

CS 310: Midterm Review

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Week 4-1

Logistics

HW 2: Posted

- ▶ AdditiveList and SparseBoard
- ▶ Milestones due next week Thursday

Midterm Exam Thursday

- ▶ First part of class: don't be late
- ▶ Open Resource Exam
- ▶ Charge you devices

Today

- ▶ Finish Hash Tables
- ▶ Review Game

Open Resource Exam Rules

Can Use, physical or electronic

- ▶ Notes
- ▶ Textbook(s)
- ▶ Editor, Compiler, IDE
- ▶ Oracle Javadocs
- ▶ Language Dictionary
- ▶ Locally stored webpages
- ▶ Your own code
- ▶ Textbook/Instructor code

- ▶ *Protect your work from theft*
- ▶ *You may be asked to show your GMU ID*
- ▶ *If you aren't sure of something, ask*

Cannot Use

- ▶ Internet Search
- ▶ Piazza discussion board
- ▶ Downloaded applets
- ▶ Chat
- ▶ Texting
- ▶ Email
- ▶ Communication with anyone except Instructor/Proctor

Jeopardy

A quick demo for those not in the know: A famous game, watch from 1:30-4:00

- ▶ [YouTube Link](#)
- ▶ First to buzz in answers
- ▶ Question right: gain points
- ▶ Question wrong: lose points
- ▶ Get it right, pick next question
- ▶ Can pick anything available on the board
- ▶ Higher point values are "harder" questions

Java Jeopardy

Problems

- ▶ More than 3 players
- ▶ No buzzers
- ▶ Harder Questions

Solutions

- ▶ Answers are **NOT** in the form of a question
- ▶ Write your answer on a piece of paper
- ▶ "Buzz in" by putting your paper in the air
- ▶ I will assign ranks 1,2,3
- ▶ Correct answers get points for ranks 1,2,3
- ▶ Wrong answers lose points for ranks 1,2,3
- ▶ Highest rank correct answer picks next question
- ▶ One of rank 1,2,3 describes correct answer