’t stay sitting at the front desk; go around asking students

whether they have any questions.