Big things-----Little Things

• Draw a logo.
• Calculate GCD(126, 102, 165) by running Euclid's subtraction algorithm and get the answer of 3
• Calculate the parabolic route of a cannonball

• Set up a named variable.
• Copy a literal number into a named variable.
• Add (or -. *, /) numbs.
• Define your own method.
• Call that method (once)
• Make computer RETURN from your method.
More little things..

- set up your counting variable
  ```
  int count;
  ```
- copy how many times from a parameter var.
  ```
  count = nSides;
  ```
- Use whether `count > 0` to DECIDE whether to run a loop body another (or the first) time
  ```
  while (count > 0)
  {
    //omitted stuff
  }
  ```
Three (3) More little things..

(1) Use whether `count > 0` to DECIDE whether to run a loop body another (or the first) time

```java
while (count > 0)
{
}
```

(2) Print a *  
```java
System.out.print("*"));
```

(3) Subtract 1 from the value currently in your count variable.

```java
count = count - 1;
```

That } is needed to tell the computer what to repeat.
public class MysApp
{
    public static void main(String[] a)
    {
        StarMaker sr = new StarMaker();
        sr.make(17);
        return;
    }
}

public class StarMaker extends Object
{
    public void make(int nParam)
    {
        int count;
        count = nParam;
        while (count > 0)
        {
            System.out.print("*");
            count = count - 1;
        }
        return;
    }
}
Sample exam question:

public class MysApp{
    public static void main(String[] a){
        StarMaker sr = new StarMaker();
        sr.make( 17 );
        return ;
    }
}

public class StarMaker extends Object{
    public void make( int nParam ){
        int count;
        count = nParam * 2;
        while ( count > 0 ) {
            System.out.print("*");
            count = count - 1;
        }
        return ;
    }
}

How many "*'s are printed? (when the App runs once, of course)

(A) 0
(B) 1
(C) 16
(D) 17
(E) 34
Sample exam question:

```java
public class MysApp {
    public static void main(String[] a) {
        StarMaker sr = new StarMaker();
        sr.make( 17 );
        return ;
    }
}

public class StarMaker extends Object {
    public void make( int nParam ) {
        int count;
        count = nParam * 2;
        while ( count > 0 ) {
            System.out.print("*");
            count = count - 2;
        }
        return ;
    }
}
```

How many *'s are printed? (when the App runs once, of course)

(A) 0  
(B) 1  
(C) 16  
(D) 17  
(E) 34
public class MysApp {
    public static void main(String[] a) {
        StarMaker sr = new StarMaker();
        sr.make(17);
        return;
    }
}

public class StarMaker extends Object {
    public void make(int nParam) {
        int count;
        count = nParam * 2;
        while (count > 0) {
            System.out.print("*");
            count = count - 3;
        }
        return;
    }
}

How many *'s are printed? (when the App runs once, of course)

(A) 10
(B) 11
(C) 12
(D) 13
(E) 14

Figure it ON PAPER:: DON'T GUESS!!
THIS IS A HARD QUESTION..
Three (3) More little things..

(1) Use whether `count > 0` to DECIDE whether to run a loop body another (or the first) time

```java
while (count > 0)
{

(2) Print a * System.out.print("*"));

(3) Subtract 1 from the value currently in your `count` variable.

    count = count - 1;
}
```

That } is needed to tell the computer what to repeat.
1 More little thing..

while (count > 0)
{

(1) Use whether the count is even or odd to
decide whether to print an E or an O

if( count % 2 == 0 )
Print an E { 
    System.out.print("E");
}
else
Print an O { 
    System.out.print("O");
}.
while (count > 0)
{
    if( count % 2 == 0 )
    {
        System.out.println("E");
    }
    else
    {
        System.out.println("O");
    }
    count = count - 1;
}
That } is needed to tell the computer what to repeat.