

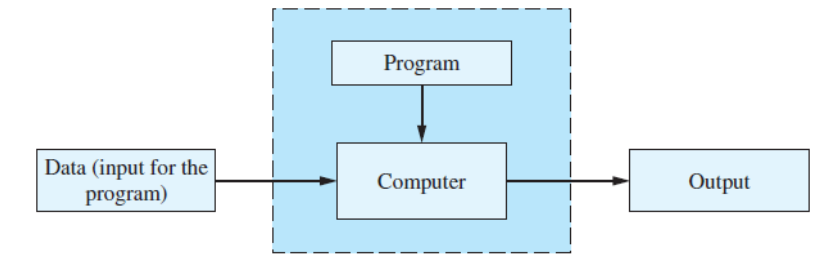
## Recap: Algorithms and Computation

- Algorithms
- Designing vs running algorithms
- Computers as tools

## Euclid's Algorithm (redux)

- Input: two numbers
- 1. Name the larger number **X**, smaller number **Y**
- 2. Divide **X** by **Y** and name the remainder **R**.
- 3. If **R** is not 0, then reassociate **X** with the current value of **Y**, reassociate **Y** with the current value of **R**, and go back to step 2.
- 4. Output the current value of **Y**.

## Running a Program



## The Java Programming Language



## A First Program

```
import objectdraw.*;
import java.awt.*;

public class TouchyWindow extends FrameWindowController {

    public void onMousePress(Location point) {
        new Text("I'm touched", 40, 50, canvas);
    }

    public void onMouseRelease(Location point) {
        canvas.clear();
    }

}
```

## Summary

- Write-compile-run cycle
- Classes
- Methods
- Graphics and event handling
- Keep your code tidy!