





COMP1202 – Revision

Son Hoang (adapted from Prof David Millard's slides) COMP1202 (AY2022-23)

Coming Up

- Key Concepts
 - The Pillars
 - Revising
 - Onwards to Programming 2
- The Exam
 - Topics
- Feedback
- Some Last Words





Part 1

Key Concepts



The Three Pillars of OOP



Encapsulation Inheritance Polymorphism



What Topics to Revise?

- Lectures
- Labs

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Revising

- Remember the online resources
 - Summary Videos + Slides
 - Lecture Recording
 - Blackboard Exercises
- Go back over the labs
 - Check out other online exercises
 - Codingbat.com
- Example Questions Online
 - Accessed via the <u>wiki</u>
- Most past papers (up to AY2016-17) are for a different type of exams

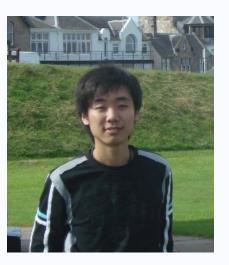




Programming 2

- Graphical User Interface Programming
- Control Flow and the Java Virtual Machine
 - Exceptions
 - Recursion
 - Multi-threading
- Storage and Files in Java
- Validation and Verification (Testing Strategies, JUnit)
- The C programming language





Dr. Jian Shi



Part 2

Exam



Why Do it This Way?

- The Labs and Coursework test your practical skills
- The exam is designed to test your intellectual skills
- It is worth 40% of your overall mark



Format for AY2022-23

- You have 2 hours (120 mins)
- Closed book, Computer Assisted Assessment (tentative)
- Experience shows that in MCQ exams there is a big difference in completion times
 - Don't worry if it takes you to the end of the time
- When: 09:30 15th Jan. 2024
 - <u>https://www.southampton.ac.uk/studentadmin/assessment/exam-</u> timetables/index.page



Choose the **Best** Answer

- Most questions are multiple-choice
 - You choose the best answer out of the selection

Which of the following is the most accurate statement. Java programmers indent lines in their code because... [1 mark]:

- It helps an IDE run the debug process
- It makes the code easier to read
- The compiler requires statements within control sequences to be indented
- The compiler uses whitespace, including tabs, to help identify statements
- It makes it easier to cut and paste sections of code



No Negative Marks

- Some questions are multiple responses. There are no negative marks!
 When overloading a method which of the following statements are the most accurate (select up to two answers) [2 marks]:
 - The methods must be next to one another in the class
 - The methods should have similar functionality
 - The methods should not call one another
 - The methods cannot have the same name
 - The methods cannot have the same return type
 - The methods cannot have the same number of parameters
 - The methods cannot use the same types of parameters
 - The methods cannot have the same number and type of parameters



Matching Questions

• Some questions will require you to select from a list.

```
Consider the following code [4 marks]:

1 void sumArray(int[] values) {

2 int total = 0;

3 for(int entry : values) {

4 total += entry;

5 }

6 return total;

7 }
```

- sumArray on line 1 is an example of
- values on line 1 is an example of
- total on line 2 is an example of
- int on line 3 is an example of

Options:

- 1. Class
- 2. Local variable
- 3. Member variable
- 4. Method
- 5. Primitive Type
- 6. Parameter
- 7. Argument



Split Questions

• Some questions will repeat a previous stimulus.

```
Consider the following code [1 mark]:

1 void sumArray(int[] values) {

2 int total = 0;

3 for(int entry : values) {

4 total += entry;

5 }

6 return total;

7 }
```

Assuming an int array containing {1,2,3,4,5} is passed in, what will be the outcome?

- The code will return 5
- The code will return 0
- The code will return 15
- The code will not compile
- The code will cause a runtime error



Some Advices

- The exam is designed so that you can start at the beginning.
 - There is no need to read all the questions before you begin, although you may want to have a quick scan ahead.
 - You can navigate up/down and change your answers at any point before hitting submit.
- If you finish early. Do the exam again.



Part 4

Some Last Words



How was it for You?

- We might NOT have any end-of-semester survey
- But are there any comments you want to make NOW on:
 - Lectures
 - Online videos
 - Coursework
 - Labs
 - Space cadets
 - Ground controllers
- What are the best and worst things about the course?





Advice: On Programming

"A good programmer is someone who always looks both ways before crossing a oneway street."

- Doug Linder





Advice: On Programming

"A good programmer is someone who always looks both ways before crossing a oneway street."

- Doug Linder

"If debugging is the process of removing software bugs, then programming must be the process of putting them in."

- Edsger Dijkstra





Advice: On Mistake

"Always code as if the person who ends up maintaining your code will be a violent psychopath who knows where you live."

- Rick Osborne





Advice: On Mistake

"Always code as if the person who ends up maintaining your code will be a violent psychopath who knows where you live."

- Rick Osborne

"A computer lets you make more mistakes faster than any other invention in human history, with the possible exceptions of handguns and tequila."

- Mitch Ratcliffe





Advice: On Java

"There are only two kinds of languages: the ones people complain about and the ones nobody uses"

— Bjarne Stroustrup



Advice: On Java

"There are only two kinds of languages: the ones people complain about and the ones nobody uses"

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"C++: an octopus made by nailing extra legs onto a dog."

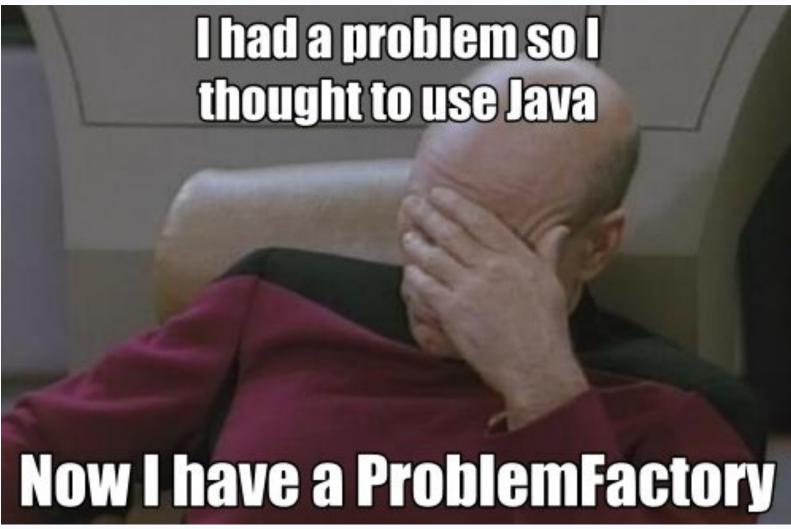
- Steve Taylor

"C++ is history repeated as tragedy. Java is history repeated as farce."

- Scott McKay



Advice: On Java





A Dirty Secret

- No matter how we teach you will mainly learn through practice!
- Programming is the single most important skill for a computing professional
 - Systematic thinking and problem solving
 - Abstraction and data modelling
- Did we mention that you need to practice?

SEAtS: 639851 PRACTICE!



"I've often thought that sucking less every year is how humble programmers improve. You should be unhappy with code you wrote a year ago."

- Jeff Atwood, http://www.codinghorror.com/

"I have no talent. What I do have is a lot of practice. And I am not talking about occasionally dabbling in Ruby on the weekends. I am talking about the kind of practice where I beat code that isn't working into submission (though often times the code wins)."

- John Nunemaker, http://railstips.org/



YOUR QUESTIONS Best of Luck and Have Fun!