

Week 13: Revision

COMMONWEALTH OF AUSTRALIA

Copyright Regulations 1969

WARNING

This material has been reproduced and communicated to you by or on behalf of the University of Sydney pursuant to Part VB of the Copyright Act 1968 (**the Act**).

The material in this communication may be subject to copyright under the Act. Any further copying or communication of this material by you may be the subject of copyright protection under the Act.

Do not remove this notice.

Couse review, Exam, future

- Postconditions of the course
- Preparing for the Exam
- Examples
- Examination format

Key postconditions

- Ability to read and write correct, clean code in C that allocates, deallocates and manages memory
- Ability to correctly implement standard linked list data structures
- Evaluate common memory-related errors (such as memory leaks, dangling pointers) and how to avoid these
- `NULL != '\0'`
- No variable length arrays!

Key postconditions

- Ability to read and write code that correctly uses the main standard library functions, especially for I/O, file handling, and string handling.
- Ability to use code quality strategies appropriate for C, including preprocessor techniques, and use of common idioms
- Apply a thorough automated testing regime using tools such as make, diff, scripts to present the outcomes, and a tool to manage regression testing.

Key postconditions

- Understanding of the approach and concepts of Unix, including its tools philosophy, processes (including [pipes and redirection](#)), the file system, and the shell.
- Ability to learn to use Unix & C commands and system calls (including usage of flags etc) from online manual system.

Key postconditions

- Understand the limitations of sequential computing performance and concepts in parallel programming
 - task-parallelism, data-parallelism
 - Synchronisation
 - Deadlock, livelock, starvation
 - Locking hierarchy
 - Scheduling
 - ...
- Ability to **design a parallel solution** to a given problem. Use a parallel thread library such as Pthreads to derive the code.
- Ability to measure performance through profiling and **identify load balancing issues** or bottlenecks in either software and hardware.

Essentials for the pass

- C aspects that are conceptually like Java
- C pointers basics
- C pointers with arrays and strings
- C pointers with lists and other data structures
- C memory model
- Applying synchronization primitives

Preparing for core

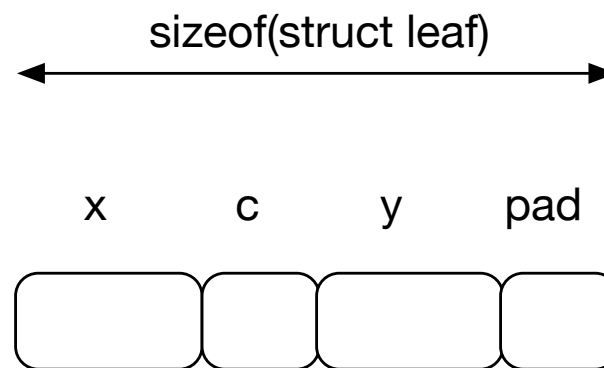
- Review the lab material, lectures
- Especially review C aspects
- Practice all the exercises from labs and lectures
- Write small code examples
 - Get them to work
 - Test them (write small test scripts)
 - So you know they are right
 - Draw pictures of memory

```
struct leaf {  
    int x;  
    char c[2];  
    float y;  
};
```

