1. The final exam covers all the materials of this class.

2. same expectations as those for all the two Tests, plus especially the followings that were not covered in the two Tests

3. vector graphics and bitmap images

4. snapping, sound, mask, drag

5. be able to use Timer and TimerEvent to count up or down, and generate random timing

6. be able to identify and reduce code duplication

7. be able to write code for simultaneous key presses

8. be able to organize classes using inheritance

9. be able to organize class methods using polymorphism

10. be able to show conversion between decimal and binary notations, and between decimal and hexadecimal notations

11. binary addition and multiplication

12. color values (RGB): be able to tell qualitatively what color it is by looking at its RGB values (in decimal and hexadecimal numbers)

13. linear search and binary search

14. be able to trace the progress of bubble sort, selection sort, and insertion sort (in both descending and ascending orders) for an array with more than 5 items

15. There will be extra credit questions to identify programming constructs in code written in programming languages (including C++ and Java) other than Actionscript 3.0.