

# Princeton University

## COS 217: Introduction to Programming Systems

### Fall 2019 Midterm Exam Preparation

#### Topics

You are responsible for all material covered in lectures, precepts, assignments, and required readings. This is a non-exhaustive list of topics that were covered. Topics that are crossed out will not appear on the midterm exam but may appear on the final exam.

1. Number systems
  - Binary, octal, and hexadecimal
  - Finite unsigned integers, operations, and overflow
  - Finite two's complement signed integers, operations, and overflow
  - Floating-point numbers
2. C programming
  - From source to executable: preprocess, compile, assemble, link
  - Program structure: multi-file programs with header files
  - Process memory layout: text, stack, heap, rodata, ~~data~~, ~~bss~~ sections
  - Primitive data types
  - Variable declarations and definitions
  - Variable scope, ~~linkage, and duration/extent~~
  - Constants: #define, constant variables, enumerations
  - Operators
  - Statements
  - Function declarations and definitions
  - Pointers and arrays
    - Call-by-reference, arrays as parameters, strings
    - Command-line arguments
  - Input/output facilities: `getchar()`, `fgetc()`, `putchar()`, `fputc()`, `gets()`, `fgets()`, `puts()`, `fputs()`, `scanf()`, `fscanf()`, `printf()`, `fprintf()`
  - Structures
  - Dynamic memory management
    - `malloc()`, `calloc()`, `realloc()`, `free()`
    - Common errors: dereference of dangling pointer, memory leak, double free
  - Abstract data types; opaque pointer types
  - Generic data structures and functions
    - Void pointers
    - Function pointers and function callbacks
  - *Parameterized macros and their dangers (see King Section 14.3)*
3. Programming in the large
  - Modules and interfaces
    - Abstract data types and ADT design in C
    - Heuristics for effective modules: encapsulates data, manages resources, is consistent, has a minimal interface, detects and handles/reports errors, establishes contracts, has strong cohesion, has weak coupling
  - Program and programming style
    - Bottom-up design, top-down design, least-risk design
  - Building

- Motivation for make, make fundamentals, non-file targets, macros
- Testing
  - External testing
  - Internal testing and assertions: validating parameters and return values, checking invariants, checking array subscripts, checking function values
  - Unit testing with scaffolds and stubs
  - Test coverage: statement, path, boundary
- Debugging
  - General heuristics for debugging: understand error messages, think before writing, look for familiar bugs, divide and conquer, add more internal tests, display output, use a debugger, focus on recent changes
  - Heuristics for debugging dynamic memory management: look for common DMM bugs, diagnose seg faults using gdb, manually inspect `malloc()`, calls, comment-out `free()` calls, use Meminfo, use Valgrind
- ~~Performance improvement~~
- 4. Tools and the GNU/Linux programming environment
  - Linux, bash, emacs, gcc, gdb, make, ~~gprof~~
- 5. Common algorithms and data structures
  - Finite-state automata
  - Linked lists
  - Hash tables: hashing algorithms, key ownership and defensive copies
- 6. Applications
  - De-commenting
  - String manipulation
  - Symbol tables
  - Dynamically expanding arrays

## Readings

*As specified by the course Schedule web page...*

Required:

- *C Programming* (King): 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20.1, ~~22, 24.1~~
- *Computer Systems* (Bryant & O'Hallaron): 1
- *ARM 64-bit Assembly Language* (Pyeatt with Ughetta) ~~1~~

Recommended:

- *Computer Systems* (Bryant & O'Hallaron): 2, 5
- *The Practice of Programming* (Kernighan & Pike): 1, 2, 4, 5, 6, 7, 8
- *Unix Tutorial for Beginners* (website)
- *GNU Emacs Tutorial* (website)
- *Linux Pocket Guide* (Barrett) pp. 166-179
- *Deterministic Finite Automaton* Wikipedia article (website)
- *GNU GDB Tutorial* (website)
- *GNU Make Tutorial* (website)
- *GNU Gprof Tutorial* (website)