

CSE 443/543: High Performance Computing

Final Exam Study Guide

As officially scheduled by the registrar:

- **Section A:** Thursday Dec 9 from 3–5 PM in 002 Benton
- **Section B:** Tuesday Dec 7 from 3–5 PM in 002 Benton
- **Section C:** Thursday Dec 9 from 12:45–2:45 PM in 002 Benton

A different kind of finals:

As discussed, and voted on by the students during the class, we will have a different style of finals as detailed below:

- On Thu (Dec 2) class, students will provide a few short (solution should not be longer than 15-lines of C++ code) problem-solving problems that they would like to see on the final exam.
- The instructor will collect the questions at the end of this study guide.
- The final exam will be a selected subset of about 4 questions from the set of questions provided by the students.

C++ programming:

- **Basic program constructs**
 - Variables & expressions
 - if-else and if-else statements
 - switch statement
 - Looping constructs (for, while, do-while, range-for)
 - Functions/methods
 - Pass by value versus pass by reference
 - Performance and memory impact of pass-by-value
 - Using `const` keyword for parameters.
 - Default values for parameters
- **Classes and objects**
 - Using `std::string`
 - Constructors for string.
 - Methods for operating and accessing strings
 - Conversion to-and-from numeric data types to `std::string`.
- **Arrays**
 - Basics of arrays.
 - 1-D arrays
 - 2-D arrays
 - Row major organization
 - Command-line arguments

- **Vectors, iterators, and algorithms**

- Use of vectors and iterators for processing collection of data
- Create type aliases via the `using` clause in C++
 - Creating aliases given English description
 - Tracing aliases back to their original types.
- Operations on a vector: adding elements, accessing elements, removing elements, etc.
- Standard algorithms such as: `for_each`, `copy`, `copy_if`, `copy_unique`, `sort`, `find`, `min_element`, `max_element`, `min`, `max`.
- Using external functions with algorithms
- Using lambdas with algorithms.
- Reading/printing/writing vectors to I/O streams

- **Hash maps (`unordered_map`)**

- Use of `unordered_map`
- Using `unordered_map` as associative arrays
- Defining and using `unordered_maps` of different data types
- Accessing values in `unordered_maps`.
 - Using operator `[]` – *i.e.*, `map[key] = value;`
 - Using `at()` method for constant maps – *i.e.*, `map.at(key)`
- Checking values – via `map.find(key) != map.end()`
- Iterating over all the entries in a map and processing them

```
for (auto& entry : map) {
    std::cout << entry.first << ", " << entry.second << "\n";
}
```
- Iterating over all the entries in a map and processing them

- **Basic text file I/O operations**

- Reading and writing data to console using `std::cin` and `std::cout`.
- Using stream-insertion (`<<`) and stream-extraction (`>>`) operators to read and write data.
 - Understanding these operators and how they handle whitespaces.
- Using `std::getline` method to read a full line of text
- Using `std::ifstream` and `std::ofstream` to read/write text files.
- Using `std::istream` and `std::ostream` to perform I/O with strings.

- **General programming concepts**

- Fundamentals of problem solving
- Source code, pseudo code, algorithm
- Syntax errors and troubleshooting them
- Semantic errors and troubleshooting them
- Concept of data types and information that can be inferred from data types
- Basics of files: path, absolute vs. relative path, directory vs. file. Executable vs. source file.

○ **Other exercises**

- Converting English statements to corresponding C++ statements
- Describing C++ statements in English
- Code walkthroughs to determine operation and output from a C++ program
- Developing a C++ program given a functional description
- Identifying performance or memory issues in C++ programs
- Rewriting C++ program to address memory or performance issue

Questions supplied by the students:

1. Coming after Thu (Dec 2) class