

Exam 1 Study Guide

🔥 **Note:** Please click [here](#) to see a sample exam

Chapter 2

- ✚ Three phases of a software development process
- ✚ Use cases
- ✚ CRC card and walk-through
 - How to improve the initial CRC card while walking through the use cases
- ✚ How to draw UML Diagrams: class diagram, sequence diagram, and state diagram
- ✚ Relationships among classes: (ex) Exercise 2.8

Chapter 3

- ✚ 5 C's: Concepts and examples
- ✚ Definition of Law of Demeter
- ✚ Side effects
 - Definition of Side effects
 - Examples of Side effects
- ✚ Design by contract:
 - Pre and post condition
 - Class invariant

Chapter 4

- ✚ Interfaces
 - Definition
 - Example
 - Icon interface type
 - Shape interface type
 - Comparable interface type
 - Comparator interface type
 - Design an interface type (*i.e.*, an user defined interface type)
 - Implementation (*i.e.*, programming)
- ✚ Polymorphism
 - Definition
 - Example: Explain how it works
- ✚ Anonymous classes
- ✚ Factory method
- ✚ Timer
- ✚ final variable

Programming

- ✚ frame
- ✚ buttons
- ✚ textField
- ✚ ActionListener interface and addActionListener() method
- ✚ Timer
- ✚ Anonymous class
- ✚ Factory method