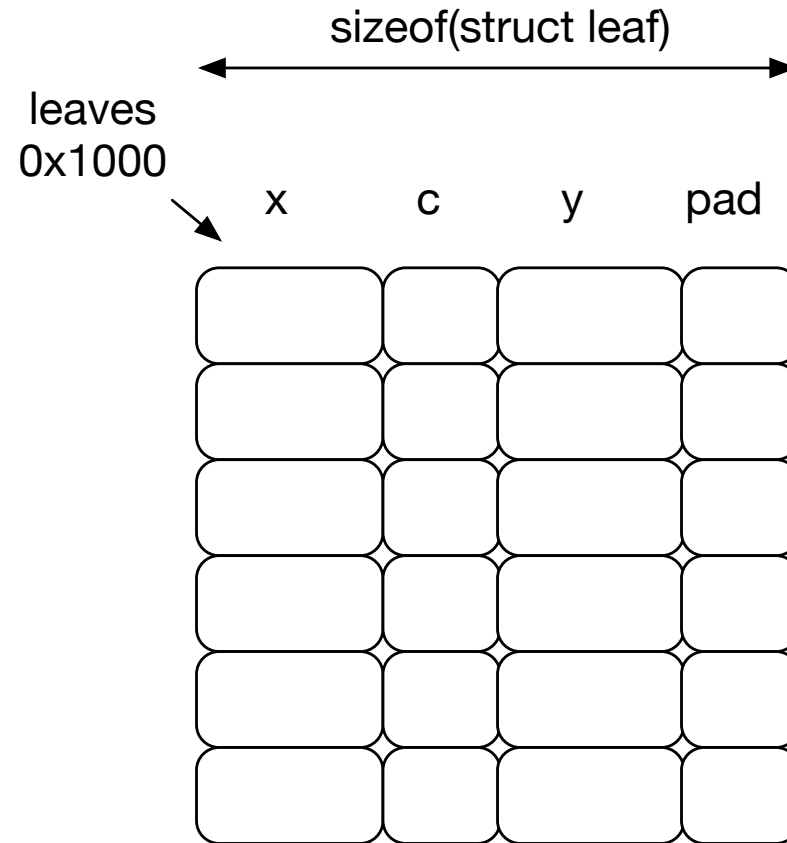
```
struct leaf leaves[6];
```

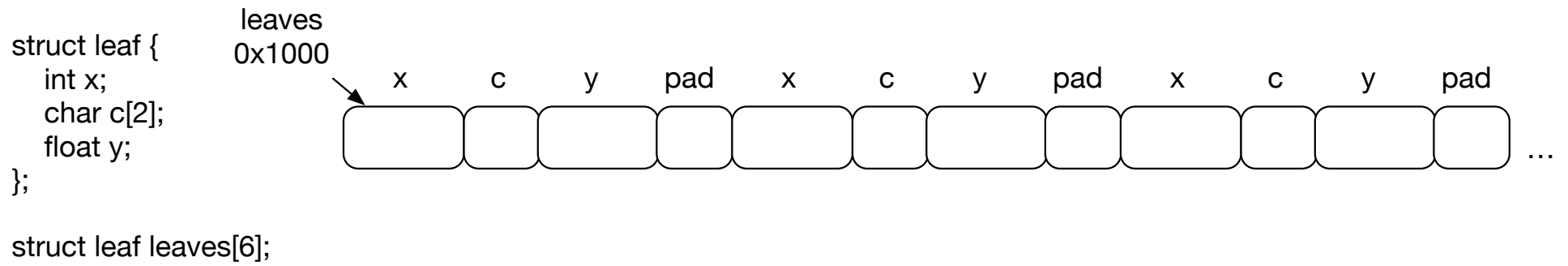
```
struct leaf {  
    int x;  
    char c[2];  
    float y;  
};
```

```
struct leaf leaves[6];
```

