

- Brightspace
 - Course materials → content is where the syllabus is
- Github repository
 - /asutton
 - Or on comment of syllabus
- When dealing with binary the question to ask if it is signed or unsigned
- Computers will only give bits we need to interpret them
- Object is sequence of bits
 - Storage of memory
 - We operate on the objects
 - Defining types that represent real world problems within a computer
 - All we do is define types
 - Define them with classes
- Text is a good reference for language and standard library
- Use v.s. code (microsoft)
 - Don't use codeblocks
- Look at his repository under games to get idea of what term project will be
- Abstraction is the process of hiding details
 - Pointer is not abstract
 - But vector is since it hides the allocation and other things
 - How to appropriately map ideas to functions
 - How to represent the problem
- Encapsulation
 - Grouping things together
 - Keep implementation hidden away from user'
 - Public / private classes is encapsulation