CGT 353
Final Exam Review

The midterm exam will consist of ~**150** multiple-choice, true/ false, short-answer and coding problems will account for **15% of your semester grade**. Although there will be no "trick" questions, they are designed so that word-association memorization will not help a great deal in "guessing" the correct answers. However, there is no penalty for guessing -- thus answer every question. You will either know the material or you won't.

Students will be required to choose the best answer for each question using the provided scantron sheets for your answers. For example, consider the following question:

"The most significant limitation on the web today is …."

While there are several possible answers, we are looking for the MOST significant limitation that corresponds to the correct answer.

Primary Topic Areas

- Everything from the first half of the semester covered in the Midterm Review
- AS 3.0 syntax and targeting
- Event Handling and Listeners
- Basic programming elements (variables, functions, loops, conditionals, classes, objects, etc…)
- Getting Data into and Out of Flash:
    - Know the various methods and classes used
    - Know what shared objects are and how to employ them
- XML integration:
    - Know the basic components of an XML document
    - Understand how relationships work (root nodes, parent nodes, child nodes, etc)
    - Element attributes
    - Properties and methods of the XML object
    - Tracing node and attribute values
    - Instantiating an XML object
- Gaming and Collision Detection Material:
    - Terms and definitions
    - Know what kinds of games Flash is good for and what it's not
    - Be intimately familiar with hitTest(), knowing it's pro's and cons
    - Understand why mathematical detection is better in some instances than hitTest()
    - Difference between hitTestObject() and HitTestPoint()

- Testing and Assessment Material
    - Advantages
    - Protocols/ Procedures
    - Problems with Different Kinds of Testing

- Moving on….

    - Know the capabilities, advantages, and disadvantages of the rest of the Flash platform
    - Mobile – Flash Lite, Flash Cast, etc…
    - AIR
    - Flex and Flex Builder
    - Catalyst

Programming:

- Know the AS 3.0 syntax
- Know how to instantiate a new object in AS
- Know how to target a specific object and access it's properties and methods
- Know the general format for making a new class, including making properties and methods for you new class
- Know what public, private, and static classes are
- Know how to use shared objects
- Be able to write the code that would calculate the distance between two objects.
- Know how to use collision detection with hitTestObject and hitTestPoint()

Videos and Online Book Chapters:

- **Everything is fair game….**
- **90% of the exam will draw from the notes.**

Suggested Studying Strategy:

1. Review the course notes first – starting back to front.

2. Any topics not clearly understood in the notes, refer to the text.

3. Glance at the pertinent chapters – review topics.

4. Focus on what the Flash platform can do rather than specific little bits of information.

5. Focus on WHY we do things:

    - Swf Optimization
    - Graphics Optimization
    - Audio Optimization
    - Video Optimization
    - Collision detection (math based vs collision based)
    - Why do we use XML?

- Why do we use Shared Objects?
- Why do we use other aspects of the Flash platform? (Flex, AIR, etc…)
- Why do we test our applications? When should we use various protocols?