Note: this is not meant to be an exhaustive list. This is meant to give you a starting point and some directions to study. You can (and should!) also review your old pre-class exercises, end-of-chapter problems, homeworks, etc.

**Robotics stuff:**
- What are the three laws of robotics?
- Know and be able to summarize each of the 9 stories in *I, Robot*.
- Why were the stories in *I, Robot* remarkable, given the time in which they were written?
- Define (and give examples):
  - actuators
  - effectors
  - active sensors
  - passive sensors
  - reactive control
  - behavior-based control

**Programming:**
- What is conditional execution? How does it influence/affect the flow of execution of a program?
- What are boolean values?
- comparison operators: `<`, `<=`, `>`, `>=`, `==`, `!=`
- What is the difference between `=` and `==`?
- Logical operators: and, or, not
- What do elif and else clauses do when used with an if-statement?
- Review from previous exam(s):
  - What are functions and how do we define them?
  - What are return values?
  - How does the return statement effect program execution flow?
  - What are the two programatic constructions we've seen for iterating/looping over code?
    - Give the general form of each.
  - What's an infinite loop and how can we prevent one?
  - How does a for-loop work?
  - What does the range function return?
- Describe a color image, computationally.
- What is "computer vision"?
- What RGB triplets represent the colors white, black, red, blue, and green?
- How can we examine every pixel in an image?
- In Myro, understand pixel manipulation. (You don't have to memorize specific functions, but you do have to understand how to use them.)