# Princeton University COS 217: Introduction to Programming Systems Spring 2003 Final Exam Preparation

You are responsible for all material covered in lectures, precepts, assignments, and assigned readings.

The exam will be cumulative, but will emphasize the recent material heavily.

The exam will be closed book, but you may use a self-generated one-page summary sheet.

# Topics

New topics are in **boldface**.

Programming style

Modularity, interfaces, implementations Abstract data types Abstract objects Testing strategies Profiling and instrumentation Robust programming, error handling strategies

Advanced C programming

Memory layout
Dynamic memory management
Void pointers
Function pointers
Variable declarations and definitions
Variable scope, linkage, and duration
Const variable declarations and definitions
Function declarations and definitions
Function declarations and definitions
Opaque pointers
Macros and their dangers
The assert macro
Unions, enumerations, tagged unions
Bitwise operators (~ & | ^ <<>>)
Structure bit-fields

The UNIX/GNU programming environment Emacs, gcc, gdb, make, gprof, **bash**, **gdb for SPARC assembly language** 

#### **Digital Circuits**

**Combinational Circuits** Building blocks: NOT, AND, and OR gates Common combinational circuits: decoder, multiplexer, demultiplexer, adder, ALU Designing combinational circuits using NOT, AND, and OR gates Truth tables Boolean expressions in sum of products form Sequential Circuits Building blocks: RS flip flops, clocked RS flip flops, clocked D flip flops, Clocked master slave D flip flops Common sequential circuits: register, register bank, memory Designing sequential circuits using clocked master slave D flip flops State machines Truth tables Boolean expressions in sum of products form **SPARC** Architecture and Assembly Language Registers vs. cache vs. memory vs. disk **Register windows** Instruction pipelining and delay slots **Assembly language** Directives **Mnemonics** Using the stack Subroutines and leaf subroutines **Optimization: minimize memory access; postpone use of loaded data;** fill delay slots with useful instructions; the annul bit Machine language The binary, octal, and hexadecimal number systems **Representation of signed numbers** Signed magnitude **One's complement Two's complement Representation of floating point numbers Mnemonic formats** Assemblers **Pass1:** Create symbol table Pass2: Create data section, text section, relocation records Linkers **Symbol resolution** 

Symbol relocation

**Operating Systems** 

**Operating system history** 

UNIX shells

UNIX shell built-in commands vs. executable binary commands

#### Processes

Scheduling, context switching UNIX system calls: getpid, execvp (and other exec functions), fork, wait, kill, chdir, setenv, unsetenv Standard C functions: exit, getenv

#### I/O

UNIX file descriptors UNIX file redirection UNIX system calls: creat, open, close, dup, dup2, read, write Standard C functions: fopen, fclose, fflush, perror, fgetc, fputc, fgets, fputs, fscanf, fprintf, scanf, printf, getc, putc, putchar, getchar, gets, puts, etc.

### **Inter-Process Communication**

Network communication: the Socket API UNIX pipelines UNIX system call: pipe

#### Signals

UNIX kill command Standard C function: signal

Virtual memory Segmentation, paging

Applications String manipulation Hash tables, symbol tables Digital circuit simulation Assemblers UNIX Shells

## Readings

New readings are in **boldface**.

Extracted from the course web pages:

Loukides: 2, 3, 4, 6, 7, 9 King: 10, 15, 16.4-5, 17, 18, 19, 20 Paul: 2, 3, 4, 5, 7, 8, 9 Kernighan (UNIX Programming Environment): 7

## **Exams from Previous Semesters**

Questions on new material are in **boldface**.

These old exam questions are particularly pertinent:

Fall 2002 Exam 1: 3, 4, 5

Spring 2002 Exam 1: 1, 2, 3, 4, 5, 6, 8, 9 (generally, although the Set ADT is not pertinent)

Fall 2001 Exam 1: 3, 4, 5, 6, 10

Fall 2002 Exam 2: 1, 2, 3, 4a, 5, 6

Spring 2002 Exam 2: 1, 2, 3, 4, 5, 6, 7, 8, 9

Fall 2001 Exam 2: 1, 2, 3, 4, 5, 6, 7, 8

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