Topics for Midterm F2017:

1. Architecture - define uses, activities, partitions, events, interactions, views, critical issues
2. Software structure – client/server, components, program tasks
3. .Net Threads and Tasks – expect to write a code fragment that has to create one or more threads
4. Synchronization
5. Queues – when and why to use
6. C# object model
7. Simple reflection
8. Lambdas, delegates and .Net event model
9. When, why do we need Dispatcher.Invoke?
10. XML – what is it? What is it used for?
11. LINQ for collections and XML
12. Files – how to read/write (may need this to write a bit of code)
13. WCF – Contracts, Endpoints, Activation models – see CodeSnap BasicHttp
14. WPF – Panels, Controls, event routing
15. Expect to write code fragments similar to the code used in projects

Text material to review:

1.	Types and class relationships	Chapters 2-3
2.	Delegates, Lambdas	Chapter 4
3.	.Net Framework Class Library	Chapters 5-7
4.	XML	Chapter 8-11
5.	Reflection	Chapter 19
6.	Multithreading	Chapter 14, 22
7.	WCF	Class notes and code examples
8.	WPF	Class notes and code examples

9. Diagrams for processes, virtual memory, and windows events
10. Notes on UML diagrams
11. C# syntax and semantics that we have emphasized in class

1. Project #3 design and implementation
2. Project #4 design