# CIS 133G: Beginning C++ for Games

## Introduction

# About Me

- Software developer for over ten years
- Contract C++ programming for Intel, Nike, Tektronix, ESI, and other Portland area companies
- Software development business: Creative CyberSolutions
- Second term teaching at LCC
- Household
  - Wife
  - Daughter
  - Ten chickens
  - 50,000+ bees

# 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 Methodology

- moodle
- Syllabus
- Textbooks
- Code::Blocks
- Labs

# Workflow for Lab Assignments

Complete and submit assignment

Group evaluation in class

Resubmit revised assignment