## YALE UNIVERSITY DEPARTMENT OF COMPUTER SCIENCE

CPSC 427: Object-Oriented Programming

Handout #11 December 12, 2018

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## Study Guide to the Final Exam

## **Exam Topics**

You are responsible for the topics covered in the whole course. Emphasis will be on the material since the midterm: Lecture notes 13–25, the accompanying class demos, and the concepts used in homework assignments 3–8.

Not everything in the lecture notes was covered in class, but you should read any slides that were skipped over to make sure you have a general understanding of what they are about.

## Index to the Lecture Notes

Below is a list of all sections and subsections from the lecture notes along with links to the files where they appear. You can use this as a high-level overview of the course.

| 1  | Abou                                      | t This Course             | [lecture 01]                      |
|----|---|---------------------------|-----------------------------------|
| 2  | Topics to be Covered                      |                           |                                   |
| 3  | Kinds of Programming                      |                           | $\underline{[\text{lecture }01]}$ |
| 4  | Why                                       | C++?                      | [lecture 01]                      |
| 5  | C++ Programming Standards                 |                           | $\underline{[\text{lecture }01]}$ |
| 6  | Task List                                 |                           | [lecture 02]                      |
| 7  | C++                                       | Overview                  | [lecture 02]                      |
|    | 7.1                                       | C++ Language Design Goals | [lecture 02]                      |
|    | 7.2                                       | Comparison of C and C++   | [lecture 02]                      |
| 8  | 8 Building a Project                      |                           | [lecture 02]                      |
|    | 8.1                                       | C/C++ Compilation Model   | [lecture 02]                      |
|    | 8.2                                       | Project management        | $\overline{[\text{lecture }02]}$  |
|    | 8.3                                       | A sample project          | [lecture 02]                      |
| 9  | 9 Integrated Development Environments [le |                           |                                   |
| 10 | 0 Submission Instructions [lecture 02]    |                           |                                   |
| 11 | 1 Insertion Sort Example                  |                           | [lecture 03]                      |
|    | 11.1                                      | Program specification     | [lecture 03]                      |
|    | 11.2                                      | Monolithic solution       | [lecture 03]                      |
|    | 11.3                                      | Modular solution in C     | [lecture 03]                      |
|    | 11.4                                      | Modular solution in C++   | [lecture 03]                      |
| 12 | 2 Classes                                 |                           | [lecture 03]                      |
|    | 12.1                                      | Header file               | [lecture 03]                      |
|    | 12.2                                      | Implementation file       | [lecture 03]                      |

|     | 12.3 Main program   | [lecture 03]  |
|-----|---|---|
|     | 12.4 Building InsertionSortCpp  | [lecture 03]  |
| 13  | Problem Set 2 Preview   | $\underline{[\text{lecture } 04]}$                  |
| 14  | C++ I/O   |   |
| 15  | End of File and I/O Errors  | [lecture 04]  |
| 16  | Functions and Methods   | [lecture 05]  |
|     | 16.1 Parameters   | [lecture 05]  |
|     | 16.2 Choosing Parameter Types   | [lecture 05]  |
| 1 7 | 16.3 The Implicit Argument  | [lecture 05]  |
| 17  | Derivation  | $\frac{[\text{lecture } 05]}{[\text{lecture } 05]}$ |
| 18  | Objects of Class Types  |   |
| 19  | ,   |   |
| 20  | Reference Types   |   |
| 21  | Reference Types (cont.)   |   |
| 22  | Etudes in Coding  | [lecture 08]  |
| 23  | Problem Set 1 Design Issues   |   |
| 24  | Brackets Example  | [lecture 08]  |
| 25  | Following Specifications  | $\underline{[\text{lecture } 09]}$                  |
| 26  | Bytes and Characters  |   |
| 27  | Overview of PS3   | $\underline{[\text{lecture } 09]}$                  |
| 28  | Brackets Example (continued from lecture 8)                             | [lecture 10]  |
|     | 28.1 Stack class  | [lecture 10]  |
|     | 28.2 Brackets class 28.3 Main file                                      | $\frac{[\text{lecture } 10]}{[\text{lecture } 10]}$ |
| 29  | Storage Management  | [lecture 10]  |
| 30  | Copying and Assignment  | [lecture 10]  |
| 31  | Custody of Objects  | [lecture 11]  |
| 32  | Move Semantics  |   |
|     | Uses of Pointers  | [lecture 11]  |
| 33  |   | [lecture 12]  |
| 34  | Feedback on Programming Style  Par Crark Dame                           | [lecture 12]  |
| 35  | Bar Graph Demo  | [lecture 13]  |
| 36  | Handling Circularly Dependent Classes  Medeling the Think A Det Machine | [lecture 14]  |
| 37  | Modeling the Think-A-Dot Machine  | [lecture 14]  |
| 38  | Polymorphic Derivation  | [lecture 15]  |
| 39  | Uses of Polymorphism  | [lecture 15]  |
| 40  | Introduction to the C++ Standard Library                                | [lecture 15]  |
| 41  | Remarks on Upcoming Assignment PS5                                      | [lecture 16]  |

