

List of Topics

<https://csci-1301.github.io/about#authors>

May 25, 2021 (04:05:22 AM)

Contents


0.1	General Concepts	2
0.2	Writing and Compiling Programs	2
0.3	Computer Usage	2
0.4	The Structure of a Program	3
0.4.1	First Program - Hello World	3
0.4.2	Rules and Conventions	3
1	Datatypes and Operators	3
1.1	Variable	3
1.2	Numerical Values	3
1.3	Booleans	3
1.4	Operators	4
1.5	Strings	4
1.5.1	Displaying Strings on the Screen	4
1.6	Characters	4
2	Lists ?	4
3	Basic Control Structures	5
3.1	Selection Statements	5
3.2	Repetition Statements	5
4	Object-oriented programming	6
4.1	Class Conception	6
4.2	Class Implementation	6
4.3	Class Usage	6
4.4	Additional Considerations	6
5	Random Class	6
6	Testing and Debugging	6
7	Interacting with Users	7
8	Data structures	7
8.1	Constant	7
8.2	Enumerated Datatype	7
8.3	Arrays	7
9	Exceptions 	7

0.1 General Concepts

Students should understand the meaning and importance of the following notions. This statement should be read as “understand the first sentence or paragraph on a wikipedia article”, taking high-level programming language¹ as an example.

- Programming languages types and paradigms
 - Machine language instructions
 - Assembly instructions
 - High-Level Programming Languages
 - Object-oriented paradigm and data hiding
- The difference between roles (user, tester, programmer)
- How complex piece of software *reuse* previous pieces.
- The importance of security 
 - Types of attack (malware, phishing, social engineering, zero-day)
 - Types of loss (loss of integrity / availability / confidentiality)

0.2 Writing and Compiling Programs

- Understand what the “flow of development” is:
 - Having a goal
 - Writing down specifications
 - Creating the source code
 - Running the compiler
 - Reading the compiler’s output, warning and error messages
 - Looking for documentation and help on-line and off-line
 - Testing
 - Making sure the program is secure 
 - Editing
 - Reusing
- Using an IDE to
 - Create a project,
 - Perform some of the steps of the “flow of development”,
 - Correctly save and re-open projects,
 - Understand basic features of break points and debugging. **?**

The IDE used can be MonoDevelop² or Visual Studio³, the student can pick other IDEs if they wish but they will not be supported.

0.3 Computer Usage

- How to download and install an IDE in a secure way 
- How to share and zip a project
- How to use shortcuts **?**
- How to look for on-line documentation

¹https://en.wikipedia.org/wiki/High-level_programming_language

²<https://www.monodevelop.com/>

³<https://visualstudio.microsoft.com/>

0.4 The Structure of a Program

0.4.1 First Program - Hello World

The students should understand all the components of a simple “Hello World” program:

- Comments (in line and block)
- `using` statements and namespace / API concepts
- blank lines and spacing
- indentation
- intro to classes and methods’ structures (body / header)
- status of `main` method
- intro to Console’s `Write` and `WriteLine`
- string literal

0.4.2 Rules and Conventions

- The difference between a “rule” (e.g. case-sensitivity) and a “convention” (commenting your code).
- Reserved words
- Identifiers and naming conventions
- That the distinction can vary with the programming language
- Importance and role of `{` and `}`

1 Datatypes and Operators

1.1 Variable

- Datatype (numerical, boolean, string, character) – including a mention of reference datatypes
- Declaration, assignment, initialization
- Naming variables correctly
- The absence of default value after declaration (un-assigned variables)

1.2 Numerical Values

- Integers (`int`, `long`) – range and size, signature (`uint`)
- Floating Point (`float`, `double`, and `decimal`) – range, size and precision,
- Type casting (e.g. from `int` to `double`, and legal operations between different datatypes) and casting operator (e.g. `(int)`).
- Overflow and underflow 

1.3 Booleans

- Possible values (`true`, `false`)
- Usage
- That boolean variables are called “switches”

1.4 Operators

- Binary arithmetic operators: `*`, `/`, `%`, `+`, `-`
- Unary arithmetic operators: `++`, `--`
- The difference between postfix and infix notation for unary operators ?
- Comparison operators: `!=`, `==`, `>`, `>=`, `<`, `<=`
- Boolean logical operators: `&&`, `||`, `!`
- Precedence and “validity” of some expressions (typically, `! 2 < 3` is not a valid expression)
- Combined assignment operators: `+=`, `*=`, `-=`, `/=`, `%=`

1.5 Strings

- `ReadLine` method
- Concatenation (`+`)
- Interpolation
- Additional methods: `ToLower`, `ToUpper`, `Contains` ?

