

CMSC 132: OBJECT-ORIENTED PROGRAMMING II



Final Exam and Summary

Department of Computer Science
University of Maryland, College Park

Final Exam

- Date/Time/Coverage posted on class web site (Exams section)

Question Formats

- True/ false
- Fill-in-the-blank
 - Short answers expected
- Multiple choice
- Analyze complexity
- Apply algorithms
- Write code

CMSC 132 Summary

- We covered
 - Object-oriented software development
 - Algorithms & data structures
- Provided brief glimpse of CS applications
 - Human computer interfaces (GUIs)
 - High performance computing (Multithreading)
 - Networking
- Hope you improved
 - Programming skills (coding, testing, debugging)

What Comes Next?

- CMSC 216 – Low level programming
 - Treating references as memory addresses (in C)
- CMSC 250 – Discrete structures
 - Simple discrete math & proofs
- CMSC 311 – Computer Organization
 - How computers work
- CMSC 330 – Programming Languages
 - Different programming languages & paradigms
- CMSC 351 – Algorithms
 - Analyze & prove complexity of algorithms

What Comes Next?

- Building computer systems
 - 411 architecture, 412 operating system, 414 security, 417 networking, 430 compilers
- Building software
 - 433 programming technologies, 434 human-computer interfaces, 435 software engineering
- Theory of computing
 - 420 data structures, 451 advanced algorithms, 452 computation theory, 456 cryptology
- Applications
 - 421 artificial intelligence, 423 bioinformatics, 424 databases, 426 image processing, 427 graphics
- Note: Recommendation for those interesting in gaming class
 - <http://www.cs.umd.edu/~nelson/announcements/GameClassRecommendations.pdf>

Reminders

- Fill in class evaluations. The link to visit is:
 - <https://www.courseevalum.umd.edu/portal>
 - Help us improve the course...
- Save your projects; you may need them in the future
- Verify all your grades in grades.cs.umd.edu are correct

Finally...

Good luck on Exam!