

CSCI 135 – Fundamentals of Computer Science I

Exam II Study Outline

- I. Software Development Life Cycle
 - A. Understand the Problem – Specification
 - B. Work out the Logic – Design
 - C. Convert it to Code – Programming
 - D. Test / Debug
 - E. Maintenance
- II. Functions
 - A. Library Functions
 - B. User Defined Functions
 - 1. Parameters
 - a. Pass by Value
 - 2. Return Values
 - 4. Variable Scope
 - C. Flow of Control
 - D. Calling a Method
- III. Object Oriented Programming
 - A. Classes
 - 1. Classes vs Objects
 - 2. Constructors
 - 3. Attributes (state)
 - 4. Methods (behavior)
 - a. Important Methods to consider
 - 1. Constructors
 - 2. Getters and Setters (Accessors and Mutators)
 - 3. Equality Checking: equals()
 - 4. Printable Representation: toString()
 - 5. All other behaviors
 - 5. Lists of objects
 - 6. self
 - B. Inheritance
 - 1. Advantages
 - 2. Subclasses and Superclasses
 - a. super() keyword
 - b. self keyword
 - c. Method Overriding
 - d. Which method executes?
 - C. Client Programs
- IV. Object Oriented Design
 - A. Data Encapsulation Model
 - 1. Classes
 - 2. Client(s)
 - 3. API (Application Programming Interface)

B. Data Encapsulation

1. Getters (Accessors)
2. Setters (Mutators)

C. Immutability

D. Object Oriented Analysis

1. Find the nouns
2. Determine attributes
3. Determine methods (verbs + CRUD)
4. UML Diagrams
5. Refine until code-able

IV. Exceptions

A. Defending against bad input

B. Handling unexpected events

V. Testing and Debugging

A. Preventing Bugs

1. Write pseudocode (English-like) first
2. Comment the tricky parts
3. Good coding style
 - a. Variable names
 - b. Break into manageable steps
 - c. Indentation
 - d. Watch loop bounds
 - e. Listen to Idle/compiler feedback
4. Incremental development

B. Finding Bugs

1. Add debug print statements
2. Talk through the logic

C. Testing

1. Software Quality
2. Levels of Testing
3. Black Box vs. White Box Testing
4. Equivalence Classes of Test Data
5. Regression Testing