Final Exam Review

CS 2308 Fall 2011

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Final Exam

- Thursday, December 8, Derr 235 (here)
- Closed book, closed notes, clean desk
- Comprehensive (covers entire course)
- 30% of your final grade
- 11am to 1:30pm
- I recommend using a pencil (and eraser)
- I will bring scratch paper.
- No calculators.

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Chapters 1-7 Review

- Know how to program with arrays and functions
- Passing parameters by reference
- Passing arrays to functions
- Be able to process arrays
 - Be able to find the minimum/maximum value!

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- See review exercises



- Searching
 - Linear Search
 - Binary Search
- Sorting
 - Bubble Sort
 - Selection Sort
- See review exercises:
 - Describe algorithms in English
 - Sample exercises to demonstrate algorithms

Analysis of Algorithms: efficiency

- Efficiency
 - Growth rate functions, which are faster/slower
 - Use big-O notation
 - Efficiency of
 - searching/sorting
 - array access and traversal
 - Inked list operations
 - See the Final Exam Review Exercises for good coverage on this

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Structures

- Structures:
 - Definition (new data type) and variables
 - How to access members (dot operator)
 - Arrays of structures
 - Pointers to structures (-> operator) and dynamic memory allocation
 - Use of structures in linked lists (Nodes)





Pointers

- Pointer variables: how to define + initialize
- Address of (&) and Dereferencing (*) operators
- Pointers and arrays
 - * an array variable IS a pointer to its first element
 - * array[index] = *(array + index)
- Dynamic memory allocation
 - * new + delete
 - allocate new arrays (Assignment 3)
- Using pointers with linked lists



- Procedural programming vs object oriented programming
- Separating specifications from implementation (interface concept)

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Classes and Objects

Fundamentals of classes and objects:

- Members: variables and functions
- private vs public, access rules
- constructors and destructors
- copy constructor (default)
- instance variables vs static variables
- declaration and implementation of classes
 - defining member functions
 - overloaded operators
- defining instances of a class (objects)
- pointers to objects

Linked Lists

- How to define a linked list (node declaration and head pointer definition).
- Adding a node (insert at front or append)
- Describe how to insert or delete node from the middle of a list
- How to traverse a linked list to
 - display it
 - calculate some value
 - find minimum/maximum
 - etc.

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