1. All possible topics/questions from midterm one are possible topics for midterm 2.
2. Who uses UML diagrams, and why?
3. List and explain the components of a sequence diagram.
4. What is a storyboard? Why is important that it be simply drawn on paper?
5. What is the difference between overriding and overloading? How do they relate (or not) to object-oriented programming?
6. Write a short code example to demonstrate overriding.
7. Write a short code example to demonstrate overloading.
8. What code controls whether members of a class are considered duplicates by a hashed data structure? Write an example with working methods.
9. Explain the order in which equals() and hashCode are called(). Given a series of adds, predict their usage.
10. Write the methods hashCode and equals, using good software practices.

    For each of the following artifacts, 1) describe it, 2) say who produces it, 3) say how it is used.

    (a) (10 pts) Product backlog

    (b) (10 pts) Sprint backlog

    (c) (10 pts) Task Board

    (d) (10 pts) What is the first (of 12) principle of Agile development? How does that compare to Waterfall? Explain briefly.

    (e) (10 pts) Who is responsible for estimating the time for a job? What is the motivation to estimate accurately?

(f) (8 pts) Describe four different types of meetings that happen during a sprint cycle.