

Topic List for CS329E

Types of Questions:

- Multiple Choice
- True / False
- Fill-in the Blank
- Draw a diagram
- Write tests
- Refactor
- Short Answer
- Essay

The material from your exam will be taken from:

- Lecture slides
- Homework assignments
- Projects
- Posted materials (videos, reading, etc)
- In-Class Activities

Topics You Should Know from Midterm Material:

- Software Engineering (definition, waterfall, difficulties/challenges with it)
- Extreme Programming/XP (definition, agile software methodology, basic components of the methodology)
- User Stories (what they are, what they contain, how they are created)
- Pair Programming (what it is, how it fits into XP)
- Unit Testing (what it is, how it fits into XP)
- **Acceptance Testing (what it is, how customers fit into it, how it fits into XP, acceptance vs. unit)**
- Quick Design Meeting (what it is, how it fits into XP)

New Topics for the Final Exam:

- Definition of Refactoring
- How it is used in XP
- The Rule of Three
- Bad Smells in Code
- Problem Areas with Refactoring
- Difficulties/challenges with Refactoring
- Advantages to Refactoring