#### **Review**

R104 - Random Number Generation

### **Megabytes**



# What is a megabyte?

**Extension**: In what situations is it more beneficial to use different definitions?

### **Megabytes**

According to the exam board:

- Megabyte: 1 million bytes  $(1 \times 10^6)$
- Mebibyte: 1024 kibibytes  $(1 \times 2^{10})$
- Kibibyte: 1024 bytes

#### Starter

```
class Program
 static int num;
 static void DoIt()
   Console.WriteLine(num);
 static void Main(string[] args)
   Console.Write("Enter a number: ");
    int num = int.Parse(Console.ReadLine());
   DoIt();
   Console.ReadKey();
```

} }

### Debugging

Syntax, runtime and logical errors

### **Syntax errors**

#### Syntax errors

- Occur before the program is run
- Code cannot be compiled/built, let alone run
- Indicated by a 'red squiggly'

Debugging

#### Syntax errors

- Occur before the program is run
- Code cannot be compiled/built, let alone run
- Indicated by a 'red squiggly'
- The code itself is invalid in the language
- Error messages are typically more descriptive
- Fixed by rewriting code to be valid in the syntax of the language

### Runtime errors/exceptions

```
static void Main(string[] args)
{
   int number;
   number = int.Parse(Console.FormatException: 'Input string was not in a correct format.'
   Console.ReadKey();
}

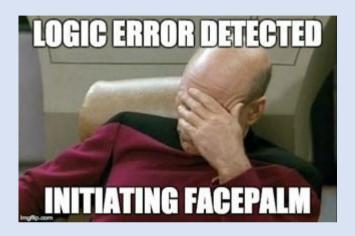
Exception Unhandled

System.FormatException: 'Input string was not in a correct format.'
```

- Occur while the program is running
- Occur when the program tries to do something it shouldn't
  - e.g. assigning a string to an integer variable
  - e.g. representing a number that is too large
- Typically cause the program to crash

### **Logic errors**

- Occur when the program is running
- Often do not crash the program
- Cause results that are different from what is expected



# Debugging Demo

#### Worksheet

# **L116 – Debugging Worksheet**

This is on Google Classroom.

Copy the code in to a new project and carefully list all of the syntax, runtime and logical errors.

Test the program thoroughly to make sure it works for all inputs.

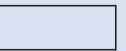
### **Topic 4.1** – Programming

**Arrays in C#** 

### **Arrays in C#**

#### Single variable declaration

```
int num;
```



#### **Array declaration**

```
int[] num;
num = new int[7];
```

0
1
2
3
4
5

6

```
int[] student = new int[16];
for (int i = 0; i < 16; i++)
{
   student[i] = 1;
}</pre>
```

	student														
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

```
int[] student = new int[16];
for (int i = 0; i < 16; i++)
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	student														
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

```
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	student														
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0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

#### Method 1 - One index at a time

```
string[] names = new string[5];
names[0] = "Kai";
names[1] = "Reuben";
names[2] = "Heidi";
names[3] = "Giulia";
names[4] = "Elias";
```

#### Method 2 - Using a for loop

```
string[] names = new string[5];

for (int i = 0; i < names.Length; i++)
{
   names[i] = Console.ReadLine();
}</pre>
```

#### Method 3 - Auto-initialise

```
string[] names = {"Orlando", "Lev", "Sienna", "Avery"};
```

Method 3 - Auto-initialise

```
string[] names = {"Orlando", "Lev", "Sienna", "Avery"};
```

What's nice about this method?

#### Method 3 - Auto-initialise

```
string[] names = {"Orlando", "Lev", "Sienna", "Avery"};
```

What's nice about this method? We don't have to specify the size explicitly

#### **Exercise**

#### You have 10 minutes:

- 1. Declare an integer array of size 8. Using a **for loop**, put the value 2 into every cell in the array. Display this in the console.
- 2. Auto-initialise a string array with 5 names. Display the names in the console **in order**.
- 3. Display the names in the console in reverse order.
- 4. Ask for a character from the user. Count the number of occurrences of that character in each of the names, storing the results in a new integer array.
- 5. Using this new array, find the mean number of occurrences across all 5 names. Print this mean to the console.

#### Worksheet

# Arrays PRIMM (Google Classroom)

or W108 – C# Arrays if you're feeling confident

#### **Adventure Games**

- Start/continue working on your adventure games
- You will be playing and evaluating each others' adventure games in the second lesson after half term
  - Make sure you bring them with you to that lesson