CSE 102 - COMPUTER PROGRAMMING II
FINAL EXAM INFORMATION

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OUTLINE

- Exam format
  - Review material
- Questions

DATE/TIME/LOCATION

- Date
  - Tuesday 11-June-2024
- Time
  - 09.00
- Location
  - Amfi3, BB01, D205

GRADING INFORMATION

- 100 points
- Represents 40% of Final grade

TOPICS COVERED

- All topics discussed in class
  - Everything from beginning of semester to Midterm Exam
  - Text
  - Generics
  - Data Structures
  - Sets and Maps
- Topics from previous courses
- Topics not discussed, but slides are available
  - Efficient Algorithms
  - Sorting

FORMAT

- Quick Answer Questions
  - Multiple Choice
  - True/False
  - Matching
- Program Flow
  - What is the output of a loop/method?
  - What is the return value of a method?
  - Will an Exception occur?
- Implement a System/Class/Method
  - UML diagram
  - Write code

MULTIPLE CHOICE

- What will be the value of the following expression?
  - `1 + 2 * 3 + 4`

- 11
- 11.0
- 13
- 13.0
- None of the above

MULTIPLE CHOICE

- The values passed to a method are called the method's _____.

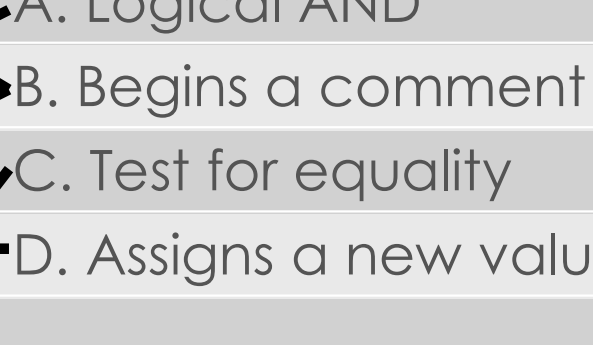
  - return values
  - arguments (or parameters)
  - local variables
  - identifiers
  - iterators

TRUE/FALSE

- A method must **always** return a value. -> `false`
- The methods `println()` and `next()` are useful methods for displaying output to the screen and gaining input from the user and can be used in a program using the `System.out` and `Scanner` classes, respectively. -> `true`
- `!true -> false`
- `i++ == ++i -> evaluates as false`
- `++i == i++ -> evaluates as true`

MATCHING

Item	Definition
1) /*	A. Logical AND
2) &&	B. Begins a comment
3) //	C. Test for equality
4) =	D. Assigns a new value
5) ==	



WHAT IS THE OUTPUT?

- Able to tell what the value of a variable will be at various points
- Able to tell program flow through
  - if-else statements
  - Loops
  - Exceptions
    - finally always executes

SHORT PROGRAM FRAGMENT

- Write a short fragment to do some task
- Know how to
  - Write a method
  - Use recursion or iteration
  - Throw an exception
  - Use the methods (including constructors) of a parent class
  - Use a Set or a Map or other data structure

DEVELOP A SYSTEM

1. Determine sub-problems
2. Analyze a UML diagram
3. Implement in Java code

- Example
  - A University that has Teachers, Students and Courses

FINAL NOTE

- Closed
  - Book
  - Notes
  - Phone
  - Computer
  - Electrical Devices
  - Mouth
- Open
  - Mind
  - 1 “Notes Sheet” is allowed
    - Size A-4 paper (1)
    - Must be **handwritten**
    - Anything printed/photocopied will be not counted