

Test 3 -- What to Study

Test 3 -- In Class Friday April 28<sup>th</sup>, 2008 -- 50 minutes

Format:

- 1 -- Programming question based on Project 3. (15 points)  
Based on Karel the Robot
- 3 -- Short Answer questions (5 points each, 15 points total)  
Based on Lecture Notes only
- 35 -- Multiple Choice questions (2 points each, 70 points total)  
Some questions on Karel the Robot  
Most questions from the Lecture Notes

What to study:

Karel the Robot --

- Review the lessons on Making Complex Decisions, Nested IF, While Statements
- Review posted notes from 3/21 -3/26
- Text Chapters 4 & 5

Lecture Notes --

- Everything discussed in class since we ended Karel the Robot
- Carefully review all the lecture notes posted from 3/28 - 4/25

Topics included are:

- Intellectual Property & Computer Ethics
- Biometrics and Encryption
- Beyond Email: Information overload, Wikis, Blogs
- What is the Internet? History, Ownership, and Digital Divide.
- Desktop tools, help or harm
- Behind the Machine: Anonymity, Free Speech, SPAM, and Phishing
- Is *Microsoft* the Evil Empire?
- What is on your computer desktop? AND, the Desktop itself, Operating Systems, Graphical User Interface.
- Why learn to program?