| 42 | Remarks on PS4-Consensus               | [lecture 16]                       |
|----|--|------------------------------------|
| 43 | Standard Template Class vector <t></t> | [lecture 16]                       |
| 44 | Overview of PS5                        | [lecture 17]                       |
| 45 | Move Demo                              | [lecture 17]                       |
| 46 | Bells and Whistles                     | [lecture 17]                       |
| 47 | The Many Uses of Classes               | [lecture 18]                       |
| 48 | Virtue Demo                            | [lecture 18]                       |
| 49 | Linear Data Structure Demo             | $\underline{[\text{lecture } 18]}$ |
| 50 | Functions Revisited                    | $\underline{[\text{lecture } 18]}$ |
| 51 | Operator Extensions                    | $\underline{[\text{lecture } 18]}$ |
| 52 | Exceptions                             | $\underline{[\text{lecture } 19]}$ |
| 53 | Thowing an Exception                   | $\underline{[\text{lecture } 19]}$ |
| 54 | Catching an Exception                  | $\underline{[\text{lecture } 19]}$ |
| 55 | Rethrowing Exceptions                  | $\underline{[\text{lecture } 20]}$ |
| 56 | Uncaught Exceptions                    | $\underline{[\text{lecture }20]}$  |
| 57 | Singleton Design Pattern               | $\underline{[\text{lecture } 20]}$ |
| 58 | Smart Pointer Demo                     | $\underline{[\text{lecture } 20]}$ |
| 59 | Singleton Design Pattern (revisited)   | $\underline{[\text{lecture }21]}$  |
| 60 | More on Functions                      | $\underline{[\text{lecture }21]}$  |
| 61 | Casts and Conversions                  | $\underline{[\text{lecture }21]}$  |
| 62 | Templates                              | $\underline{[\text{lecture } 22]}$ |
| 63 | PS6: Who prints the blockchain?        | [lecture 23]                       |
| 64 | STL Iterators                          | $\underline{[\text{lecture } 23]}$ |
| 65 | STL Algorithms                         | $\underline{[\text{lecture } 23]}$ |
| 66 | Name Visibility                        | $\underline{[\text{lecture } 23]}$ |
| 67 | Remarks about PS6                      | $\underline{[\text{lecture } 24]}$ |
| 68 | Clocks and Time Measurement            | [lecture 24]                       |
| 69 | Demo: Stopwatch                        | [lecture 24]                       |
| 70 | General OO Principles                  | $\underline{[\text{lecture } 25]}$ |
| 71 | Function-Like Constructs               | $\underline{[\text{lecture }25]}$  |
| 72 | Design Patterns                        | $\underline{[\text{lecture }25]}$  |