

Statistics and Such

- The median grade was 83.0
 - 5.5 less than the last exam, which was unusually high
 - Section breakdown isn't available, as not all data is entered
- Most missed questions
 - Reading the gtkmm documentation
 - Writing the Gtk::Dialog tended toward extremes no problem or no clue
 - Setting the source RGBA in a DrawingArea context
 - Selecting the MVC to isolate user interface from Model

Test Taking Metrics

- 98% still working after 45 minutes; 78% after 60 minutes; 45% at end
 - Compare to first exam: 97% still working after
 40 minutes; 79% after 60 minutes; 35% at end
- Half of the exams had been returned by 75 minutes
 - Compare to first exam: Half of the exams had been returned by 67 minutes

Exam #2 was slightly longer than Exam #1

Sec	tion	Poin	ts
I		34	Vocabulary
II		30	Various
	1		Operator overloading
	2		Abstract classes
	3		Gtkmm memory management
	4		Namespaces
	5		Gtkmm instancing
	6		Gtkmm compilation
	7		Gtkmm class hierarchy
	8		Memory deallocation
	9		Class member access
	10		Override
	11		Lambdas
	12		Gtkmm
	13		Scrum
	14		Gtkmm Widget Layout
	15		Visibility
III	1	5	Patterns
	2	4	Patterns
	3	4	UML Sequence Diagram
	4a	4	Widget Identification
	4b	9	Cairo Line Drawing
	5	10	Dialog
	Bonus	2	Baby Steps
		2	Override
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Point Allocation by Skill

Again, breakout of grades by question / section are not yet available

Grade Distribution

	# Exams	Fraction
>=100	5	4%
Α	33	24%
В	83	42%
С	111	24%
Total	119	

Identifying Your Test

- Three distinct tests were given for op sec
 - The *order* of many questions changed again
- The tests were named "A", "D", and "T" based on the 1st letter of the first definition in Section I

A second distinct and identifier different organization)

Resizing a digital image

The class inheriting members

Test Markings Same as Exam #1

- Section I red "X" marks any errors
- Section II red "/" indicates incorrect answers, red letters or circles indicate missing answer, +N or N in left column per question indicates points gained for that question
 - Each option is "true" or "false". +½ if correct, +0 if not.
 - If more than 4 possible, ignore the rest
- Section III corrections may be marked, +N in left column per question indicates points gained for that question
- Sum of points gained per page indicated at the bottom of each page
- Final score is on page 2 or 3 and on Blackboard

Review of the Exam Key

- Correct answers show by variant
- Rubric is at the end

Preview of the *Rest* of Fall 2017

		Exam #2 (Last day to drop is Nov 1)	
15		Return Exam; Intro to the Class Project	
16	9	Operator Overloading, Multiple Inheritance; UML Relationships; Strategy Pattern	
17	10	Files and I/O; Decorator Pattern	
18	11	Custom I/O; UML Activity Diagram	
19	25	Embedded Programming; UML Statechart Diagram, State Design Pattern	
20	17, 18	Free Store: Pointers, Destructors, and Memory Maps	
21	19	Free Store: Templates, Iterators, and Miscellany;	
22	20, 21	Concurrency and Hyperthreading; UML Deployment Diagram	
23	23, 24	Text Manipulation, Numerics; Anti-Patterns	
		Thanksgiving Week (Project Work Day)	
		Thanksgiving	
24	22	Ideals and History, or Guest Lecture Day	
25		Projects Due; TA Lecture, or Guest Lecture, or Project Demos	
26		Review, or Project Demos (Dec 6 is last day of classes)	
		Final Exam: Section 001 (8 am) at 8-10:30 am	
		Section 003 (2 pm) at 2-4:30 pm	
		Final Exam: Section 002 (9:30 am) at 8-10:30 am	
	16 17 18 19 20 21 22 23	16 9 17 10 18 11 19 25 20 17, 18 21 19 22 20, 21 23 23, 24 24 22 25	

Final Project (Homeworks #7 - #12)

- Propose and prototype management software for the Mav's Ice Cream Emporium
 - Perform the requirements analysis and design
 - Implement in 6 sprints
 - (Optional) Work in teams
 - Compete to win fame, glory, and bonus points!
- Details are on Blackboard

