

# Exam 1 Review

CS 1428  
Spring 2019

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# Exam 1

- Tuesday, March 5
- In class, closed book, closed notes, clean desk
- 12.5% of your final grade
- 80 minutes to complete it
- Bring your ID card!!!!
- Bring a pencil! (and eraser)
- NO: calculators or cell phones.
- NO: headphones/earbuds.

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# Exam Format

- 100 Points total
  - ▶ 50 points: 25 multiple choice and T/F (scantron form)
  - ▶ 50 points: writing code on the test paper
    - ➔ program and/or individual statements
- Tasks:
  - ▶ Tracing code (what is the output)
  - ▶ Finding errors in code
  - ▶ Evaluating C++ expressions
  - ▶ Demonstrate general knowledge about C++ and programming
  - ▶ Programming (NOT graded for style)

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# Content from Textbook

Units 1, 2, and 3:

- Chapter 1: 1.1-4
- Chapter 2: 2.1-17 (except 2.11)
- Chapter 3: 3.1-10
- Chapter 4: 4.1-15 (except 4.7, 4.13)
- Chapter 5: 5.1 and 5.11 (first half)

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## Content from Slides

Units 1, 2, and 3:

- Unit 1: Intro to Programming & C++
- Unit 2: Expressions & Input/Output
- Software Development Process
- Unit 3: if/else & switch

These are on the class website in PDF form

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## Intro to Computers and Programming

- Definitions: Computer, Program, Programmer
- Hardware vs Software
- Hardware components: (cpu, main memory, secondary storage, input and output devices)
- Program vs. Algorithm
- Programming languages: machine lang vs low level lang vs high level lang
- Compilation: source code file -> executable
- Execution

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## Introduction to C++

- Literals: numbers, characters, strings
  - ▶ Special characters ('/n', etc)
- Identifiers, rules for valid names
- Variable Declarations and Initialization
- Assignment Statements
- Data Types
  - ▶ int, short, long, float, double, bool, char, string
  - ▶ their values/ranges (rough idea)
  - ▶ suitability of each for various types of data
- Scope rules, comments, named constants

## Expressions and Types

- Numerical Expressions
  - ▶ Operators: +, -, \*, /, % (modulus)
  - ▶ Precedence rules, parens ( )
- Type Conversions:
  - ▶ binary operations
  - ▶ assignment
  - ▶ explicit type casting
- Integer division vs float division
- Pow(a,b) and other Math library functions

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## Assignment operators

- Multiple assignment
  - ▶ `a = b = c = 4;`
- Combined Assignment operators
  - ▶ `+=` `-=` `*=` `/=`
- Increment and Decrement
  - ▶ `x++` `y--`
- Hand Tracing a program

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## Input and output

- `cout`, stream insertion operator (`<<`), `endl`
- `cin`, stream extraction operator (`>>`)
- formatting: `setw`, `setprecision+fixed`, `left/right`
- inputting characters and strings
  - ▶ `cin >> var` versus `getline(cin,var)`
  - ▶ using `cin >> ws` to solve problem of `>>` followed by `getline`
- using file stream objects for file I/O:
  - ▶ using `ifstream`, `ofstream` variables
  - ▶ open and close, `<<` and `>>`

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## Ifs and boolean expressions

- Relational and Logical Expressions
  - ▶ Rel. Operators: `<` `<=` `>` `>=` `==` `!=`
  - ▶ Logical Operators: `!` `&&` `||`
  - ▶ Precedence rules, parens
- if statements:
  - ▶ if
  - ▶ if-else
  - ▶ nested if statements
  - ▶ if-else if
  - ▶ block or compound statement

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## Switch Statements and programming with conditions

- Input validation, checking ranges
- The switch statement
  - ▶ the break statement
  - ▶ switch case fall-through,
  - ▶ multiple labels
- Scope of variables in blocks

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# Software Development

Know what happens during each of these phases:

- Analysis and specification
- Design
- Implementation
- Testing and debugging
- Maintenance

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# Sample problem: what is output?

- What is the output of the following statements?

```
int fox = 6;
float dog = 5.7;
dog = fox + dog;
if (fox > dog)
    cout << "Hello!";
else if (fox < dog)
    cout << dog;
else
    cout << fox;
cout << endl;
cout << fixed << setprecision(1);
cout << "dog is: " << dog << endl;
```

- A)   B)   C)   D)

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# Sample problem: Programming

- Write a C++ program that computes the tax and tip on a restaurant bill. The program should input the cost of the meal from the user. The tax should be 6.75 percent of the meal cost. The tip should be 20 percent of the total after adding the tax. Display the tax and tip amount to the screen, formatted to two decimal places.
- Sample run:

```
Enter the cost: 100
tax = 6.75
tip = 21.35
```

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# How to study

- Review the slides (Units 1 - 3, Software Dev)
  - understand all the concepts, **quiz yourself**
- Use Revel to help understand the slides
  - there will be no questions over material that is in Revel but not on the slides
- Review programming assignments (fix yours!)
  - get old assignments and solutions in Dr. Seaman's office
- Review and redo the Squarecap and Revel questions
- Practice, practice, practice! Write code! Sleep!

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