

CS250 Exam #1
Review Topics

- files (reading from / writing to, streams)
- arrays
 - 1D & 2D
 - initializer list
 - index values
 - elements
- Character processing
 - extraction & insertion operator, get, peek
- 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
 - passing a struct member vs a struct
 - 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
 - data members
 - member functions
 - constructor
 - private versus public
 - mutators versus accessors
 - overloaded functions
 - default constructor
 - default arguments