Lab Outline – 2/26/2024

* First projects
* Need to know how to read and write to a binary file.
* Data will also need to be transferred to a database.
* Private classes won’t necessarily be encrypted but data won’t be able to be read by those who do not know the structure of the binary file.
* With users you have to be able to retrieve and update information.
* Have to be able to have administrator privileges to modify user information.
* Reviewing Binary files created by professor.
* How to create and edit records
  + Need structure/class
* Binary is not formatted
* Finding records in binary files
* Finding random records in binary files
* Finding absolute records in binary files
* Using tables
* Working with arrays and records
* Dynamic structures
* Game project and personal project
* Example of shopping catalog, user & administrator database
* Projects need to show hard work and thought

Lab Outline – 3/04/2024

* Group projects
* 4 groups 2 games
* Face to face compete with online
* Games are connect 4 and battleship
* Choosing games
* Need to pick group leaders and delegate tasks
* Projects need to be documented
* Explaining survey engine
* Binary files
* Project requires menu
* People may diminish the work we put in
* Internships are good to help get jobs
* Group projects are lame but necessary to help with group dynamics and writing large projects
* Not as complicated at CIS 17C but certain requirements still need to be met
* Examples of arrays for battleship
* More interested in development process than final project
* Should have regular updates to github
* Just a final project is suspicious and harder to explain than multiple versions
* 2 files for every class
* Wrap up with game projects