Final Exam

- 3 hours long
- Some multiple choice
- Some fill in the blank
- Some written answer
- Includes terminology questions and applied questions

Topics:

- History – the figures covered in the worksheet given in class

- Algorithms (iterative and recursive)
  - algorithm design to solve a problem
    - Flowchart representation
    - Pseudocode representation
  - Efficiency (BigO)
  - Sorting (Selection sort (lab) + Bubble sort (assignment)
- Number Representation
  - binary or hex conversion to/from decimal of a value in the 3 different formats:
    - Unsigned, signed magnitude, 2's complement
  - Addition/subtraction of binary and hexadecimal
  - Big versus Little endian

- Architecture
  - Von Neuman architecture
  - Memory hierarchy
  - CPU components (ALU, general registers, program counter, instruction register)
  - Circuit design and using truth tables

- Assembly language
  - You will always be given the SimpleMachine ASM instruction sheet
    - Do not memorize, learn how to use it as a tool
  - Be able to translate C to assembly
  - Be able to translate assembly <-> machine code
  - Understand the difference between static allocation (memory is allocated at compile time) and dynamic allocation (memory is allocated when the program is running)
  - Be able to determine whether an assembly instruction is reading-from or writing-to memory or not accessing memory at all.
- Graphs:
  - Traversals, terminology (from slides)

- Databases:
  - Given a set of tables, write a query to answer a described question (as in your assignment)

Some suggested practice for some of the topics listed above.

Algorithm Design (iterative and recursive)

Redo the examples from lecture and lab.

More Practice questions:
Design algorithms for the following problems and represent them with flowcharts and pseudocode…

1. Design an algorithm that will search a list for a given number. The algorithm should takes a list of numbers, the length and the number you are looking for. If the number is found, the index it was found at should be returned, otherwise it will return a -1. Design both an iterative and recursive solution. Compare the runtime efficiency of the two.
   Examples:
   in list [1, 3, 5, 2] looking for 3 would return 1 since 3 is at index 1 of the list
   in list [1, 3, 5, 2] looking for 7 would return -1 since 7 is not found in the list

2. Design an algorithm that takes a list of numbers and the length of that list as input. The algorithm should count the number of values in that list that are odd. The algorithm should return the number of odd values in the list. Design both an iterative and recursive solution. Compare the runtime efficiency of the two.
   NOTE: You can assume there is function called **odd** that take a number and returns true if the number is odd and false if it isn't. You may call this function in your algorithm.

3. Design an algorithm that takes a number between 1 and 6 as input and rolls a dice over and over until the number rolled is the same as the input number. The algorithm should count and return the number of dice rolls it took to roll the input number.
   NOTE: You can assume there is a function called rollDice that doesn't take any input but returns a random number between 1 and 6. You may call this function in your algorithm.

4. Design an algorithm that takes a list of numbers and the length of that list as input. The algorithm should find and return the biggest number in the list. Design both an iterative and recursive solution. Compare the runtime efficiency of the two.
   NOTE: You can assume the list has at least one number in it.

5. Design a recursive algorithm that takes a binary tree and doubles every value in the tree.

6. Design a recursive algorithm that takes a binary tree and a number (n) and counts the number of nodes in the tree with values greater than n.

Number Representation

Redo question from the assignment and lab and lecture

Make your own questions by picking a number and converting it, (hex, binary). You can check your answers with online converters: https://www.rapidtables.com/convert/number/hex-to-decimal.html

Make your own hex or binary addition/subtraction questions. Check your answer by converting the numbers to decimal and checking to see if the result match using the converter above.
For example, adding 16 bit 2's complement numbers:
0xFFA1 and 0x2 (0xFFA1 + 0x0002 = 0xFFA3 is the same as: $-95_{10} + 0002_{10} = -93_{10}$)

Circuit Design and truth tables:

Redo lab examples and lecture examples (nothing as big as slides 29/30 of lecture 10)
Recall precedence from Lecture 10 slides.

More practice questions:
Draw a logic circuit and truth table for (A OR B) AND C
Draw a logic circuit and truth table for A OR B AND C OR NOT (D)
Draw a logic circuit and truth table for A AND B OR NOT(A AND C)
Draw a logic circuit and truth table for NOT(A OR B) AND (C OR D) AND NOT©

Solutions for the circuit diagrams can be found at the link below – try before clicking the link!
Note: the solutions use NAND and NOR gates, which can be replaced with AND feeding into a NOT and an OR feeding into a NOT respectively.
http://sandbox.mc.edu/~bennet/cs110/boolalg/gate.html

Assembly

Redo lab, lecture and assignment exercises. Check the correctness of your solutions by running them through the simulator.

More practice questions:
For the following questions, write the assembly instructions for the code within `foo`. You can assume memory allocation is done for you by the compiler and at runtime.
To check you answers, place your instructions in the correct format including lines for memory allocation and initial values for variables in a .s file and your program through the simulator.

Question 1:
```
int a[4];

void foo() {
  a[3] = a[0] + 2;
}
```

Question 2:
```
int* a;

void foo() {
  a = malloc(4*sizeof(int));
  a[3] = a[0] + 2;
}
```

Question 3:
```
int i;
int a[4];

void foo() {
  i++;
  a[i] = i * 4;
}
```

Question 4:
```
int i;
int j;
int a[10];
int*b;

void foo() {
  b = malloc(4*sizeof(int));
  a[i] = b[i];
  i = a[j] + i;
}
```

Question 5:
```
int i;
int a[10];
int*b;

void foo() {
  b = malloc(4*sizeof(int));
  a[b[i]] = a[i+1];
}
```

SQL

Redo lab, lecture and assignment exercises. Check the correctness of your solutions by running them sqlite3 either on a lab machine on your own computer.

