# **Exam Review Lectures**

Tim Capes

November 29, 2011

# Exam Breakdown

Eight total questions:



## Exam Breakdown

Eight total questions:

Number systems questions (10)



- Number systems questions (10)
- Multiple Choice Pictures and Sound Coding (24)

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- Number systems questions (10)
- Multiple Choice Pictures and Sound Coding (24)

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Re-write badly designed code question (20)

- Number systems questions (10)
- Multiple Choice Pictures and Sound Coding (24)

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- Re-write badly designed code question (20)
- Internet Theory (20)

- Number systems questions (10)
- Multiple Choice Pictures and Sound Coding (24)

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- Re-write badly designed code question (20)
- Internet Theory (20)
- Short Essay (30)

- Number systems questions (10)
- Multiple Choice Pictures and Sound Coding (24)

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- Re-write badly designed code question (20)
- Internet Theory (20)
- Short Essay (30)
- HTML Questions (16)

Number conversion for the following systems:



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1. Binary

Number conversion for the following systems:

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- 1. Binary
- 2. Twos Complement

Number conversion for the following systems:

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- 1. Binary
- 2. Twos Complement
- 3. Octal

Number conversion for the following systems:

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- 1. Binary
- 2. Twos Complement
- 3. Octal
- 4. Decimal

Number conversion for the following systems:

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- 1. Binary
- 2. Twos Complement
- 3. Octal
- 4. Decimal
- 5. Hexidecimal

## Exam Topic Breakdown: Multiple Choice Coding

12 marks worth of Pictures and 12 marks word of Sound. May include nested loops, singular loops, counter variables, etc. Style is similar to midterm.

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Exam Topic Breakdown: Rewrite Badly Designed Code

You will be responsible for breaking apart a function into smaller pieces and standardizing information. You should know how to define functions in JES.

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You will be responsible for answering several questions about the internet and its protocols. You should understand the following protocols at a basic level:

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1. IPv4, IPv6, TCP

You will be responsible for answering several questions about the internet and its protocols. You should understand the following protocols at a basic level:

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- 1. IPv4, IPv6, TCP
- 2. HTTP, VoIP

You should understand some facts about the internet structure:

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You should understand some facts about the internet structure:

1. Know the inventors of major components of the web which were discussed in class.

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1. Know the inventors of major components of the web which were discussed in class.

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2. Know the limiting size of each major internet protocol discussed in class (or how to calculate it).

You should understand some facts about the internet structure:

- 1. Know the inventors of major components of the web which were discussed in class.
- 2. Know the limiting size of each major internet protocol discussed in class (or how to calculate it).
- 3. Know how addresses are related to location in the protocol for which this relation applies.

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Know some details of each major topic covered. For Proxemics:



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1. What is ubiquitous computing?

Know some details of each major topic covered. For Proxemics:

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- 1. What is ubiquitous computing?
- 2. What is proxemic computing?

Know some details of each major topic covered. For Proxemics:

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- 1. What is ubiquitous computing?
- 2. What is proxemic computing?
- 3. What are the major proxemics?

Know some details of each major topic covered. For Proxemics:

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- 1. What is ubiquitous computing?
- 2. What is proxemic computing?
- 3. What are the major proxemics?
- 4. What are some example uses of proxemics?

Know some details of internet security, in particular:



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1. What is the difference between HTTP and HTTPS?

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2. Which is more secure and why?

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- 1. What is the difference between HTTP and HTTPS?
- 2. Which is more secure and why?
- 3. What are the major challenges to security on the web?

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Know some details of internet security, in particular:

- 1. What is the difference between HTTP and HTTPS?
- 2. Which is more secure and why?
- 3. What are the major challenges to security on the web?

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4. How do signatures work?

## Exam Topic Breakdown: HTML Questions

You should expect content of a similar nature to A3, but should not spend a lot of time memorizing tags.

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# Exam Topic Breakdown: HTML Questions

You should expect content of a similar nature to A3, but should not spend a lot of time memorizing tags.

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1. Understand structure of HTML and how tag positions should relate to content.

# Exam Topic Breakdown: HTML Questions

You should expect content of a similar nature to A3, but should not spend a lot of time memorizing tags.

- 1. Understand structure of HTML and how tag positions should relate to content.
- 2. Understand how to use common tags and attributes you used on the assignment.

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Review Chapter 3, Chapter 4, Chapter 5.

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• Review Chapter 3, Chapter 4, Chapter 5.

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Review the practice midterm questions.

