CSC 133 Finals Questions

-There is no multiple choice questions and True/False Questions, all questions are fill-in answers. Be prepared.

1) Inheritence / Polymorphism

-Look into Quiz 3 answers, the exam will be another version of that.

2) Design Pattern / UML

-The given code is structural and it’s composite. Then, design the UML for that composite code.

3) Application of Affine Transformation – Module 14 (Study the code slides

-If you have the TransformationDemos Project, look into Triangle4.java and CustomContainer4.java. The code structures will be important.

-Specifically, memorize how to initialize the variables for and for the paint method fill in the code for Display Mapping before defining Point pCmpRelPrnt and pCmpRelScrn in CustomContainer4.java; and initializing the Point locations for initializing the shape and append the shape’s LTs to the gXform (in a similar way like the DisplayMapping in paint() but use the corresponding local transformation variables to call out their values for being used in the actual transformation methods of gXform.

4) Viewing Transformation (including Sutherland Cohen Alogirithm)

-Only memorize the Sutherland Cohen Alogrithm formula to solve for the lines for part b (you need to demonstrate the change by drawing the before and then after that P1 or P2 dot was moved while calculating for those points one step at a time)

-For part a, haven’t attempted it. If I can take a guess from what I try to remember, it talks about the graphical code being deleted and then explain why reseting it wouldn’t work. (This is a pretty bad guess, probably not too close but it does prompt you to explain why it wouldn’t work.) Keep looking into module 15 for viewing transformations about this algorithm.

5) Affine Transformation – Already completed, a take home question.