Exam 2 will have questions that require an understanding of inheritance from chapter 7, knowledge about exception handling in chapter 9, fundamentals of input/output from chapter 10, and basics of multithreaded programming from chapter 11.

Here are some more specifics.
- For this exam it is assumed that you know the fundamentals of programming such as making decisions with if-else constructs or repeating (looping) using for or do/while statements, etc., standard data types, arrays, and other basic programming details. By knowing I mean being able to write a short section of code that would use these.

- You should know the basics about the string class (see chapter 5 pages 158-164), how to create a string, how to refer to a string. I don't assume you know all the methods of the string class but you should know these three: length(), charAt(), and substring(). You may need to use them.

- From chapter 7 there will be questions that require an understanding of inheritance: member access, constructors and inheritance, method overriding.

- From chapter 9, know how to use try and catch and throw. Know that java has built-in exceptions named: ArithmeticException, ArrayIndexOutOfBoundsException, and StringIndexOutOfBounsException. I do not expect you to have memorized the whole list.

- From chapter 10, know how to read a single character from the keyboard or use a method that reads a whole line from the keyboard. Know how to open a file and read a line of text from a file.

- From chapter 11 on Multithreading, concepts are important. I will not ask you to write multithreaded code but there could be question(s) about concepts.

- More of the exam this time will be creating short programs or parts of a program (code fragments).

- No questions about AWT or Swing.

- There may be given code fragments that don't work and you will debug them.