

# **Exam Revision**

Lecture 27 & Lecture 28 – COMPSCI111/111G SS 2017

1



- ▶ Time Allowed: TWO hours
- You must answer all questions in this exam.
- ▶ Calculators are NOT permitted.
- ▶ Answer Section A (Multiple choice questions) on the Teleform answer sheet provided.
- ▶ Answer Section B in the space provided in this booklet.
- ▶ 100 marks



- ▶ Topics
- Exam Overview
- ▶ How to prepare for your exam
- Exercises

2



# Exam Overview

- Section A: Multiple choice questions
  - > 30 questions, I mark each
  - ▶ Topics:
    - □ Introduction / Hardware, components of a computer system
    - □ Bits, bytes, digital information
    - □ Software, licences, conventions
    - Introduction to networking and the Internet
    - $\hfill\Box$  Electronic Communication and the Internet
    - □ Publishing online using tools blogs, wikis
    - ☐ The World Wide Web, search engines, trusting information
    - □ Word processing, preferences, styles, references using RefWorks
    - ☐ History of Computing
  - □ Social, Legal Issues and Ethical Issues
  - □ Digital Game Design
  - □ Artificial intelligence
  - Vector Graphics



- Section B: Short answer questions
  - > 5 questions, 70 marks in total
  - ▶ Topics:
    - □ Programming in Python (10 marks)
    - □ Spreadsheets (10 marks)
    - □ HTML 5 & CSS (20 marks)
    - □ Latex (15 marks)
    - □ Databases (15 marks)

5



# ▶ 4. Finding Out What Goes Into the Exam

- You can get a pretty good idea of what goes into the exam from looking at past papers
- ▶ 5. Getting Comfortable with the Exam Experience
  - Get a feeling for how the exam experience will be like by doing some past semesters' exams.
- ▶ 6. Explain your answers to others
  - ▶ That will help you to get it clear in your head, and also to highlight any areas where you need more work.



# 👱 Exam Preparation - tips

# I. Give yourself enough time to study

- Don't leave it until the last minute.
- ▶ 2. Organize your study space
  - Have you got enough light?
  - Is your chair comfortable?
  - ▶ Are your computer games out of sight?
- > 3. Use flow charts and diagrams
  - Visual aids can be really helpful when revising
  - At the start of a topic, challenge yourself to write down everything you already know about a topic
  - Closer to the exam, condense your revision notes into one-page diagrams

6



# 💆 Study tips

# > 7. Organize study groups with friends

- You may have questions that they have the answers to and vice versa.
- ▶ this can be one of the most effective ways to challenge yourself.
- ▶ 8. Take regular breaks
  - If you study better in the morning, start early before taking a break at lunchtime.
  - ▶ Remember Vitamin D is important for a healthy brain!
- > 9. Snack on 'brain food'
  - Keep your body and brain well-fuelled by choosing nutritious foods that have been proven to aid concentration and memory



# ▶ 10. Plan your exam day

- Make sure you get everything ready well in advance of the exam
- The exam is in the morning so set your alarm the night before.
- ▶ Check all the rules and requirements, and plan your route and journey time.

9



# Wiki markup:

- =: headings
- Formatting:
  - '' (emphasis)
  - ''' (strong)
  - '''' (very strong)
- ▶ [[]]:internal link
- ▶ [URL label] : external link
- Lists:
  - \*: Unordered
- #:ordered

[2 marks] Which of the following would be used in the Stage One Wiki to add a link to an internal page named CS Department?

- (a) CS Department
- (b) [[CS Department]]
- (c) [CS Department] (d) [[[CS Department]]]

[2 marks] Which of the lists below is produced by the following Wiki markup?

- \*Best Games of 2015. \*#Rise of the Tomb Raider
- \*#The Witcher 3
  - Best Games of 2015: Rise of the Tomb Raid The Witcher 3
  - Best Games of 2015: 1. Rise of the Tomb Raide 2. The Witcher 3
  - Best Games of 2015: 1. Rise of the Tomb Raide 2. The Witcher 3
  - Best Games of 2015: Rise of the Tomb Raider The Witcher 3
  - (e) None of the above

# Exercises (lecture 26)

#### How much memory is required?

#### One binary number used for each pixel

- 1 bit 2 bits 2 colours 4 colours
- 4 bits 16 colour
- 8 bits 256 colours
- 16 bits 65536 colours

#### How many bits are required for a 16 colour image 100 pixels wide x

#### 8 pixels high?

- 100x8x4 = 3200 bits = 400 bytes

[2 marks] How many bytes are required to store an image that is 100 pixels wide, 40 pixels high, and uses 16 colours?

(a) 16,000 bytes

16 colours -> 4 bits, i.e.

(b) 1500 bytes.

 $100 \times 40 \times 4 = 16000$  bits

(c) 2000 bytes.

