1. Rallying support for a comprehensive review session
   a. As of early Saturday, only about 6 people have expressed interest. A bit more people need to express interest before we will actually hold one.

2. Drop Day
   a. Drop day is Friday June 22.
   b. Quiz 2 grades will be posted on or before Friday before it is too late to drop.

3. Pre-Quiz & Quiz
   a. Quiz on Wednesday June 20
   b. Pre-Quiz – http://coweb.cc.gatech.edu/cs1316/708
   c. Entertain questions and go over answers for the pre-quiz.

4. Homework 5
   a. Due Monday June 18 at 11:45pm with grace until June 19 at 7:00am (t-square always had the most up to date deadline).
   b. Answer last-minute questions.

5. Pair programming
   a. Pair programming agreement due in Wednesday June 20. Can be turned in class on Wednesday or try catch Rory during his office hours or his recitation. Before Wednesday, just turn it into any TA.
   b. Remember pair programming agreements must be turned in and the pair must be posted to the Pairs Page (http://coweb.cc.gatech.edu/cs1316/704).
      i. User: attach
         Password: carmen
   c. Working without a partner for Homework 6 will result in an automatic 10% deduction.
   d. Request a partner on http://coweb.cc.gatech.edu/cs1316/705
   e. Homework grading TAs will change, because pairs will have to be redistributed among the TAs. Your official grading TA is still the one you have now and is technically the one that grades your quizzes.

6. Abstract data structures: Trees
a. Graphs – main distinguishing characteristic (when compared to a tree) is that they can have cycles.

b. Trees – acyclic graphs or graphs that CANNOT have cycles
   i. Representing Trees in CS1316: LinkedLists of LinkedLists
      1. Breaking down the different branches
         a. Picture Structures
            i. Branch – can hold HBranch, VBranch, MoveBranch
            ii. HBranch – can hold BlueScreenNodes; draws nodes horizontally
            iii. VBranch – can hold BlueScreenNodes; draws BlueScreenNode vertically
            iv. MoveBranch – can hold BlueScreenNodes; can move
            v. BlueScreenNode – can hold Pictures.
         b. Sound Structures
            i. SoundBranch – can hold SoundNodes
            ii. See structuring-sounds.ppt (p37-84)
      c. There are more but these as the ones we tend to focus more on. Also it is also likely that these structures can hold other objects as well but we tend to focus on the ones mentioned above.
   ii. FrameSequence: Formal introduction
      1. Will be used on homework 6
      2. Basically takes a snapshot of the current background Picture and saves it as a Picture.
      3. After you have taken all the snapshot you need, you can play them back like a movie.
      4. See example in WolfAttackMovie.java
   iii. Seeing concepts in action: WolfAttackMovie.java
      1. WolfAttackMovie wam = new WolfAttackMovie();
wam.setUp();
wam.renderAnimation();
wam.replay();

2. The version of WolfAttackMovie.java posted on the coweb has a main method that I added so you can just run it.

3. Do worry if FrameSequence is slow. It is supposed to be slow. For faster results try fewer frames and drawing on a white background.

4. Just so you know WolfAttackMovie is absurdly similar to homework 6.

7. Homework 6
   a. Due Monday June 25 at 11:45pm with grace until June 26 at 7:00am.