

Princeton University

COS 217: Introduction to Programming Systems

Spring 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, ~~5-5~~
- *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)~~