CSE115 / CSE503
Introduction to Computer Science I

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Office hours:

Request appointment via e-mail

ANNOUNCEMENTS

EXAM ROOMS

LAST NAME	EXAM ROOM
A - B	Davis 101
C - K	Knox 20
L - O	Knox 104
P - T	Norton 112
U - Z	Cooke 121

REVIEW SESSOIN

We will have an extra review session

in

NSC 218

on

Monday 12/12

from

12:00 - 1:30 PM

EXAM RULES

7:05 Seating starts

7:15 Exam begins
No departures before 7:45

7:45 Late arrivals will be denied entry
Early departures permitted

10:00 No more early departures

10:15 Exam ends – all papers must be turned in

Academic Integrity

Keep in mind that any work you submit must be your own. Submitting work done by someone else as your own is academically dishonest, and will result in immediate failure in the course. We will use software tools to detect inappropriate collaboration.

Joint/Collaborative submissions

Homework “help” sites

Contract cheating

FINAL EXAM PREPARATION & REVIEW

Ways to prepare for the final:

- *retake exams 1 and/or 2 under exam conditions*
- *re-done several labs*
- *come up with possible exam questions on your own*
- *review your own lecture notes in detail, taking additional notes, jotting down questions as you review*

- representing information
- gates (and, or, not)
- language translation
  - compilation (HLL to LLL)
  - assembly (LLL to LLL)
- objects
  - properties – instance variables
  - behaviors - methods
- variables
  - type, name, value, location, scope, lifetime
  - instance and local (both parameter and non-parameter)
- variable declarations
- assignment statement
  - assignment operator ‘=’
- class definitions
  - header and body
  - instance variables
  - constructors (& methods)
- vocabulary
  - keywords (package, public, private, class, new)
  - header, body, terminator, parameter list, argument list, declaration, statement, etc.
- access control modifiers
  - public / private
- null
- graphical user interfaces
- memory organization
  - static / dynamic
  - dynamic: stack / heap
- class instantiation
  - new operator
    - allocates memory on heap
  - reference is value of new expression
- diagrams
  - object (objects, variables, references)
  - class (classes, relationships)
- relationships
  - composition/association/inheritance (generalization)/implementation (realization)
- method invocation
  - invocation record on runtime stack
  - argument to parameter assignment
- control structures
  - conditionals (if/if-else), loops (for, while, foreach)
- collections
  - ArrayList<E>, HashSet<E>
  - Iterator<E>
- design patterns: Observer, Iterator, …
- inheritance, overloading, overriding, constructor chaining, type hierarchy, Object
- primitives: binary and two’s complement representations
- and other misc. topics (incl. search)

FINAL THOUGHTS

Have a great break!

Have fun in CSE116!