

Most important things to learn from projects

- Comments for yourself and for others
 - Written for any chance others may not understand the code
 - For constant numbers, indicate where it is from, or any number in general
 - Camel_case when naming variables
- Making mistakes
- Ability to say that your code is correct
- Code is efficient (big o)
- Make it a habit to develop test() methods first before diving into the implementation

Git and Github

- When you hear “repository” think of folder
- `g++ main.cpp -o run.x`
 - Used to create an executable file “run.x” that is connected to file name, “main.cpp”