

ICS3 Exam Review

HTML

- ☐ Basic structure of a page
- ☐ Elements (paragraphs, headings, images, links, ordered/unordered lists, navbars, tables, buttons, canvas, DOM)

CSS

- ☐ Using selectors to style elements (class, id)
- ☐ Basic properties and creating rules
- ☐ Internal, external, and inline CSS
- ☐ Colors (named, hex, RGB)

JavaScript

- ☐ Basic math operators (addition, subtraction, exponentiation, division, multiplication, modulus, parentheses, order of operations)
- ☐ Boolean operators (&&, ||, !)
- ☐ Comparison operators (equal to, not equal to, greater than, less than or equal to, etc.)
- ☐ Data types (integers, strings, floats, Booleans, arrays/lists)
- ☐ Manipulate strings (capitalize, length, split, join, etc)
- ☐ Input and output (prompts, alerts, innerHTML)
- ☐ Random number generation
- ☐ Conditionals (if statements)
- ☐ Variables (declaring, assigning, updating)
- ☐ Arrays (lists), accessing and updating elements (push, pop), indices, iterating over a list
- ☐ For Loops and While Loops
- ☐ Functions (parameters, arguments, calling functions, return)

Code Maintenance and Debugging

- ☐ Strategies for identifying and correcting syntax, logic, and runtime errors (manual code tracing, extra code to output the state of variables to the console)
- ☐ Developer's console and debugging tools
- ☐ Interpreting error messages
- ☐ Use standard naming, indenting, and commenting conventions

Project Planning, File management

- ☐ Website wireframes
- ☐ File structure and file paths
- ☐ Managing source code, version control (GitHub)

Topics in Computer Science

- ☐ Cryptography
- ☐ Ethics (plagiarism, privacy, team projects)
- ☐ Working independently using support documentation (tutorials, websites, user manuals, IDE help)

Counting Systems

- ☐ Binary, Hexadecimal
- ☐ Their applications (e.g. colours)
- ☐ Bits and bytes
- ☐ ASCII, Unicode

Review past quizzes and assignments and content on the class site, practice JS on codewars. You may find codecademy a useful reference for summaries of HTML, CSS, and JS