1.5.1 Displaying Strings on the Screen

- Format specifiers⁴ for numbers: – `Currency` (`C`),
 - `Fixed-point` (`F`) or `Number` (`N`)
 - `Percent` (`P`) ?
 - `Exponential` (`E`) ?
- The `String.Format` method

1.6 Characters

- Possible values and the existence of binary, oct, dec and hex representation (cf. for instance wikipedia⁵)
- Escape character and sequences: `\n`, `\t`, `\\`
- Conversion between glyph and decimal value.
- Various methods: `ToLower`, `ToUpper`, `Contains`, `StartsWith`, `EndsWith` ?

2 Lists ?

- Creating a list of numbers or strings
- Adding items using the `Add` method
- Accessing items using `[]`
- Removing and Inserting (`Remove`, `RemoveAt`, `Insert`)
- `Count` property

⁴<https://docs.microsoft.com/en-us/dotnet/standard/base-types/standard-numeric-format-strings>

⁵https://en.wikipedia.org/wiki/ASCII#Printable_characters

3 Basic Control Structures

3.1 Selection Statements

For each of the following structure:

- `if`
- `if-else`
- `if-else if`
- nested `ifs`
- `switch`

The student should understand

- Their importance,
- Their usage,
- Their syntax,
- Their flow,
- When to use one or the other,
- The common pitfalls (e.g., writing a condition in a `switch`).

3.2 Repetition Statements

For each of the following structure:

- `foreach`
- `while`
- `for`
- `do{...}while(...)` ?

The student should understand:

- Their importance,
- Their usage,
- Their syntax,
- Their flow,
- When to use one or the other,
- The common pitfalls (e.g. = instead of ==, <= n vs < n)

As well as being capable of identifying the difference between

- Counter-controlled,
- Sentinel-controlled,
- User-controlled

and defining the term “accumulator”

4 Object-oriented programming

4.1 Class Conception

- Need and interest of specification 
- UML Class diagram: interest, usage, and simple case (single class with attributes, methods and constructor).
- Access modifier (private, public)
- Principle of least privilege (private variables and methods where possible) 

4.2 Class Implementation

- Attributes (and their default value, as well as how to change them)
- Get and Set methods
- Properties **?**
- Method signature
- Overloading
- Variable shadowing⁶ **?**
- Constructors: default constructor and “custom” constructor


4.3 Class Usage

- The **new** keyword
- Object creation using default and custom constructors
- Object manipulation: calling a method, setting an attribute, calling the `ToString` method implicitly.

4.4 Additional Considerations

- `toString` method
- static class and methods
- `Math` Class⁷ (`Abs`, `Sqrt`, `Pow`) **?**

5 Random Class

- Creating a generator with `new Random()`
- Generating non-negative integers,
- Generating integers between ranges,
- Generating double,
- Generating a random word **?**
- Potential problems with deterministic generators 

6 Testing and Debugging

- How to test intelligently
- How to test every instruction
- How to test boundary conditions

⁶https://en.wikipedia.org/wiki/Variable_shadowing

⁷<https://docs.microsoft.com/en-us/dotnet/api/system.math?view=net-5.0>

7 Interacting with Users

- Input validation
- TryParse in the `int` and `decimal` classes.
- Reading a single character from the user ?

8 Data structures

8.1 Constant

- The `const` keyword
- Example usages (Avogadro constant, miles-to-kilometer ratio, speed of light) and use case.
- `Math.PI` ?
- Static constant ?

8.2 Enumerated Datatype

- Define enumerated datatypes using `enum`
- Enum values (i.e. numerical values assigned to enumerated values by default) ?
- Use enumerated datatypes (variable declaration, assignment, displaying).

8.3 Arrays

Only one-dimensional arrays should be discussed.

- Vocabulary: index (starting at 0), bounds.
- `Length` property
- `Resize` method ?
- Different syntaxes for initializing and declaring arrays ?
- Buffer overflow

9 Exceptions SOON

- `try...catch` blocks
- Types of exceptions
- `finally`
- Defining your own exception

10 File I/O SOON

- `StreamWriter` and `StreamReader` classes
- Manipulating binary and text files
- `File` class ?