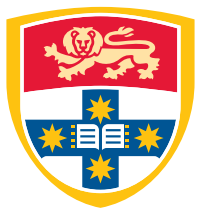
INFO1110 & COMP9001: Introduction to Programming

School of Information Technologies, University of Sydney



Copyright Warning

Lecture 26: Examination

Format and tips

Outline

Essentials for the pass

Format of the exam

Stats and stuff

Essentials for the PASS

Understand how variables are assigned and updated

Understand how to perform basic logic

Understand control flow

Understand lists/arrays[1]

For all the above, be able to read, write, correct, annotate code to solve the given problem.

Objects and methods!

[1] array concept, not numpy

Examination format

Room Number _____

Seat Number _____

Student Number |__|__|__|__|__|__|__|__|__|__|

ANONYMOUSLY MARKED

(Please do not write your name on this exam paper)

THE UNIVERSITY OF SYDNEY

CONFIDENTIAL EXAM PAPER

This paper is not to be removed from the exam venue

Information Technologies

EXAMINATION

Semester 1 - Main, 2018

INFO1110 Introduction to Programming

EXAM WRITING TIME: 2 hours

READING TIME: 10 minutes

EXAM CONDITIONS:
This is a RESTRICTED OPEN book examination - specified materials permitted

During reading time - writing is not permitted at all

MATERIALS PERMITTED IN THE EXAM VENUE:
(No electronic aids are permitted e.g. laptops, phones)

Calculator - non-programmable

One A4 sheet of handwritten and/or typed notes double sided

MATERIALS TO BE SUPPLIED TO STUDENTS:
None

INSTRUCTIONS TO STUDENTS:

Please tick the box to confirm that your examination paper is complete. ☐

For Examiner Use Only

Q	Mark
1	
2	
3	
4	
5	
6	

Total _____

Examination format

Multiple choice

Reading, understanding and calculating the output of code

Writing code solution should be Python code[2]

Solving other kinds of open problems:

- Complete an empty class
- Design tests
- Tracing code

[2] you have a cheat sheet

The A4 page

What should you write on it

What should you NOT write on it

We will be taking it at the end of the exam. You will not be allowed to keep it.

Preparing for the exam

Review your notes, the lectures, the lab material

Review all the code that you have written!

For all the lab material:

- design and implement all tests for problem
- write all the code solution
- discuss and share your solutions on ed

Write many small code examples

A possible problem solving approach

Draw a picture - they really help you design and then help you focus

Describe the solution at a high level:

- Write pseudo-code if it is easier first
- Write comments for each main step
- Write actual code or function call
- Later, write within each of the function

Example

Write a function that accepts a list of strings and returns a list of strings that contain the suffix ".png". If there are no results, an empty list is returned. Restrictions: You cannot use for loops, slices, string methods such as endswith()...

What is the output of the function?

What is the input of the function?

What is the function prototype?

Can you write the variable to store and return the results?

Fill in the rest!

