Fall 2014, 44-542, Study guide for lab exam 1

Be able to know the following for your lab exam. (We have made this list as comprehensive as possible, but it is not guaranteed to cover every topic on the lab exams.)

* Define class
* Define attributes and constants
* Define constructors (no-arg and regular)
* Override toString() method
* Know how use String.format() method and printf method
* Understand equals() method in String class
* Define getters, setters, and regular methods
* Understand arrays
* Know how to assign elements to an array
* Know loops (traditional and enhanced) and selection structures
* Know how to write a driver to test a class
* Know how to use Scanner to read data from a file
* Know how to use different Scanner methods
* Know when you may need to use in.nextLine() to dispose of a line feed
* Know how to use split() method.
* Know to how to write method stubs

**Grading criteria (only for lab exam 1):**

* You will lose significant points if your program does not compile. This occurs when you have syntax errors. If you have a syntax error in a method, you will lose ALL points for that method.
* If you have a syntax error that you cannot fix, comment out the code (do not delete any code) for that method and replace with a stub so that your program will compile.  We will grade the commented code, and you can receive up to one-half of the points for the method, depending on the severity of the error in the commented code.
* Your program may compile and run, but the wrong output may be produced.  The number of points deducted will depend on the severity of the error that causes the incorrect output.
* Your program may compile but not run.  That is, when you run it, an exception occurs and your program terminates. The number of points deducted will depend on the severity of the error that produces the exception.

**Note:** Do not leave any method empty. In order to get an ‘A’ on lab exam 1, you need to practice all the worksheets, lab activities, and practice lab exams.