CS 215 - Fundamentals of Programming II
Spring 2010 - Practical Exam 2 Review Sheet

Reminders:
● This exam must be passed with 60% (30/50) or better in order to pass this course (final grade of C or better). Students who do not meet this threshold will be allowed to take a makeup exam on Reading/Study Day with a 10% penalty. (I.e., highest possible score on the makeup will be 45/50.)
● Homework 7 is due Monday, April 5 (day after Easter).

Practical Exam 2 will be on Wednesday, March 31, 3pm-5pm. This exam is open textbook, open class notes, and open your own notes and assignments. These are the only materials you are allowed to consult during the exam. In particular, anyone else's notes or assignments, and the Internet are not allowed. Although you are allowed to read electronic copies of the class notes and your own notes and assignments, you are not allowed to copy and paste code from these documents. All code submitted must have been typed during the exam. (I.e., you can copy and paste the code you write during the exam.)

The exam will have 2-4 problems on it. All problems will consist of adding code to partially written programs. The exam will be cumulative and comprehensive with respect to basic programming constructs in the sense that you are expected to be able to read and/or write code using concepts such as selection, repetition, functions, arrays, command-line arguments, file streams, and classes. You will not be asked to write makefiles or template classes, or use exception handling or recursion. Emphasis will on the material in Chapters 4-8, and covered in lectures, programming exercises, and projects assigned through Friday, March 19. Material in Chapter 9 will not be on the exam. Sample exam problems were handed out in lecture on Friday, March 26.

The following is a list of topics that will be emphasized, but it is in no way to be construed as an exclusive list.

1. Template functions using arrays or the STL container classes listed below
2. STL vectors - declaration and use
3. Dynamic allocation - declaration of pointer variables, allocation of one-dimensional arrays and two-dimensional "arrays", dynamic classes including the destructor, copy constructor, and assignment operator.
4. STL lists - declaration and use, iterators
5. STL stacks - declaration and use
6. STL queues - declaration and use