

# **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
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# 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?
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# 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
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# 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
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