

# CMSI 698/598

## INTRODUCTION TO HUMAN - COMPUTER INTERACTION (HCI)

Summer 2005 Session 1

### ***Final Review Sheet***

The final is cumulative, and so this review sheet extends the previous sheet's material. This is what we've covered since the midterm:

- In-depth HCI material consists of Shneiderman chapter 7 — yes, amazingly, there has been only one full “theory” session since our midterm, and so we have managed to only cover this chapter. Of course, this is in addition to the previous in-depth material from the beginning of the summer session (and described in the Midterm Review Sheet).
- Material from this evening's smorgasbord is also fair game, but not in-depth (“fair game, but not in-depth” carries the same definition that it did in the midterm). This material covers Shneiderman Chapters 8–10.
- For Swing, we have covered memory management, threading, custom components, and menus/toolbars/actions. As with the midterm, these are all fair game for the final (as well as all other prior Swing topics) — you will not be asked to do any extensive programming, but you may be asked to write out little fragments of code, critique some code, or outline/diagram a program. Questions will not test your knowledge of the API per se, but your knowledge of how to use it properly.

You can think of the midterm as a set of sample questions; the tone and perspective of the final will be the same. I can tell you that since we will have more time allocated for the final, we won't have an easy gimme question like the midterm's #1, and I will feel more comfortable asking a question that takes more time to answer well, like the “create an OAI model” variety.

Have fun!