

# EXAM REVIEW, PROJECT WORK

CSSE 120—Rose Hulman Institute of Technology

# Exam 2 Facts

- **Date:** Friday, April 25, 2008
- **Time:** 8<sup>th</sup> and 9<sup>th</sup> hours
- **Venue:** O267
- **Chapters:** Zelle chapters 1 to 12 with greater emphasis on chapters 6 to 12
- **Organization:** A paper part and a computer part, just as on the first exam. Same resources allowed.

# Possible topics for exam 2

- topics for exam 1
- defining functions
- using functions
- decision structures
- exception handling
- loops
  - ▣ indefinite(while)
  - ▣ interactive
  - ▣ sentinel
  - ▣ file
  - ▣ nested
- computing with Booleans
- random numbers
- top-down design
- bottom-up implementation
- objects
- defining & using new classes
- data processing with Class
- encapsulation
- widgets
- lists (with objects, classes)
- process of OOD

# Project Milestones

Review milestones in project document on-line

# Getting the GUI

1. Make sure everyone on the team has the committed all their work
  - ▣ Everyone should update then commit, one at a time
2. One person:
  - ▣ Go to ANGEL → Project → Tetris GUI code
  - ▣ Copy and paste the code into your Tetris.py module
    - Don't paste over your team member names!
  - ▣ Commit to SVN
3. Everyone update
4. Run Tetris.py

# Project Work Time: Suggestions

---

- Finish any pieces that do not pass the text tests
- Study the GUI code to see how it works
- Plan your enhancements to the GUI