

What subjects are covered by College Students for programming?

Computer Games: Programming Fundamentals HH57 34

Java - Don't need to worry about pointers - Go into references
Arrays / List / Hash Maps - Not every student

What tasks are they given in regards to programming/ software design (Do they know Psuedocode)?

What problems do the students feel they encounter when learning C++?

Why 2017 and 2015 is different
↓
How to swap/compare

What aspects of programming do their modules cover?

Classes Object Oriented

Memory Management Garbage Collection

Program Structure

Pointers?

— Little coverage

Header Files

Globals

~~Game Loop~~

Functions

— Value, Pointer, Reference

Data Structures

~~Logic Statements~~

Basic

~~Inheritance~~

Setting up Visual Studio Projects

Convert from 2017 to 2015

Libraries

Other?

Copy Constructors

Deleting Arrays

Comparison of Java, C#, C++
Complete Dummies Guide to C++

What do they professors recommend we cover or re-introduce?

What methods of delivery for the additional content are recommended (Professors)?

What methods of delivery for the additional content are recommended (Students)?

Tell students ahead of time - C++

No previous knowledge

What do you need to learn?

- Basics

- Examples

- Working Examples to rebuild

- Explore 

Other Comments:

3 credit Unit

2 credit - Game Engine

1st year DE - Covers extra Modules in One Year

2nd year DE - Covers more modules over more time

How to implement solutions

Basic knowledge is missing - syntax missing

Basic layout

Intro solution in C++

Scope (C++)

Better reference of slides

C programming usage