

CMSC 132:

OBJECT-ORIENTED PROGRAMMING II



Miscellaneous/Review

Department of Computer Science
University of Maryland, College Park

IMPORTANT

- Make sure you check your e-mails every day and the messages we post on the class announcements. It is your responsibility to check them so you are aware of important information/deadlines.
- Final exam information is available on the class web page.
- Please complete course evaluations 😊
- Save your projects for future reference. CVS repositories will be deleted after the semester is over.
- FYI: For future advising sessions
 - <http://www.cs.umd.edu/~nelson/advising/>

FYI: BitSet Class

- Implements a set of bits where the bits of the set are indexed by nonnegative integers.
- We could have used it for Sudoku
- Methods
 - `BitSet()` – New bit set
 - `BitSet(int nbits)` – Bit set large enough to represent bits with indices from 0 through `nbits - 1`
 - `and(BitSet set)` – Performs logical **and** between the current object and the set parameter (current object is updated with the result)
 - `or(BitSet set)` – Performs logical **or** between the current object and the set parameter (current object is updated with the result)
 - `cardinality()` – Returns number of bits set to 1
 - `flip(int bitIndex)` – Sets the bit at the specified index
 - `get(int bitIndex)` – Returns true if the bit at `bitIndex` is set; false otherwise
 - `length()` – Index of the highest set bit + 1. It returns zero if the `BitSet` contains no bits set.
 - `size()` – Number of bits space used by the `BitSet` to represent bit values
 - `toString()` – For every bit set, the decimal representation of that index is included in the result.

Review

- **Note: this is NOT a complete list of the topics for the final. See the final exam information posted on the class web page for complete information.**
- **Object-Oriented Principles**
 - Abstraction
 - How to design system based on provided descriptions
- **Algorithmic Complexity**
 - Why we use it?
 - What is the alternative?
 - Examples
- **Linear Data Structures**
 - Traditional linked list (head)
 - Project linked list (head and tail)
 - Example: A method returning a list

Review

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- **Sets/Map**
 - Different types
 - Examples
- **Trees**
 - Traditional vs. Polymorphic
 - Examples
- **Software Development**
 - Kinds of testing
 - Software Process Models
 - Software Lifecycle
 - Architectures
- **Multithreading**
 - How to define threaded solutions
 - How to avoid data races

Review

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- **Graphs**
 - BFS/DFS
 - Dijkstra's
- **Sorting**
 - Performance of each algorithm
- **Algorithm Strategies/Design Patterns**
- **You don't need to know UML**
 - But you can use it to provide answers if you want.
 - Practice material may have UML exercises. Don't write the UML, but write the solution to any design problem.
- **Java**
 - Abstract Classes vs. Interfaces
 - Comparable, Comparator
 - Etc.

Questions about Final Exam Material

- Any questions?