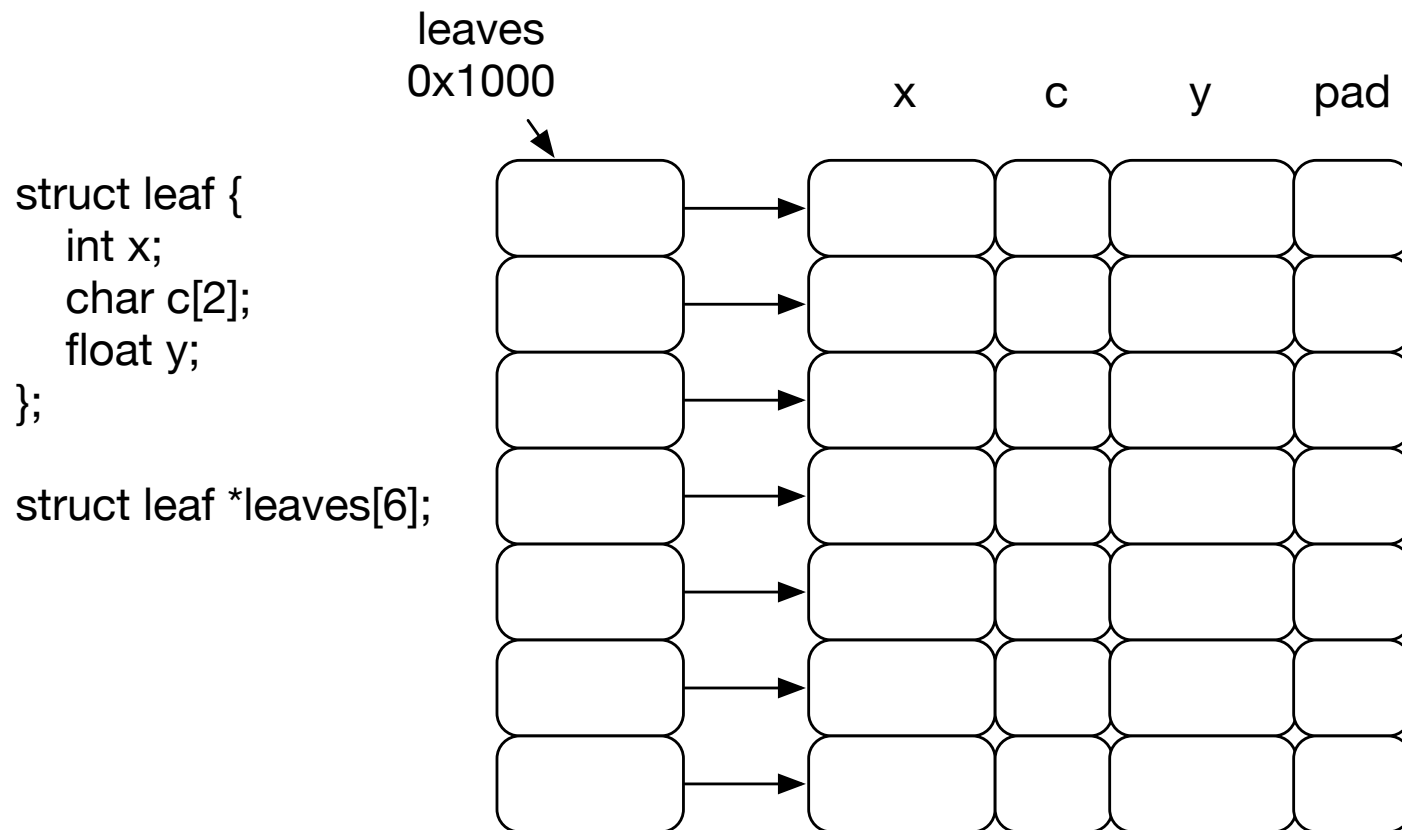


```
struct leaf {  
    int x;  
    char c[2];  
    float y;  
};  
  
struct leaf leaves[6];
```





What has changed?



Preparing for core

- Aim to write clear code
- Write comments to make your thinking clear
 - Eg. Initialise Arr to values 1 .. N.
- Draw pictures
 - They really do help
 - Good programmers draw them – So why not you?
- Map out solution at high level
 - Write pseudo-code if it is easier first
 - Write comments for each main step
 - Write actual code or function call
 - Later, write within each of the function

Example

- **Context:** there is a linked list of ints:
 - **Task:** add 1 to the value of each element
- **Steps:**
 - Needs to traverse a list
 - Needs to have a list that has been built
- Examples you know you **need to test**
 - Empty list
 - Single element list
 - Problems at head
 - Problems at end
 - “Normal “case

Example

- Start with diagram/pictures, whatever helps **you**
- Write an outline for special cases
- Write code for special cases

- **Think** about top level steps
- Write a main() to reflect this
 - Comments
 - Function calls
 - Flesh out details

- Aim for **clarity, simplicity, correctness**
- Once high level is done, write each function

What is the goal of this code?

```
int index_match(char *str, char *pattern) {  
    int tarindex = 0;  
    while(str[tarindex] != '\0') {  
        int i;  
        int tarlen = tarindex;  
        for (i = 0; pattern[i] != '\0'; i++) {  
            if (str[tarlen++] != pattern[i]) {  
                break;  
            }  
        }  
        if (pattern[i] == '\0') {  
            return tarindex;  
        }  
        tarindex++;  
    }  
    return -1;  
}
```