- Review Chapter 3, Chapter 4, Chapter 5.
- Review the practice midterm questions.
- Chapter 3 questions: 3.1, 3.2, 3.3, 3.9, 3.10, 3.11, 3.12, 3.13, 3.14, 3.15, 3.16, 3.19;

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- Review Chapter 3, Chapter 4, Chapter 5.
- Review the practice midterm questions.
- Chapter 3 questions: 3.1, 3.2, 3.3, 3.9, 3.10, 3.11, 3.12, 3.13, 3.14, 3.15, 3.16, 3.19;
- Chapter 4 questions: 4.1, 4.2, 4.3, 4.4, 4.5, 4.9, 4.13, 4.15, 4.16, 4.17;

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- Chapter 4 questions: 4.1, 4.2, 4.3, 4.4, 4.5, 4.9, 4.13, 4.15, 4.16, 4.17;

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Chapter 5 questions: 5.1, 5.2, 5.8.

Review Chapter 6, Chapter 7, Chapter 8.

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Review Chapter 6, Chapter 7, Chapter 8.

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Review the practice midterm questions.

- Review Chapter 6, Chapter 7, Chapter 8.
- Review the practice midterm questions.
- Chapter 6 questions: 6.2, 6.6, 6.7, 6.8, 6.9, 6.16

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- Review Chapter 6, Chapter 7, Chapter 8.
- Review the practice midterm questions.
- Chapter 6 questions: 6.2, 6.6, 6.7, 6.8, 6.9, 6.16
- Chapter 7 questions: 7.1, 7.2, 7.3, 7.11, 7.15, 7.19, 7.20

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- Review Chapter 6, Chapter 7, Chapter 8.
- Review the practice midterm questions.
- Chapter 6 questions: 6.2, 6.6, 6.7, 6.8, 6.9, 6.16
- Chapter 7 questions: 7.1, 7.2, 7.3, 7.11, 7.15, 7.19, 7.20

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Chapter 8 questions: 8.3, 8.6

Binary is base 2 (digits are 0 and 1)

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- Binary is base 2 (digits are 0 and 1)
- Leading digit is  $2^{k-1}$  where k is the number of digits.

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- Binary is base 2 (digits are 0 and 1)
- Leading digit is  $2^{k-1}$  where k is the number of digits.
- For example with 8 digits have: 2<sup>7</sup>, 2<sup>6</sup>, 2<sup>5</sup>, 2<sup>4</sup>, 2<sup>3</sup>, 2<sup>2</sup>, 2<sup>1</sup>, and 2<sup>0</sup>.

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- Binary is base 2 (digits are 0 and 1)
- Leading digit is  $2^{k-1}$  where k is the number of digits.
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- Can convert to decimal by multiplication by digit values and addition.

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# Exam Review, Number Conversion: Twos Complement

Twos complement is base 2 with negatives.

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# Exam Review, Number Conversion: Twos Complement

- Twos complement is base 2 with negatives.
- The leading digit is -2<sup>k-1</sup>, all other digits are positive and the same value as in binary.

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- The leading digit is -2<sup>k-1</sup>, all other digits are positive and the same value as in binary.

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 Can convert to decimal by multiplying digit values and adding the results.

Octal is base 8 (digits are 0 through 7)

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- Octal is base 8 (digits are 0 through 7)
- The leading digit is  $8^{k-1}$ , where k is the number of digits.

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- The leading digit is  $8^{k-1}$ , where k is the number of digits.

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▶ For example with 4 digits we have 8<sup>3</sup>, 8<sup>2</sup>, 8<sup>1</sup>, and 8<sup>0</sup>.

- Octal is base 8 (digits are 0 through 7)
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 Hexadecimal is base 16 (digits are 0 through 9, A,B,C,D,E,F)

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- Hexadecimal is base 16 (digits are 0 through 9, A,B,C,D,E,F)
- The leading digit is  $16^{k-1}$  where k is the number of digits.
- For example, with 4 digits we have  $16^3$ ,  $16^2$ ,  $16^1$ , and  $16^0$ .

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 Can convert to decimal by multiplying digit values and adding the results.

Decimal is our standard base 10 system.

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- Decimal is our standard base 10 system.
- Can convert to other number systems by repeated modular division.

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For example 720 in Octal:

- Decimal is our standard base 10 system.
- Can convert to other number systems by repeated modular division.

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- ► For example 720 in Octal:
  - 90 Remainder 0

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- For example 720 in Octal:
  - 90 Remainder 0
  - 11 Remainder 2

- Decimal is our standard base 10 system.
- Can convert to other number systems by repeated modular division.

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- For example 720 in Octal:
  - 90 Remainder 0
  - 11 Remainder 2
  - 1 Remainder 3

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- For example 720 in Octal:
  - 90 Remainder 0
  - 11 Remainder 2
  - 1 Remainder 3
  - 0 Remainder 1

- Decimal is our standard base 10 system.
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- For example 720 in Octal:
  - 90 Remainder 0
  - 11 Remainder 2
  - 1 Remainder 3
  - 0 Remainder 1
- So 720 is 1320 in octal.