Time management

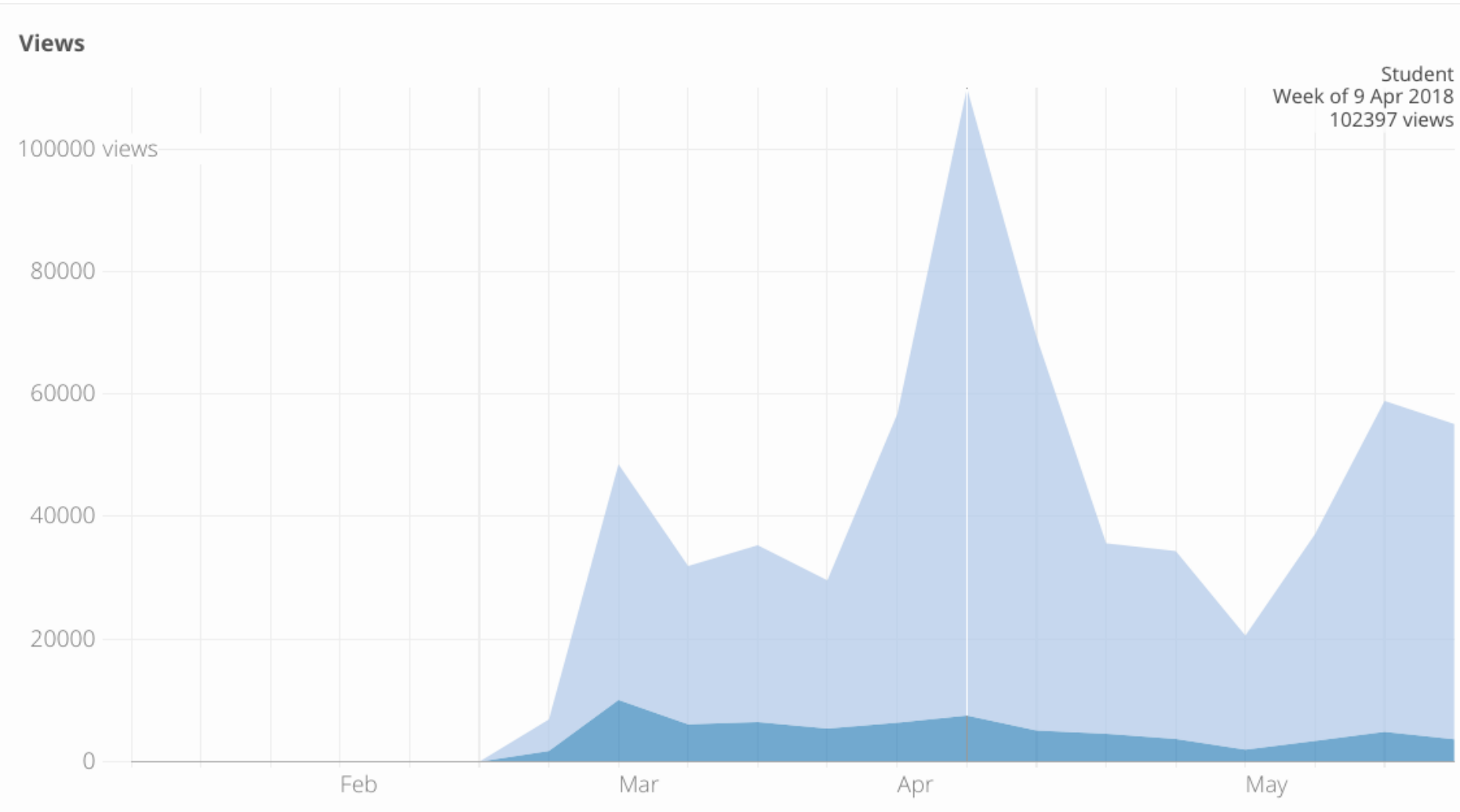
You have no time

Use part of your ten minute reading time to plan your time, not solve the actual questions

Use the weighting of each question as a guide for how long to take

No time to waste, but you must show your answer clearly. Think about your written solution before you have to cross it out

edstem activities



How to not live your life.

What's next?

1st year	INFO1113 Object oriented programming	ELEC1601 Intro Comp Systems	INFO1112 Computing 1B OS & Network Platforms	DATA1002 Informatics: Data and Computation	
2nd year	COMP2017 Systems Programming	SOFT2201 Software Construction and Design 1	INFO2150 Health System Data Standards & Analysis	ISYS2110 Analysis & Design of Web IS	
	COMP2022 Programming Languages, Logic, & Models	SOFT2412 Agile Software Development Practices	DATA2001 Data Science: Big Data and Data Diversity	ISYS2120 Data and Information Management	
	COMP2123 Data Structures & Algorithms	INFO2222 Computing 2 Usability and Security	DATA2002 Data Analytics: Learning from Data	ISYS2160 IS in the Internet Era	...
3rd Year	COMP3530 Discrete Optimization	COMP3419 Graphics and Multimedia	INFO3333 Computing 3 Management	ISYS3402 Decision Analytics & Support Systems	
	COMP3027 Algorithm Design	COMP3520 Operating Systems Internals	INFO3315 Human-Computer Interaction	COMP3615, ISYS3400, SOFT3413 Project	
	COMP3221 Distributed Systems	SOFT3410 Concurrency for Software Development	INFO3616 Principles of Security and Security Eng	DATA3404 Data Science Platforms	
	COMP3308 Introduction to Artificial Intelligence	INFO3220 Object Oriented Design	ISYS3401 Information Technology Evaluation	INFO3406 Introduction to Data Analytics	...

Credits

Lecture preparation

John Stavrakakis

Michael Charleston

Masahiro Takatsuka

The tutors are your heroes of the course!

Teaching Assistant

Tyson Thomas

Tutors

Jonathan Du
Frank Zhu
Madeleine Wagner
Brody Franks
Alison Wong
Vincey Au
James Hardwick
David Vo
Eve Martin Jones
Yining Guo
Amy Cao
Yuhao Wu
Nahian-Al Hasan
Rachel Dowavic
Kelly Stewart
Vincent Thong Nguyen
Monica Lee
Jonathan Chung
Shenin Faizah
Charles Christopher Hyland
Jose Alejandro Vera Ospina
Meng Zhou

Are you a programmer yet?

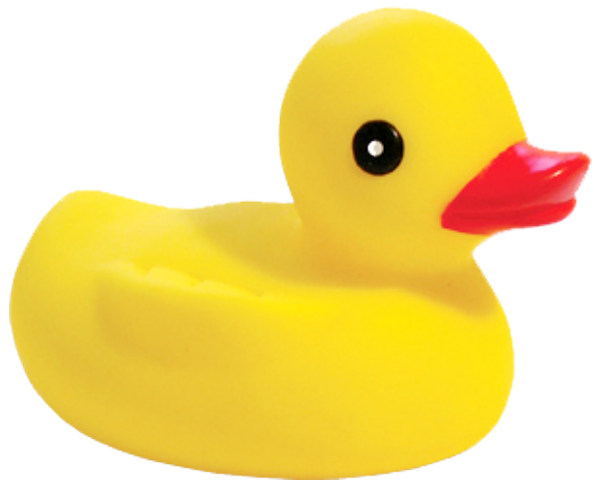
During your tutorial this week, we will go through revision topics and a survey. We will ask you to give us your feedback about the course. Let us know what you like or don't like.

Make special mention about your tutors, they are there to help and they have been central to your course. Lab sessions, tasks, challenges, quizzes, assignments, answering your questions on ed...is there anything they can't do?

If you were happy with your tutor, say it in the survey, they would like to know too!

`http://sydney.edu.au/itl/surveys/complete/`

Thank you



Good luck