CSCI 1101
Computer Science II
TEST NO.1 INFORMATION

Date: **Monday, February 13, 2017**
Time: **6.30 to 8.30 PM**
Place: **Ondaatje Auditorium (Auditorium 2)**
                 (McCain Building – Faculty of Arts and Social Sciences)

TOPICS
Module 1: Objects and Classes
- Class Definition
    - Instance variables
    - Constructors
    - Accessor and Mutator methods
    - UML Notation
- Creating objects
- Using objects
- toString method
- The keyword this
- Method overloading
- Passing object references into methods
- equals method
- copy method
- Static variables and Static methods
- Public vs. Private variables and methods

Module 2: Class Relationships
- Building programs with multiple classes and multiple objects: Class interactions
- Aggregation of classes
    - Concept
    - Definition
    - UML Notation
    - Examples
- Inheritance
    - Concept, Definition, UML Notation, Examples

Note: The above is a broad listing of topics. Please study all the material covered in the lectures.

What to Study
Lecture notes and handouts
Practice Set Questions
Lab Questions
Text Book Chapters 6 and 9 (relevant topics)

Types of Questions
Multiple Choice
Short concept questions
Writing programs or program snippets
Tracing output