

# Quiz 6

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CMPT166

Dr. Sean Ho

Trinity Western University

# Review last time: creational

- Design patterns:  
Reusable **templates** for designing programs  
May be very **high-level**, indep. of prog. language
- Creational patterns
  - Factory **method**
  - Abstract **factory**
  - **Builder**
  - **Prototype**
  - **Singleton**
- **Structural** patterns, **behavioural** patterns

# Quiz 6: 15min, 20pts

- What is a **private** IP address? Give an **example**. [2]
- 7 OSI layers of **networks**!
  - For each: **name, description, example** [7]
- A **little-endian** machine stores four bytes:
  - ◆ 00 12 0a 01
  - What unsigned **int** does this represent? [4]
    - ◆ (Math expr is OK)
- What is **deadlock**, and why is it bad? [4]
- Name at least 3 times when you should be writing **test cases**. [3]

# Quiz 6 answers: #1-2

- What is a **private** IP address? Give an **example**. [2]
  - For **LAN**, not pub. routable: 192.168.\*, 10.\*
- 7 OSI layers of **networks**! [7]
  - **Application**: end user (**HTTP, SMTP**)
  - **Presentation**: data rep, encrypt. (**SSL**)
  - **Session**: save/restore, auth. (**sockets, SSH**)
  - **Transport**: connection, reliability (**TCP, UDP**)
  - **Network**: routing, IP addresses (**IP**)
  - **Data link**: physical addressing (**Ethernet**)
  - **Physical**: electrons, photons (**fiber, radio**)

# Quiz 6 answers: #3-4

- A **little-endian** machine stores four bytes: [4]
  - ◆ 00 12 0a 03
  - **big-endian within** each byte
  - **little-endian byte** order
  - $0(1) + 18(256) + 10(256^2) + 3(256^3)$ 
    - ◆ (= 50,991,616)
  
- What is **deadlock**, and why is it bad? [4]
  - 2 **threads**, 2 shared **resources**
  - Each thread first **locks** its **own** resource, then wants **other's** resource: **wait** forever

# Quiz 6 answers: #5

- Name at least 3 times when you should be writing **test cases**. [3]
  - **Before** you code, once you have the pre-/post-conditions (**contract**)
  - **As** you code: test each chunk
  - Right **after** you code