Final Exam Study Guide

No.	Knowledge & Skill Point	Reference
1	Being familiar with different layout options when constructing a GUI using Javaswing	Week08_JawaSwing.pptx Lab01 – GUI Construction
2	Being able to apply Composite pattern to construct a GUI with Jawaswing components	Lab01 – GUI Construction
3	Being able to apply Event-Driven architecture and Observer pattern to deploy action listeners into Javaswing component	Lab01 – GUI Construction
4	Being familiar with different types of version control systems (file locking vs. concurrent modification), and differences between them	Week09_Version Control.pptx
5	Being able to use Github to manage your project code base, being familiar with the workflow, being able to resolve conflicts	Lab02 – Github Week09_Version Control.pptx
6	Understanding the concepts of Defect, Fault, Trigger Condition, Symptom, Failure	Week10_Software Verification.pptx
7	Being able to carry out clear-box testing. When given the source code and test cases, being able to analyze statement coverage, branch coverage, and path coverage	Week10_Software Verification.pptx
8	Being familiar with the process of Unit Testing → Integration Testing → System Testing, and understanding when each testing activity shall be performed	Week10_Software Verification.pptx Lab03 - JUnit and EclEmma
9	Understanding why and when Regression Testing shall be performed	Week10_Software Verification.pptx
10	Being familiar with the debugging process (5 steps)	Week10_Software Verification.pptx
11	Being familiar with common debugging tools, such as Breakpoint, Test suite, Watch	Lab04 - Using the Debugger
12	Understanding what is Refactoring and its process	Week10_Static Analysis & Refactoring.pptx
13	Being able to read a Burn chart	Week11_Project Management.pptx
14	Understanding the relationships between Scope, Time, and Cost (the Triangle)	Week11_Project Management.pptx
15	Understanding the Brooks' Law	Week11_Project Management.pptx
16	Understanding the concept of Physical Architecture	Week14_Deployment & Maintenance.pptx
17	Being able to identify different types of physical architecture (personal, shared, mainframe, cloud)	Week14_Deployment & Maintenance.pptx
18	Being able to read a Deployment Diagram	Week14_Deployment & Maintenance.pptx
19	Being familiar with common methods to provide support, and their types (Synchronous/Asynchronous)	Week14_Deployment & Maintenance.pptx
20	Being able to use Critical Path Method to identify critical tasks and paths	Week15_Scheduling.pptx Scheduling.pdf
21	Being familiar with tools such as Eclipse, Junit, EclEmma, VivifyScrum, Github	Lab03 - JUnit and EclEmma Assignment: Creating PB Lab02 – Github
22	Understanding SCRUM, activities within a SPIRNT, differences between SPRINT review vs. retrospective	Scrum.pdf (Week 3)
23	Understanding the differences between Waterfall and SCRUM	Activity-01_Processes_answers.pdf (Week 3)