Thursday, 6 December 2007

Handout: Exam3-Info

Exam 3 **Information**

- The final exam for this course will be on Tuesday, 18 Dec 2007, from 2:00–3:50pm.
- The exam is cumulative, covering all major topics from the semester.
- This exam is closed book and no calculating devices of any type will be allowed. However the following aides are allowed:
 - Included with this packet is a copy of the relevant "help" files associated with the Super Simple CPU and the BBC and Movie databases. You will be allowed to bring these prepared notes into the exam with you.
 - In addition to the notes provided by us, you may add your own personal notes
 onto both the <u>front and back</u> of another sheet of paper, for use during the
 exam. When the exam is over, submit this sheet to the rest of your exam.

M(DRE ABOUT THE SUPER SIMPLE CPU INSTRUCTIONS
	this stops the computer, no more fetch/decode/execute cycles until you reset.
0001 ADD	fetch a number from memory and add it to the contents of the accumulator, replacing the value value in the accumulator.
J	00000001111 get the value at memory location 15 and add that to accumulator.
	just like ADD, only subtract.
0011 LOD	fetch a number from memory and store it into the accumulator, replacing its old value.
E.g. 0011	00000001111 get the value at memory location 15 and store that value into the accumulator.
0100 LDI	load immediate; the value to be put into the accumulator is the rightmost 12 bits of the instruction; do not go to memory like LOD
E.g. 0100	00000001111 store the value 15 into the accumulator.
0101 STO	store the accumulator's value into memory at the indicated location.
E.g. 0101	00000001111 store the accumulator's value into memory location 15.
0110 INP	ask the user for one number and store that into the accumulator.
0111 OUT	copy the value in the accumulator to the output area.
1000 JMP	jump to the instruction at the indicated memory address.
_	00000001111 put the value 15 into the PC which will cause the next instruction to be taken from location 15 of memory.
1001 JNG	jump to the instruction at the indicated memory location if the accumulator's value is negative; otherwise just add 1 to the PC.
E.g. 1001	000000001111 put the value 15 into the PC if accumulator < 0, otherwise go to the next instruction.
1010 JZR	jump to the instruction at the indicated memory location if the accumulator's value is zero; otherwise just add 1 to the PC.
E.g. 1010	000000001111 put the value 15 into the PC if accumulator = 0, otherwise go to the next instruction.

Basic Form of an SQL Query

SELECT (which columns) FROM (which tables)

WHERE (condition for rows of interest)

BBC Country Profiles

table 'bbc' (193 records)

name	region	area (sq km)	population	gdp
Afghanistan	South Asia	652225	26000000	
Albania	Europe	28728	3200000	6656000000
Algeria	Middle East	2400000	329000000	75012000000
Yemen	Middle East	536869	21500000	12255000000
Zambia	Africa	752614	11000000	4950000000
Zimbabwe	Africa	390759	12900000	6192000000

Internet Movie Database (IMDB)

table 'movie' (1844 records)

id	title	yr	score	votes	director
1	Star Wars	1977	8.8	53567	360
2	Shawshank Redemption, The	1994	9	44974	1040
3	Pulp Fiction	1994	8.6	43993	444
1844	End of Violence, The	1997	5.6	724	269
1845	Hollywood Knights, The	1980	5.5	721	2016

table 'actor' (5944 records)

id	name
1	Woody Allen
2	Clint Eastwood
5944	Ken Curtis (I)
5945	Gwin Verdon

table 'casting' (15706 records)

table capting (10100 records)				
movieid	actorid	ord		
972	588	1		
849	588	2		
1575	588	3		
47	590	4		
334	590	5		