COMP 125:
Basics of Computer Organization
Week 04, Lecture 08

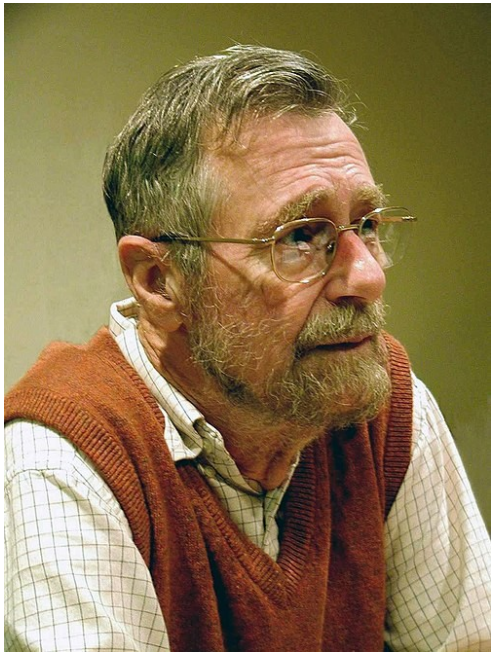
Agenda

1. More practice!

Top-Down

1. Solve the problem - feel free to be generic!
2. Pick some part, and make it more specific
    a. Smaller steps?
    b. Store something in a variable?
    c. Repetition?
    d. Call a function?
3. If you aren't sure what to do, search for one of your steps
4. Do this until the problem is accurately solved by the program

When you're done, if it's a mess, or if it's too slow, you now have a new problem to solve!



Edsger W. Dijkstra

Father of computer programming

Practice

Example 1:

Put the x-location of the cursor (mouse) in the upper left corner and the y-location of the mouse in the lower left corner

Practice

Example 2:

Draw a circle whose diameter is half the size of the canvas centered in the canvas

Practice

Example 3:

Draw a circle whose diameter is half the size of the canvas centered in the canvas, and make it blue

Practice

Example 4:

Draw a circle whose diameter is half the size of the canvas centered in the canvas, and make it blue or red depending on if the cursor is on the right half of the screen (blue) or the left (red)

Practice

Example 5:

Draw five circles on the canvas that do not touch each other and are all the same size

Practice

Example 6:

Draw five circles on the canvas that do not touch each other and are all the same size but different colors