(d) 12,000 bytes.

(e) None of the above.

[2 marks] If we reduce a 24-bit colour image that is I megabyte in size to 16 colours, what will be its new size?

16 colours -> 4-bit.

- i.e. 24-bit -> 4-bit
  - (a) 1/4 of a megabyte.
    - (b) 1/16 of a megabyte (c) 2/3 of a megabyte.
    - (d) 1/6 of a megabyte.

10

# LaTeX (Lecture 11-12)

# Consider the following:

The Fibonacci Sequence

Leonardo Filius Bonacci

November 1241

Normal commands	Environments	Math mode commands
 	itemize enumerate	\$ 
	verbatim flushright	\infty {}
\large \textbf()	center	\left(
	quote displaymath	\right) \geq
 	equation guotation	\sum_{}^{} \ldots
\maketitle	quoducton	^
\item		-

#### 1 Introduction

Rabbit populations can be described by the following recursive sequence:

- $a_0 = 0$
- a<sub>1</sub> = 1
- $a_{n+2} = a_n + a_{n+1}$  for each  $n \ge 0$ .

### 2 An explicit expression

$$a_n = \left(\frac{1+\sqrt{5}}{2}\right)^n - \left(\frac{1-\sqrt{5}}{2}\right)^n. \tag{1}$$

The number  $\frac{1+\sqrt{5}}{2} = 1.61803...$  is called the **golden ratio** 

Title

The Fibonacci Sequence

\title{...} \author{Leonardo ...} \date{November 1241}

Leonardo Filius Bonacci

November 1241

\maketitle

1 Introduction

Introduction

Rabbit populations can be described by the following recursive sequence:

\section{Introduction}

•  $a_{n+2} = a_n + a_{n+1}$  for each  $n \ge 0$ . \emph{Rabbit populations} can be...

\begin{itemize}

\item \\$a 0 = 0\\$

\item \$a 1 = 1\$

\item  $a {n+2} = a {n+2} = a {n+4} for each {n \ge 0}$ 

\end{itemsize}

13

Section: 2 An explicit expression \section{An ... } The number  $\frac{1+\sqrt{5}}{2} = 1.618$ \begin{equation} \end{equation} The number  $\frac{1 + \sqrt{5}}{2} = 1.61803 \cdot \frac{1 + \sqrt{1 + \sqrt{5}}}{2} = 1.61803 \cdot \frac{1}{2} = 1.$ Square roots

LaTeX (Lecture 11-12)

- \sqrt{ ... }

\sqrt{ x^2 + y^2 }

Example: Fractions

> - \frac{ numerator } { denominator } - Example: 3\frac{ 1 }{ 2 }

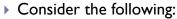
(1)

Sum

- \sum

 $\sum_{k=1}^{n} k$ 

HTML5 (Lecture 15-16)



Main Heading



# List of the most dangero

If you see any of these and you are not in your vehicle, Run! • Lion

 Cheetah Hippopotamus

Bontebok National Park 1931

DOCTYPE html>

meta charset="UTF-8"> <style type="text/css">

h1, h2 { background-color: #000000; text-align: center; font-family:sans-serif; color: #FFFFFF; } table, tr. td { border: lpx solid black;}

#tableheader { font-size: large; font-weight: bold; font-style: italic; } emphasis { font-size: large; font-weight: bold; } #sloping { font-style: italic: }

</head>



14

#idName { property: value; }

- Define a style that can be applied to a single tag

# Main Heading

<h1>National... </h1>

South Africa has ...The <span</p>

#sloping { font-style: italic; } ="sloping"> most famous </span> is <a href =

.emphasis { font-size: large; font-weight: bold; }

#tableheader { font-size: large; font-weight: bold; font-style: italic; }

"http://www.sanparks.org/parks/kruger/"> Kruger National Park</a> ...

# ▶ Introductory Paragraph

<section> <h2>The two oldest ... </h2>

<tr = "tableheader">ParkYear founded

Kruger National Park1926

Bontebok National Park1931

</section>





.className { property: value; }

- Define a style that can be applied to a group of tags

#### section

#tableheader { font-size: large; font-weight: bold; font-style: italic; } .emphasis { font-size: large; font-weight: bold; } #sloping { font-style: italic: }

<section>

<h2> List of the ...</h2>

If you see any of these ...vehicle, <span class="emphasis"> Run!</span>

Lion

Cheetah

Hippopotamus

</section>



17

# Spreadsheets

# ▶ If function:

IF( logical test, value if true, value if false )

The following spreadsheet calculates the classification for 6 earthquakes whose magnitude has been measured using the Richter scale. The "Building Damage" column contains the word "Yes" if the magnitude of the earthquake is 5 or more on the Richter scale, and "No"