Can you comment on the following code

```
59  FileList construct_path_list(int argc, char **argv, char const *filename) {
60      FileList list;
61      list.watch_files = 0;
62      list.exclude_files = 0;
63      FILE *file = 0;
64
65      if (!filename) {
66      } else if (!strcmp(filename, "-")) {
67          file = stdin;
68      } else {
69          file = fopen(filename, "r");
70      }
```

Can you comment on the following code

```
60     FileList list;
61     list.watch_files = 0;
62     list.exclude_files = 0;

72     int watch_len = LIST_CHUNK;
73     int exclude_len = LIST_CHUNK;
74     int watch_count = 0;
75     int exclude_count = 0;
76     list.watch_files = (char const **)malloc(sizeof(char *) * watch_len);
77     list.exclude_files = (char const **)malloc(sizeof(char *) * exclude_len);
```

Can you comment on the following code

```
79 char name[MAXLEN];
80 while (file && fgets(name, MAXLEN, file)) {
81     if (name[strlen(name) - 1] == '\n')
82         name[strlen(name) - 1] = 0;
83     if (strlen(name) == 0)
84         continue;
85     if ('@' == name[0] && strlen(name) == 1)
86         continue;
87     if ('@' == name[0]) {
88         resize_if_necessary(exclude_count, exclude_len, list.exclude_files);
89         list.exclude_files[exclude_count++] = strdup(&name[1]);
90     } else {
91         resize_if_necessary(watch_count, watch_len, list.watch_files);
92         list.watch_files[watch_count++] = strdup(name);
93     }
94 }
95 if (file && file != stdin)
96     fclose(file);
```

Quick review of sample C code

```
1 static OSStatus
2 SSLVerifySignedServerKeyExchange(SSLContext *ctx,
3     bool isRsa, SSLBuffer signedParams,
4     uint8_t *signature, UInt16 signatureLen)
5 {
6     OSStatus err; ...
7     if ((err = SSLHashSHA1.update(&hashCtx, &serverRandom)) != 0)
8         goto fail;
9     if ((err = SSLHashSHA1.update(&hashCtx, &signedParams)) != 0)
10        goto fail;
11        goto fail;
12    if ((err = SSLHashSHA1.final(&hashCtx, &hashOut)) != 0)
13        goto fail; ...
14 fail:
15     SSLFreeBuffer(&signedHashes);
16     SSLFreeBuffer(&hashCtx);
17     return err;
18 }
```

```

1 static int next_word(const char *str, int bpos, int *cdiff,
2                     const char *delim, int direction)
3 {
4     int skip_delim = 1;
5     while ((direction > 0) ? str[bpos] : (bpos > 0)) {
6         uchar ch;
7         int oldp = bpos;
8
9         if (direction > 0) {
10             ch = u_get_char(str, &bpos);
11         } else {
12             u_prev_char_pos(str, &bpos);
13             oldp = bpos;
14             ch = u_get_char(str, &oldp);
15         }
16
17         if (u_strchr(delim, ch)) {
18             if (!skip_delim) {
19                 bpos -= bpos - oldp;
20                 break;
21             }
22         } else {
23             skip_delim = 0;
24
25             *cdiff += direction;
26         }
27         return bpos;
28     }

```

Next?

2nd year

COMP2017
Systems Programming

SOFT2201
Software Construction
and Design 1

INFO2150
Health System Data
Standards & Analysis

ISYS2110
Analysis & Design of
Web IS

COMP2022
Programming
Languages, Logic, &
Models

SOFT2412 Agile
Software Development
Practices

DATA2001
Data Science: Big Data
and Data Diversity

ISYS2120
Data and Information
Management

COMP2123
Data Structures &
Algorithms

INFO2222
Computing 2 Usability
and Security

DATA2002
Data Analytics: Learning
from Data

ISYS2160 IS in the
Internet Era

...

3rd Year

COMP3530
Discrete Optimization

COMP3419
Graphics and Multimedia

INFO3333
Computing 3
Management

ISYS3402
Decision Analytics &
Support Systems

COMP3027
Algorithm Design

COMP3520
Operating Systems
Internals

INFO3315
Human-Computer
Interaction

COMP3615, ISYS3400,
SOFT3413
Project

COMP3221
Distributed Systems

SOFT3410
Concurrency for Software
Development

INFO3616
Principles of Security and
Security Eng

DATA3404
Data Science Platforms

COMP3308
Introduction to
Artificial Intelligence

INFO3220
Object Oriented Design

ISYS3401
Information Technology
Evaluation

INFO3406
Introduction to Data
Analytics

...