# Non-Decimal Conversions

If you need to convert from binary to octal or hexadecimal there are useful shortcuts:

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# Non-Decimal Conversions

- If you need to convert from binary to octal or hexadecimal there are useful shortcuts:
- Group 3 digits for octal from the least significant digit. 4 for hexadecimal.

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# Non-Decimal Conversions

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- For example: 1010 0010 is
  - 10 100 010 or 242 in octal.
# Non-Decimal Conversions

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- Group 3 digits for octal from the least significant digit. 4 for hexadecimal.

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- For example: 1010 0010 is
  - 10 100 010 or 242 in octal.
  - 1010 0010 or 92 in hexadecimal.

#### If all else fails

If you get stuck you can always convert to decimal and then from decimal.

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Convert 11010 in binary to all other discussed systems

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- Convert 11010 in binary to all other discussed systems
- Convert 01011 and 10010 in two's complement to other discussed systems

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- Convert 11010 in binary to all other discussed systems
- Convert 01011 and 10010 in two's complement to other discussed systems
- Convert 100 in decimal to all other discussed systems

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- Convert 11010 in binary to all other discussed systems
- Convert 01011 and 10010 in two's complement to other discussed systems
- Convert 100 in decimal to all other discussed systems

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Convert 12 in octal to all other discussed systems

- Convert 11010 in binary to all other discussed systems
- Convert 01011 and 10010 in two's complement to other discussed systems
- Convert 100 in decimal to all other discussed systems
- Convert 12 in octal to all other discussed systems
- Convert AB in hexadecimal to all other discussed systems

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# HTML: Why HTML?

 HyperText Markup Language (HTML) is the predominant markup language for web pages.

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 Building webpages is a valuable skill for publishing customized content.

# HTML: Why HTML?

 HyperText Markup Language (HTML) is the predominant markup language for web pages.

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- Building webpages is a valuable skill for publishing customized content.
- Learning the structure behind webpages enables understanding of them.



#### Tags are the building blocks of HTML. They describe content.



#### **HTML** Tags

Tags are the building blocks of HTML. They describe content.

 Each tag is written with an opening < and a closing > (for example <html>).

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# **HTML** Tags

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 Each tag is written with an opening < and a closing > (for example <html>).

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 Each tag is generally associated with a closing tag (for example </html>).

# **HTML** Tags

Tags are the building blocks of HTML. They describe content.

- Each tag is written with an opening < and a closing > (for example <html>).
- Each tag is generally associated with a closing tag (for example </html>).
- There are execeptions. One that will be important in A3 is the image tag <img>.

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## HTML: Beginning a Document

Each document begins with a doctype declaration.



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► In HTML5 this is <!DOCTYPE HTML>.

# HTML: Beginning a Document

Each document begins with a doctype declaration.

- ► In HTML5 this is <!DOCTYPE HTML>.
- Without this line browsers are likely to enforce their own individual quirks.

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The next line of your document is almost always the html tag <html>.

The next line of your document is almost always the html tag  $<\!\!html\!>\!.$ 

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This indicates where your html begins

The next line of your document is almost always the html tag <html>.

- This indicates where your html begins
- It's closing tag is often the last line of your document

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The document head is a section beginning with <head> and ending with </head>.

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The document head is a section beginning with <head> and ending with </head>.

The head contains information such as the title of the page which uses <title> and </title> tags.

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The document head is a section beginning with <head> and ending with </head>.

- The head contains information such as the title of the page which uses <title> and </title> tags.
- Advanced: It may also contain some content that does not display related to search engine optimization.

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# **HTML: Document Bodies**

The document body is where all the major content goes.

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- ends with the tag </body>

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- begins with the tag <body>
- ends with the tag </body>
- contains a lot of different content.

this is a paragraph



- this is a paragraph
- <h1> This is a Heading 1 </h1>

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- this is a paragraph
- <h1> This is a Heading 1 </h1>
- <h2> This is a Heading 2 </h2>

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- <h1> This is a Heading 1 </h1>
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same for h3 to h6.

- this is a paragraph
- <h1> This is a Heading 1 </h1>
- <h2> This is a Heading 2 </h2>
- same for h3 to h6.
- <br> this is a line break. It doesn't have a closing tag.

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<img> is an image tag, but this tag has an attribute so we don't close it yet.

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- <img src> src is the source attribute it gives information about where the image is located.

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- for example src = "assignment1.jpg" would say the file is located in the same directory as the HTML.
- Another important attribute is alt, which indicates alternate text to display if the image won't.
- <img src ="assignment1-1.jpg" alt="A photo of grayscale by luminance">

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## Coding then Course Evals

This completes the list of review materials. We will now move on to some coding review in JES, leaving 15 minutes at the end of class for course evaluations.

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