**Topics:**

Section A:

* + Queues
  + Stacks
  + Logic puzzles
  + Graphs
  + Trees
  + Dijkstra's algorithm
  + Trace tables
  + Recursion

Section B:

* + MOD
  + DIV
  + String handling
  + Lists

Section C:

* + Identifier
  + Value
  + Hierarchy diagrams
  + Class diagrams
  + Classes
    - Super
    - Attributes
      * Protected
    - Methods
      * Private
      * Public
    - Objects
    - Instantiation
  + Subroutines
    - Parameters
    - Arguments
    - return
  + OOP:
    - Polymorphism (Overriding)
    - Inheritance
  + lists - 2D
  + Metadata

Section D:

* + Custom player name - 2
  + New move - 4
  + New move - 4
  + 'wild card' award - 5
  + Spy on your or opponents queue of moves - 5
  + Add error handling - 5
  + Limit 'accept the offer' times - 5
  + Undo last move - 5
  + New attribute - 7
  + Destroy piece and replace with new Kotla - 4
  + Make changes to move queue - 9
  + Reclaim lost pieces if reach back of opponents board - 7