More practice questions:

For the following questions, use the tables on the following page to answer the following questions (sql files attached for you to check correctness of your solutions)

1. Write a query that outputs the full name (first and last) and numerical grade in descending order, of all the students who took CSC 106 that semester, and an got A+. Your output should match this one:

```
first_name  last_name   grade
----------  ----------  ------
Jenifer     Lopez       92
Jack        Johnson     95
```

2. Write query that outputs the V number, name, major and the course number took of those students who have taken a CSC course. You should sort by major then by V number. Your output should match this:

```
Vnum        first_name  last_name   major                course_num
----------  ----------  ----------  -------------------  ----------
V00787      Oprah       Winfrey     Biology              106
V00787      Oprah       Winfrey     Biology              115
V00135      Marshall    Mathers     Computer Science     225
V00135      Marshall    Mathers     Computer Science     230
V00258      Justin      Timberlake  Computer Science     225
V00258      Justin      Timberlake  Computer Science     230
V00451      Pamela      Anderson    Computer Science     225
V00451      Pamela      Anderson    Computer Science     230
V00922      Jenifer     Lopez       Computer Science     106
V00922      Jenifer     Lopez       Computer Science     115
V00987      Justin      Bieber      Computer Science     106
V00987      Justin      Bieber      Computer Science     110
V00254      Jack        Johnson     Psychology           106
V00587      Michelle    Obama       Psychology           106
```

3. Write a query that outputs the number of each letter grade achieved by only Computer Science students. Your output should match this one:

```
letter_grade     num_students
---------------  ---------------
A                5
A+               3
A-               3
B                2
B+               2
B-               1
C+               1
```

4. Write a query that outputs a list of the students that paid over $2000 in tuition that semester. The list must include their Vnumber, full name (first and last) and the total amount each paid in tuition. The list should be sorted from the biggest amount to the least. Your output should match this one:

```
Vnum      first_name  last_name   total_paid
--------  ----------  ----------  ------------
V00922    Jenifer     Lopez       2442.78
V00987    Justin      Bieber      2442.78
V00135    Marshall    Mathers     3105.72
```

grades table

Vnum	course_code	course_n	grade	letter_grade
V00987	CSC	106	88	A
V00987	CSC	110	74	B
V00987	MATH	100	68	C+
V00987	MATH	122	82	A-
V00135	CSC	225	85	A
V00135	CSC	230	76	B
V00135	SENG	265	79	B+
V00135	MATH	211	86	A
V00135	MATH	101	92	A+
V00258	CSC	225	92	A+
V00258	CSC	230	81	A-
V00451	CSC	225	72	B-
V00451	CSC	230	87	A
V00922	CSC	106	92	A+
V00922	CSC	115	86	A
V00922	MATH	211	83	A-
V00922	MATH	101	78	B+
V00254	CSC	106	95	A+
V00254	MATH	100	92	A+
V00587	CSC	106	48	F
V00587	MATH	100	56	D
V00787	CSC	106	72	B-
V00787	CSC	115	76	B
V00787	MATH	101	79	B+

tuition table

course_code	price_per_unit
MATH	372.3
CSC	441.96
SENG	441.96

grade_point table

letter_grade	point
A+	9
A	8
A-	7
B+	6
B	5
B-	4
C+	3
C	2
D	1
F	0

courses table

course_code	course_num	unit
CSC	105	1.5
CSC	106	1.5
CSC	110	1.5
CSC	115	1.5
CSC	225	1.5
CSC	230	1.5
MATH	100	1.5
MATH	101	1.5
MATH	122	1.5
MATH	211	1.5
SENG	265	1.5

students table

Vnum	first_name	last_name	major
V00987	Justin	Bieber	Computer Science
V00135	Marshall	Mathers	Computer Science
V00258	Justin	Timberlake	Computer Science
V00451	Pamela	Anderson	Computer Science
V00922	Jenifer	Lopez	Computer Science
V00254	Jack	Johnson	Psychology
V00587	Michelle	Obama	Psychology
V00787	Oprah	Winfrey	Biology

ASM Specification:

Name	Semantics	Assembly	Machine
load immediate	r[d] ← v	ld $v, rd	0d-- vvvvvvvv
load base+offset	r[d] ← m[(o=p*4)+r[s]]	ld 0(rs), rd	1psd
load indexed	r[d] ← m[r[s]+4*r[i]]	ld (rs,ri,4), rd	2sid
store base+offset	m[(o=p*4)+r[d]] ← r[s]	st rs, 0(rd)	3spd
store indexed	m[r[d]+4*r[i]] ← r[s]	st rs, (rd,ri,4)	4sdi
register move	r[d] ← r[s]	mov rs, rd	60sd
add	r[d] ← r[d] + r[s]	add rs, rd	61sd
and	r[d] ← r[d] & r[s]	and rs, rd	62sd
inc	r[d] ← r[d] + 1	inc rd	63-d
inc address	r[d] ← r[d] + 4	inca rd	64-d
dec	r[d] ← r[d] - 1	dec rd	65-d
dec address	r[d] ← r[d] - 4	deca rd	66-d
not	r[d] ← ~ r[d]	not rd	67-d
shift left	r[d] ← r[d] << s	shl $s, rd	71ss
shift right	r[d] ← r[d] >> -s	shr $s, rd	
halt	*halt machine*	halt	F0--
nop	*do nothing*	nop	FF--

Template for a recursive function:

```
recursiveFunction(data)
    if (smallestPossibleProblem? data)
        the simple answer
        return ...
    else
        first part of data ...
        recursiveFunction(smallerProblem(data))
        return ...
```