CS 200 Sections 02 & 04 Spring 2013

Week #12: Top 3 Lessons Learned

What I learned is that **you must read the question carefully and slowly before answering any of the problems** and also to prepare ourselves before the final exam. When you look at the questions it is best to write out what the question is asking and also the output sample. It is optional to use a flow chart to help follow the step of the problem.

There some problems that can trick you for example:
 int a = 5;
 int b = 5 + 37/3 - (a--) * 3;
System.out.print(b);
System.out.print(a);
before you jump into code tracing, its best that to have a output box and keep track of variables in memory to follow each step.

If you look at (a--), this tells you that "a" is not going to change until after the math part of the problem is finish.

So the output should be 24.

Another kind of problem many will need to reviews are if-statement, if-else, for loop, while loop, do-while loop, code tracing, boolean, and many more…

P. Khuu

Three things that I learned are that on the final exam you should read the instructions carefully to receive full credit for each question.

Second, it is important that in the next couple of weeks we continue to improve on our problem solving and programming skills because on the final exam we will have less than 20 minutes per question.

Third, it is important to stay calm and take things one step at a time.

J. Gomez

1 - Always read well the subject; notes and hint(often) before get started the problem in order to avoid silly mistakes that can cost me important points.

2- **Always start working on the quiz / final exam doing the answers I know, go through that, and after go back to the more difficult.**

3 - Use only the tools learned and seen during the course lectures to solve the problem on final exam. **No additional Java skills are needed.**

There are only three (3) classes left before the final exam, **start to fix the mistakes I used to do in Lab activity, quizzes, to avoid to repeat them on final exam.**

PS : Keep breathing and thinking Java over three (3) classes remaining.

J. Konan

When writing several loops in a program using the same variables, **make sure to reset the value of those variables (if you need to) when starting the second loop.**

When prompting and storing integer or floating point values, remember the "enter key" stays in the file stream, thus, flush the file stream by writing keyboard.nextLine(); before attempting to get a string object from keyboard input, otherwise the "enter" will be stored instead of the data that is needed.

When you have a loop that checks whether the value is positive and stores it in a variable, make sure to initialize the variable as a negative integer to enter the loop at least once to then prompt for and store the keyboard data.

S. Malik

1.) Make sure to read all directions thoroughly before taking the exam. No reason you should get points off for not writing the program to its exact specs.

2.) **Remember to write your variables vertically when you trace. This will make checking and changing their values that much easier to do.**

3.) Once you've read through the exam, **DO THE EASIEST ONES FIRST** and save the hardest to last. This way you can be sure that you'll get all the points from the easier ones, and will also get more time for the harder ones. Remember, you just need a 60 on both parts to pass; **that doesn't mean you shouldn't go for more.**

E. Herring