Strings

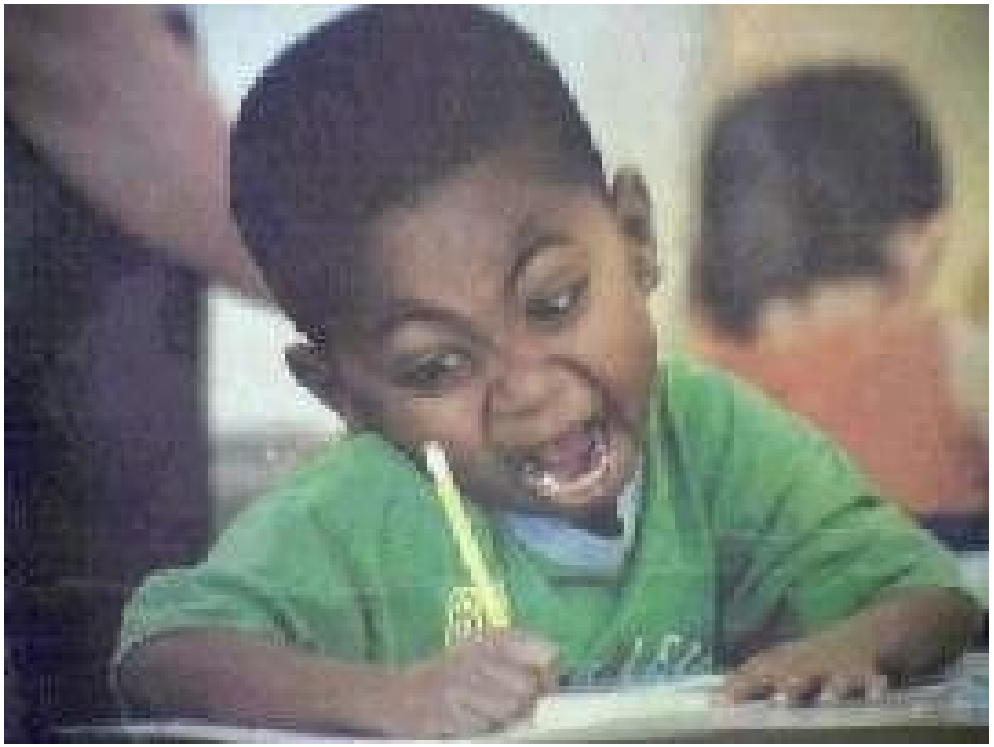
Devin J. Pohly <djpohly@cse.psu.edu>

Midterm 1 Review

Devin J. Pohly <djpohly@cse.psu.edu>

Exam format

- In class
  - 20 x 1pt true/false
  - 10 x 5pt shorter answer
  - 3 x 10pt longer answer
- Not open-book
  - Not open-note, open-phone, open-computer, open-your-neighbor, etc.
  - On the bright side, you *may* use your own pencil!
    - … please don't smuggle answers in on your pencil.



What is on the exam?

- Anything up to this point is fair game:
  - Lectures
  - Projects
  - Readings

Remember this?

- There are a large amount of readings in this course covering various topics. These assignments are intended to:
  - Support the lectures in the course (provide clarity)
  - Augment the lectures and provide a broader exposure to systems programming topics.
- Students are ***required*** to do the reading!
- *About 10–20% of questions on the exams will be off the reading on topics that were not covered in class*. If you skip the readings, you will be in deep trouble when it comes to grades.

What is on the exam?

- Anything up to this point is fair game:
  - Lectures
  - Projects
  - Readings
- Focus will be on the important parts

What is on the exam?

- Anything up to this point is fair game:
  - Lectures
  - Projects
  - Readings
- Focus will be on the important parts
  - Well duh. Got anything better for us?

What is on the exam?

- Anything up to this point is fair game:
  - Lectures
  - Projects
  - Readings
- Focus will be on the important parts
  - Things in more than one of the above, or that we dedicated lots of lecture time to.

Topics include...

- *but are not limited to...*
  - Abstractions and the OS
    - Processes and syscalls
    - Memory hierarchy and caching
  - Code-to-process lifecycle
    - Compiling, linking, etc.
  - Command line basics
    - stdin/stdout/stderr
    - Shell syntax and scripts
    - Arguments
  - Using Vim

Topics include...

- *but are not limited to...*
  - C syntax and semantics
    - Similarities and differences versus C++/Java
    - Arrays and their uses
    - Pointers and their uses
    - Built-in and custom data types and how they behave
      - e.g. struct, enum, union, typedefs
  - Make and makefiles
    - How Make works
    - Makefile syntax and rules

Open questions