SCSU CSCI 200 Elements of Computing Spring 2011 [A.A. Anda]

Midterm 2 will include material from Reed chapters 8-9 & 11-13.

Exam will not be open book. Use two review sheets (one from 1st hourly). Skills tested on this exam:

- Ch. 8:
 - o Specifying algorithms
 - Analyzing algorithms, i.e. how much time/work. big-O() notation
 - o sequential vs. binary search
 - what conditions are necessary
 - *least* time vs. *most* time required.
 - Newton's method & refinement
- Ch. 9: Functions:
 - o parameters: specifying, calling, & using.
 - o return values
 - o global vs. local values (parameters & var variables)
 - o use of random() & other predefined functions
 - o breaking a task into separate functions
 - o preconditions & postconditions
- Ch. 11: Conditional Execution:
 - o Boolean data & operators
 - o relational operators
 - o if then else else if statements
 - nested if
 - o cascading if
 - \circ range determination. E.g. is a point (x, y) in a box? Are boundaries included?
 - o fall-through vs. single-option (uses breaks) switch statements
 - o switch statements vs. if-else if
 - o DeMorgan's Law (for Boolean complements)
- Ch. 12: Data Representation:
 - o bits vs. bytes, words, etc.
 - o converting between bases (use of "/" and "%" operators)
 - o floating point representation (which segment specifies <u>range</u> vs. <u>precision</u>)
 - o how are characters represented?
 - o analog/digital conversion (basic ideas)
- Ch. 13: Conditional Repetition
 - o while loops
 - o do while loops
 - o for loops
 - o when is it more appropriate to use a **for** than a **while** loop?
 - o conversion between **for** and **while** loops (in either direction)
 - o continue vs. break in while & for loop conversions.
 - Convert a **for** loop containing a **continue** statement into an equivalent **while** loop.
 - o how much work is a loop performing?
 - o what is the fewest times a loop will perform its body?
 - o how many times will a loop perform its body? (as a function of a constant and of a variable)
 - o infinite loop identification