

Object Oriented Programming

Exam Preparation

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How This Module is Assessed

- The grades for this module are split between the final exams and Quizzes, Practicals and class tests
- The grades for the assessment are split as follows:
 - ▶ Practical Exam (3 hour end of semester) 40%
 - ▶ Theory Exam (1 hour end of semester) 40%
 - ▶ CA 20%

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Exam Format

- The theory exam is worth **40%** of your total grade for this subject
- It will cover the theory of how the object oriented programming works as well as some implementation details
- The exam will contain 2 Questions
- Each question is worth 50 points
- You must answer **BOTH** Questions

Question Points

- For every question, the number of points is listed after it (Usually 10)
- Pay attention to the number of points, the higher the number of points the more detailed your answer should be

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Exam Technique

- The exam is 60 minutes in duration
- To answer all of the questions fully you should use all of this time
- The amount of points for each question should give you an idea of how long you should spend answering a question

Time Management

- Managing your time is essential for properly completing the exam
- A general strategy for completing the exam is to break your time into three parts
 - ▶ 5 minutes for reading the paper
 - ▶ 50 minutes for answering the questions
 - ▶ 5 minutes for reviewing your answers and checking for mistakes

Reading the Paper

- It is very important that you fully understand what the question is asking you
- Misreading the question can lead to you focusing on the wrong topics
 - ▶ Even if you write a good answer, if it is not for the correct question you will not get a good grade
- Ensure that you fully understand each of the questions before beginning
- If necessary, use the dictionary provided to help translate the question

Answering Questions

- 50 minutes is scheduled for answering questions
- The total points for the exam is 100
- You should use roughly 30 seconds per point (or percentage)
- This is a rough guide to how much time you should spend, some questions will take a little less, some a little more

Reviewing

- You should review both the questions and the answers you have written
- This is a final check to make sure that the answer makes sense for this question
- This is probably the most boring part of taking an exam
- However, if you find and correct one mistake, it could make the difference between passing and failing

Neatness

- you do not have to have perfect writing in your exam, but if I cannot read your answer I cannot give you a good grade
- Write as neatly as you can, the easier it is to read the easier it is to grade

Grammar

- In general I will not be grading you on your grammar
- However, it may be a part of the grade for an essay type question
- More importantly, grammatical mistakes may confuse the answers you write
- If your answer is not very clear, it may be more difficult to get a good grade

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Question Examples

- Describe the difference between checked and unchecked exceptions in Java. Give one example of each type of exception

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Not Answering the Question

- Describe method overloading in Java in your own words. Why is this a useful feature?

Actual Student Answer

Overloading in Java is to simplify the Java code. It we implements a complex class, overloading is to simplify the method. Because in the real world there are too many classes have been written overloading method make us easier to use this class or method.

Actual Student Answer

Overloading is a method to make sure the Java programe can be runing with a clearly way and make sure there is not recouse waste. This is a useful feature cause when

Not Answering the Question Fully

- Discuss what a Thread is used for in Java. Describe the two ways that a thread can be created in Java

Actual Student Answer

A thread is a sequence of instruction that are executed in order. We can extend thread class to create a stream or we can implement runnable interface and pass a runnable object to a thread object to create a thread. (5/10)

A good answer

A Thread is a flow of control in a program. In Java threads can be used to add multiple flows of control to our program. In this way we can perform multiple things at the same time. The first method to create a thread in

Not Answering the Question Fully

What is the difference, why is this answer not very good.

- The question ask discuss what a thread is used for in Java, not what is a thread.
- The question states describe the two ways a thread can be create, not to list them.

This is a 10% question, this means that in an exam you should take approximately 10% of your time working on the answer. This gives an good guess to how much detail is expected in the answer.

Answering a similar question from a previous exam

- What is the function of the keyword `final` in Java? What effect does it have on a variable? What effect does it have on a method? What effect does it have on a class?
- If the question was actually about the static keyword, this would have been nearly a full mark answer, but instead of studying about the different keywords and their effect, the student studied previous exams. Because I know students will do this I will always change the types of questions that are asked.

Actual Student Answer

Begging does not work

Adding a message to the exam, saying something like “dear teacher, please let me pass because (I broke up with my girlfriend and will work harder next year)/(I come from a poor family and can't afford to repeat)/(I think English is too hard)”

These excuses will not change 15% into 40%. Passing a module (unless you are really really smart) should take a lot of work and practice, this needs to be started very early and you need to keep up with the content. If you fall behind, it will only get more difficult.