# CS 133G: Beginning C+ + for Games

Introduction

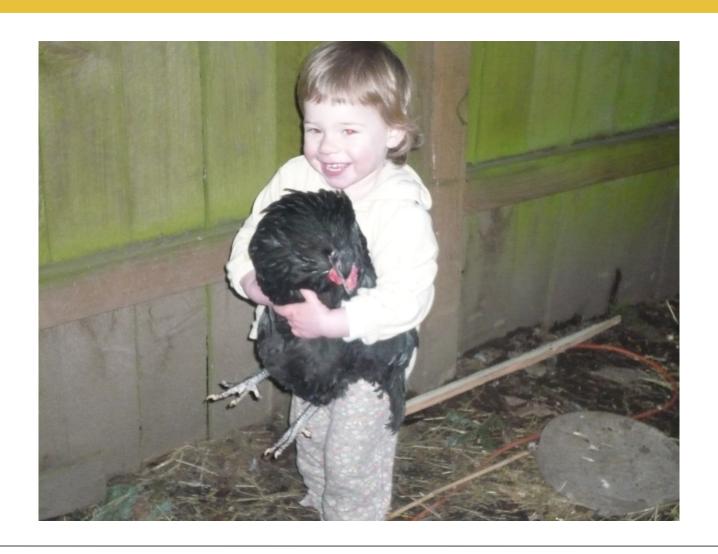
### **About Me**

- Software developer for over fifteen years
- Contract C++ programming for Intel, Nike,
  Tektronix, ESI, and other Portland area companies
- Software development business: Creative CyberSolutions
- Third year teaching at LCC
- Household
  - Wife
  - Daughter
  - Ten chickens

### **Amanda and Brianna**



## Brianna



### **About You**

- How many CIS majors?
- How many have written a computer program?
- What language did you use?
- What do you want to be able to do after you finish this class?

### **Course Content**

- Computer Architecture and Programming
  - Hardware
  - Software
  - Compiling and linking a program
- C++ Essentials
  - Just enough to write the most simple programs.
- Machine Representation of Data
  - Number systems
  - Encoding of text and multimedia
- Algorithm and Program Design
  - What to do before you start coding

- Decisions
  - if
  - else
  - switch
- Looping
  - while
  - for
- Functions
  - How to divide and conquer
- Classes and objects
  - Data structures
  - Objects contain data and functions

#### **Course Resources**

- Moodle
- Syllabus
- Textbooks
  - Starting Out with C++, Early Objects. 7<sup>th</sup> ed. Gaddis, Walters, and Muganda
  - Simple Program Design, A Step-by-Step Approach. 5<sup>th</sup> ed., Lesley Anne Robertson
- Code::Blocks
- CIT lab and tutors