4	A	В	С	D	E	F	G	Н	1
1	Location	Country	Date	Magnitude	<b>Building Damage</b>	Classification		Magnitude	Classification
2	Dallas	USA	30/09/2012	3.5	( No	Minor		0	Micro
3	Kobe	Japan	17/01/1995	6.8	Vor	Strong		2	Minor
4	Tocopilla	Chile	14/11/2007	7.5	Yes	Major		4	Light
5	Pemik	Bulgaria	22/05/2012	5.6	Yes	Moderate		5	Moderate
6	Kent	England	28/04/2007	4.3	No	Light		6	Strong
7	Lisbon	Portugal	01/11/1755	9	Yes	Great		7	Major
8		Mean Magnitude						8	Great

What is the best formula to use in cell E2? Your answer must use an IF function and must be able to be filled down from E2 to E7 correctly.

# Spreadsheets (Lecture 18-19)

### ▶ Excel Formulas:

- Average, sum etc
  - =AVERAGE( number1, [number2], ...)
  - > =AVERAGE( B1:B3 )

The following spreadsheet calculates the classification for 6 earthquakes whose magnitude has been measured using the Richter scale. The "Building Damage" column contains the word "Yes" if the magnitude of the earthquake is 5 or more on the Richter scale, and "No"

1	Α	В	C	D	E	F	G	Н	1
1	Location	Country	Date	Magnitude	<b>Building Damage</b>	Classification		Magnitude	Classification
2	Dallas	USA	30/09/2012	3.5	No	Minor		0	Micro
3	Kobe	Japan	17/01/1995	6.8	Yes	Strong		2	Minor
4	Tocopilla	Chile	14/11/2007	7.5	Yes	Major		4	Light
5	Pernik	Bulgaria	22/05/2012	5.6	Yes	Moderate		5	Moderate
6	Kent	England	28/04/2007	4.3	No	Light		6	Strong
7	Lisbon	Portugal	01/11/1755	9	Yes	Great		7	Major
8		Mean Magnitude		6.1	)			8	Great

(a) Cell D8 calculates the mean magnitude of all the earthquakes recorded in this spreadsheet. What is the best formula to use in cell D8?

18

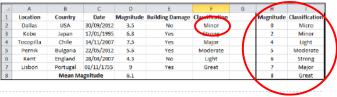


# Spreadsheets

## Vlookup function

- looks up' a given value in the left-hand column of a data array (or table), and returns the corresponding value from another column of the array.
- VLOOKUP( lookup\_value, table\_array, col\_index\_num, [range\_lookup] )
  - Range lookup: True if we want to match a range of values; False if we want an exact match.
  - Don't forget to use absolute references for the table array

The following spreadsheet calculates the classification for 6 earthquakes whose magnitude has been measured using the Richter scale. The "Building Damage" column contains the word "Yes" if the magnitude of the earthquake is 5 or more on the Richter scale, and "No" otherwise





(a) Write a Python program that prompts the user for two positive integer numbers. The user may enter numbers which are positive, zero, or negative. If both numbers entered by the user are positive the program should print out the first number to the power of the second number (as in Example 1 below), otherwise if at least one of the numbers entered by the user is not a positive number the program should tell the user that they have entered an invalid number (as in Example 2 below).

The following two examples show the exact formatting expected for the prompts and output. Your program must produce the same output as shown below, given the example input shown below.

```
Example 1:

Enter a positive integer: 2

Enter a second positive integer: 3

2 to the power of 3 is 8

Example 2:

Enter a positive integer: -8

Enter a second positive integer: 3

You have entered a number that is not positive.
```

## Steps:

- Ask for two positive integers
- Convert two strings into two integers
- ▶ Check for positive/negative numbers
- Print the result

  Case 1:+2,+3 (both +ve)=> 2 to the power of 3 is 8

  Case 2:-2,+3 ... not positive

  Case 3:+2,-3 ... not positive

  Case 4:-2,-3 ... not positive

21

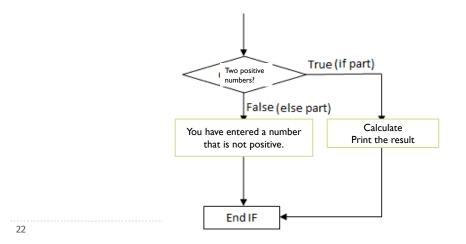


(b) Show the output from the following program.

```
count = 2
end = 7
while count < end:
    n = (count - 1) * count // 2
    print(n)
    count = count + 1</pre>
```



Condition:



Turtle

```
import turtle

steps = 50
angle = 90
sides = 8
count = 0

while count < sides:
    if count < 4:
        turtle.forward(steps)
        turtle.left(angle)
    else:
        turtle.forward(steps*2)
        turtle.right(angle)
    count = count + 1</pre>
```

output:

- Count: 2
- ▶ End: 7
- Output: