

# COMP1140/1110/6710 Structured programming

Revision – End of Semester



### The final exam

- \* is scheduled <u>9.30am AEST on Tuesday the 8th</u> of November;
- \* is 3 hours;
- \* is <u>on-line</u>: access/submit through <u>exam gitlab</u>;
- \* is <a href="mailto:open-book">open-book</a>: you may refer to course material, notes, documentation, search the web, etc;
- is <u>individual</u>: you <u>must not</u> communicate with anyone other than the course staff through private posts on piazza.



- \* This week
  - Ensure you have a working IDE
  - Clone the exam repository to the computer you will be using for the exam.
  - Access to the repo will close on Friday.
  - Setup and test self-invigilation (optional).
- During the exam
  - At the start, <u>pull</u> updates from your exam repository – it will now have questions in it.
  - push your work as you complete it.



```
https:
//comp.anu.edu.au/courses/comp1110/
assessments/campus_only/final/
```

## Self-invigilation

- \* You record yourself during the exam.
- \* You keep the recording.
- If we find cause to doubt the integrity of your exam submission, then you may submit your recording as evidence in your favour.
- \* For a recording to be useful, it must:
  - show your entire screen (at readable resolution);
  - identify you, with audible sound;
  - for the entire duration of the exam.



## Core knowledge

- \* Basic programming in Java:
  - design iterative/recursive algorithms;
  - variable scope & state, references;
  - effective use of standard library.
- \* Object-oriented programming in Java:
  - classes & inheritance, polymorphism, nested classes;
  - object creation & initialisation, equality, hashing, comparison.
- Data structures:
  - interfaces and implementation design choices;
  - time and space complexity.
- \* Software development practice:
  - writing good tests (using JUnit);
  - effective use of tools (IDE, git).



# Revision topics

#### Recursion

- \* Recursion is a way of thinking about how to solve computational problems.
  - "If I had the answer to problem(sub) ...', then I could easily find the answer to problem(this)".
  - Example: The height of a (binary) tree is the max depth of any node (longest path from root to any leaf node). If the height of the left subtree is  $h_L$  and the height of the right subtree is  $h_R$ , then the height of this tree is  $1 + \max(h_L, h_R)$ .
- \* Straightforward mapping from recursive *idea* to recursive implementation.
  - Tricky bit is often how to collect the results.

# What makes good test cases?

- Satisfy assumptions/restrictions.
- Simple (enough that correctness can be determined "by hand").
- \* Cover the space of inputs and outputs.
- \* Cover branches in the code.
- \* Cover "edge cases". For example:
  - What if the string/collection is empty?
  - What if n is zero?
  - Any value that requires special treatment in the code.

#### static

- \* Declare field, method or nested class static.
- \* static is the opposite of dynamic:
  - method dispatch by type of the referring variable, not the object;
  - field reference is determined statically.
- \* Static context: no this.
- \* import static.