Review sessions, week of 4 December

	,	1	
Day	Time	Instructor	Topic
		room	
Mon	1PM	Aijaz	Executing sequences of
		Phillips 203	statements that involve
			creating new objects
Mon	2PM	Aijaz	Writing constructors in
		Phillips 203	classes and subclasses
Mon	3PM		No review session
Tue	1PM	Lin Li	Matlab
		Phillips 203	
Tue	2PM	Gries	Developing loops from
		Phillips 203	invariants
Tue	3PM	Gries	Developing required al-
		Phillips 203	gorithms
Wed	1PM	Haque	Executing method calls;
		Phillips 101	drawing frames for calls
Wed	2PM	Yessenalina	Casting and related topics
		Phillips 101	
Wed	3PM	Guarino	Recursion
		Phillips 101	

The final is cumulative, covering all topics in the course except as described below. So, you have to know everything that was covered in the three prelims. See the handouts on the three prelims (on the course web page).

You do not have to study the following topics: Exception handling, abstract classes, reading a file or the keyboard, applications, applets.

You have to know:

- 1. Multi-dimensional arrays. See below.
- 2. Placement of components in a GUI. The default layout managers for a JFrame, a JPanel, and a Box and how that manager arranges components in it. What these basic components are: JButton, JLabel, JTextField, JTextArea. You do not have to know how to "listen" to an event.
- 3. Matlab. See below.
- 4. **Several algorithms**. You know this already, but we repeat it for emphasis. any one of the following algorithms can be asked for. We may simply write "show binary search", or "Show us the partition algorithm", and you have to give the precondition, postcondition and loop invariant and then develop the algorithm. Expected: the loop with initialization is developed from the invariant; a loop that has nothing to do with the invariant you write gets little credit. Everyone should get full credit on this question because it is simply a matter of sitting down and practicing developing known algorithms from their specifications.

Linear search, Binary search, Dutch National Flag, Partition algorithm, Selection sort, Insertion sort.

5. **Multi-dimensional arrays**. You have to know about rectangular arrays and ragged arrays —in which rows may have different lengths. This includes knowing how to access the number of columns in a given row and knowing how to create a rectangular array and a ragged array. You have to know how arrays are stored as objects (folders) and to be able to draw an array, as done on prelim 2.

## **MATLAB**

0. The notation a:b to denote the row of integers [a (a+1) (a+2) ... b]. The notation

a : increment : b

- 1. The basics of creating arrays, using
- (a) row vector notation: [ 10 20 30 ]
- (b) column vector notation [10; 20; 30]
- (c) rectangular array notation

(d) stacking rows: if x is [10 20],

(e) stacking columns. if u = [1 2]; v = [3 4] then [u; v; u] is

1 2

3 4

1 2

- (f) for a row vector, size(x) is the number of elements. For an array, size(x) is the number of elements in each dimension. For this purpose, a column vector is really a 1-by-n array.
- (g) transpose b' of an array or vector b
- (h) functions zeros(n), zeros(n,m), ones(n), and ones(n,m)
- (i) elementwise addition, subtraction, multiplication, division of an array by a scalar or a scalar by an array, e.g. [10 5 2] + 5.
- (j) Elementwise operations on arrays:

addition b + c

subtraction b - c

multiplication b .\* c

division b ./ c

exponentiation b .^ c

- (k) functions max, min, sum, cumsum, prod, cumprod, median, abs, floor, ceil, sqrt
- (l) Defining functions, e.g.

```
% = the mean and standard deviation of nonempty row
function [mean,stdev] = stat(x)
n= length(x);
mean= sum(x)/n;
stdev= sqrt(sum((x-mean).^2)/n);
(m) if-statements, e.g.
d= sqrt(b^2 - 4*a*c);
if d>0
    r1= (-b+d)/(2*a);
    r2= (-b-d)/(2*a);
    disp(`Complex roots')
end
if (x>y) & (x>z)
    maxval= x;
elseif y>z
    maxval= y;
else
    maxval= z;
end
```

About the Final

(n) Be able to put together expressions that calculate a sum (or product) or cumulative sum (or product) of n terms of a series. For example, we wrote this code for the cumulative sum of n approximations to pi using Wallis's formula

```
pi/2 = 2*2/(1*3) + 4*4/(3*5) + ...
 evens= 2 * (1:n)
 odds= evens -1
 answer= 2*cumsum((evens .^ 2) ./
         (odds .* (odds + 2))
```

Here are some infinite sums to practice on.

```
5 + 5 + 5 + 5 + ...
1 - 1 + 1 - 1 + 1 - 1 + ...
1/(1*2*3) + 1/(3*4*5) +
                     1/(4*5*6) + \dots
1/1 + 1/2 + 1/3 + 1/4 + \dots
1/(1*1) + 1/(2*2) + 1/(3*3) +
                     1/(4*4) + ...
1/1 - 1/2 + 1/3 - 1/4 +
                     1/5 - 1/6 + \dots
1*2/(2*3) + 2*3/(3*4) +
                     3*4/(4*5) + ...
```