Examination format

- Two main parts.
- PART 1: Open book examination
- PART 2: Closed book oral examination

PART 1: Open Book Computer Examination

Open book meaning

ALLOWED

- You may refer to course materials: textbook, lecture, tutorials, task sets and assignments
- man pages (access via terminal)
- C specification (this C11 draft is more than you need: <http://www.open-std.org/jtc1/sc22/WG14/www/docs/n1570.pdf>)

PART 1: Open Book Computer Examination

NOT ALLOWED

- Asking another person to give you hints, dictate, communicate, or do the work for you.
- Using internet search for reference materials is forbidden (you have the allowed above). For example, searching "function for white space in C", "solution to palindrome in C", or "how to use strcmp()", "what is a pointer" etc.
- Using any other mechanism that defies the objective measure of this assessment.
- Academic integrity applies to all assessments including the final examination.

PART 1: Open Book Computer Examination

4 major parts

- Questions relating to C
- There are questions to require use of standard library
- There are questions that forbid anything external (show us you know how to build them!)
- Syntax is important and with the reference pages, there is little excuse for not knowing which symbol, or function parameter order is correct.
- **The program must compile and run on the environment specified**

PART 1: Open Book Computer Examination

Warnings

- Avoid using your own software development configuration against that which is sought, or provided. The fact that "it works on my machine" does not lend to the nature of a computer examination.
- If you make wild assumptions about concepts/behaviour, you will lose marks.
e.g. I assume fgets always reads the entire file into my buffer → very wrong!. e.g. there is always enough memory → very wrong!.
- There are also no magic functions that you can assume exist to solve the problem. The scope of which functions to use is restrictive as illustrated in the question. e.g.
#include "solution.h"

```
int main() {  
    return solution_run_for_full_marks();  
}
```

- Don't expect help. This as an *examination*.

PART 2: Close Book Oral Examination

- Closed book. No external materials allowed. No open notes, documents, pages, etc.
- One on one examination. Individual assessment
- Identification required
- Video, Voice, and Screen sharing abilities
- Time available is at most 30 minutes
- Please be mindful that when the time expires, the session will end.

PART 2: Close Book Oral Examination

- Examiner will ask different sets of questions to test your understanding of the general subject matter and further questions about your understanding of programming ability based on experience you should have accrued during the course.
- Not all questions will need to be answered correctly. You should expect the majority are needed for the examiner to confirm you.
- Code, diagrams, or text may be shared with you during the examination to aid your understanding of the questions context.
- The time limit allows for you to think and give an answer. Remember that this is an opportunity for you to explain your answer and be able to communicate your ideas to the examiner. Mistakes in word choices and statements made can be corrected.

Final Grade

To pass this course, you need to:

- Obtain at least 40% in all other assessments that are not the final examination, AND
- Obtain at least 50% in the final examination to qualify for a pass in this course, AND
 - Pass the oral examination,
 - Pass the open book examination,
- Obtain at least 50% final mark overall

The grade for the final examination will reflect the combination of the open book exam and the closed book oral examination.

Your heroes of the course

- Teaching Assistant
 - **Tyson Thomas**
 - **William Wang**
 - **Byung Hoon Cho**

- Tutors
 - Anuj Dhavalikar
 - Gregory McLellan
 - Alan Robertson
 - Yun Li
 - Shumin Kong
 - Mathew Magee
 - David Byrne
 - Sam Arch
 - Michael Paul Zammit
 - Matthew Strasiotto
 - Zijun Hui
 - Darius Zhu
 - Ngoc Mai Le
 - Dennis Chen

This course is needs feedback

- Please take a few moments to complete the end of semester survey
- <http://sydney.edu.au/itl/surveys/complete>
- Give us the good and the bad on lectures, tutorials, assignments, and anything else on your mind
- It is anonymous, so please name your tutors!

Thank you

Good luck

