

## Quiz #2 Study Guide

The quiz is multiple-choice and will contain from 20-30 questions. Please bring a #2 pencil. Questions will be drawn from topics on this list. This list is drawn from lectures, required readings, and lab assignments.

**Side Channel Rule:** Quizzes are closed-book, **EXCEPT** that you are allowed to bring **ONE** 8.5 x 11" sheet that you personally write by hand, has your name on it, is entirely your own work, and must be turned in at the end of the quiz. Both sides of the sheet can be used.

The list of question topics:

1. algorithm, biases of
2. algorithm, definition of
3. algorithm, examples of
4. algorithm, optimization ("good"-ness)
5. application programming interface (API)
6. argument (programming)
7. assignment operator, the
8. cache
9. comments, purpose of in programming
10. common carriage
11. common carriage, nondiscrimination
12. common carriage, separation  
(between network and content)
13. common carriage, benefits of
14. computer, definition of
15. conditional (programming)
16. conditional loop (programming)
17. content delivery network (CDN)
18. DNS, definition of
19. DNS, domain structure of
20. DNS, importance of
21. DNS, political/economic aspects
22. events (programming)
23. events, different types of
24. function (programming)
25. Google Bombing, why it once worked
26. "I'm Feeling Lucky" button, purpose of
27. lists / arrays (programming)
28. loop (programming)
29. network neutrality
30. open source
31. operator (programming)
32. operator, Boolean
33. parameter (programming)
34. Processing, draw() block, use of
35. Processing, purpose of
36. Processing, setup() block, use of
37. proprietary software
38. programming, vs. markup
39. Scratch, basic concepts in
40. search engine, "engine"
41. search engine, "organic" results
42. search engine, 2nd generation
43. search engine, business model of
44. search engine, crawler
45. search engine, index
46. search engine, political/economic aspects
47. search engine, use of inlinks within
48. search engine, weighting
49. semantic vs. non-semantic markup  
(a.k.a. meaning vs. layout)
50. state, in computer programs
51. statement
52. threads
53. top-level domain, definition of (in DNS)
54. type/typing (of data)
55. variable
56. Web Page, vs. desktop software

**OUR NO-TRICK-QUESTION GUARANTEE:** It's hard to write good test questions. We will statistically analyze the results of this exam and automatically discard any questions found to be unfair. If a question seems terrible, we're sorry. We will throw it out. Don't worry.

**THE #FTFY RULE:** FTFY is Internet slang for "fixed that for you." If you are prepared to answer a question we don't ask (or if you don't like one of our questions), you will be allowed to write and answer ONE of your own multiple-choice questions for credit.