CS250 Exam #1
Review Topics

- files (reading from / writing to, streams)
- arrays
  - 1D & 2D
  - initializer list
  - index values
  - elements
- Character processing
  - extraction operator, get, getline, peek
- what do each of the following do? compiler, linker, loader, operating system
- switch statement
- primitive data types versus programmer-defined data types (ADTs)
- structs
  - creating data type
  - using an initializer list
  - array of structs versus a single struct
  - passing a single struct versus an array of structs
  - legal operations on structs
  - reading file info into a struct or array of structs
- enumerated data types
- procedural programming versus object-oriented programming
- struct versus class
- class versus object
- array of structs versus array of objects
- classes
  - definition
  - interface versus implementation
  - methods
  - constructor
  - private versus public
  - mutators versus accessors
  - overloaded methods
  - default constructor
  - default arguments