

Lesson 62: Magpie Lab #2 (W21D1)

Balboa High School

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Do Now

- 1 Open the *student manual* [here](#).
- 2 Take out iteration table showing the execution of `findKeyword()` per the HW slide from the last lesson.¹
- 3 Read over the `findKeyword(String, String, int)` method and see if you can make sense of what each statement is doing (i.e., what it's supposed to accomplish). Ask others for their ideas if you're stuck!

¹`findKeyword("yesterday is today's day before.", "day", 0);`

Students will finish the College Board's Magpie lab.

Finishing Activity 3

- Review the `findKeyword(String, String, int)` method...
- Solution to the HW iteration itable

Activity 4

- Rejoin your partner from last class
- Import the classes found [here](#), Magpie4 and a driver/runner
- Figure out how “I want to” statements are handled by these methods:
 - `getResponse()`
 - `transformIWantToStatement()`
- Work on Activity 4 on pp9-10. Getting stuck? See hints on the next slide.

Activity 4: Hints

- I want *something*:
 - be careful about where in `getResponse()` you check for "I want" — before or after checking for "I want to" makes a difference!
 - write a helper method similar to `transformIWantToSomething()` to construct a meaningful response to statement
- I *something* you:
 - in `getResponse()`, before the `else {...}` case, include an `else-if()` case that checks whether statement starts with "I" **and** has "you" later (consider earliest position for "you")
 - write a helper method that can extract the *something* portion of statement and return "Why do you *something* me?"

If your team hasn't yet finished Activity 4, finish for HW.