Quiz Two – March 31 start between 8:00am – 8:30am – Total time will be 20 minutes. It will have a time limit of 20 minutes for 20 questions, and then it will no longer allow changes (see video).

It will cover chapters 6-9 in the book.
It will be a short-timed quiz (20 minutes).
You will have to answer them without time to search for answers. Either you studied and know the material or you don't.
This is the way I have always tested online, I used to give 50 minutes for 50 questions, but think 50 questions is too many for this class, 20 questions 20 minutes. (See video for old results).
It will be some fill in blank, some MC and a few T/F questions mixed in.
The questions will be scrambled for each student so you can't expect all chapter 6 and then all chapter 7, which will slow you down even more if you have to look things up.
Study beforehand, spend time reading chapters and you won't need to look things up.

Chapter 6 – Data Types

- Primitive Data Types
- Character Strings,
    - How Java handles them,
    - why == works on Strings in Java, I did examples in class…In an actual classroom
- Arrays
    - static, fixed stack-dynamic, fixed heap-dynamic, and heap-dynamic arrays.
    - What are the advantages of each?
- Tuple Types
- List Types
- Pointer/references
- Type Checking
- What is a non-converting cast?
- Decimals and memory usage
- Two's complement (I showed positive and negative numbers, with rolling numbers over the memory allotted).

- Tombstone and lock & key
- Mutable vs immutable

Chapter 7 – Expressions and Assignment Statements

- Arithmetic Expressions
- Overloaded Operators
- Type conversions
- Precedence
- Unary, binary, ternary
- prefix operator
- Associative rules
- Side Effects
- Boolean expressions
- Conditional Targets
- Coercion
- Mixed mode expression
- Referential transparency
- Short circuit evaluation
- What is the purpose of a compound assignment operator
- Cast

Chapter 8 – Statement Level Control

- Selection Statements
    - Nesting
    - If/else and Switch statements
    - Match statement in Rust Language

- Iterative Statements
    - Counter controlled

    - Logically controlled
- Unconditional Branching

Chapter 9 – Subprograms

- Fundamentals
- Local referencing
- Three characteristics of subprograms
- Parameter passing
- Parameters that are subprograms
- Callback methods/functions
- Overloading subprograms
- Coroutines
- Procedures vs Functions
- Design issues
- Pass by reference, pass by value, pass by name
- In-mode, out-mode

Nothing on languages for this quiz