

# Release Notes – COS30031 Task 2

## C++ for Programmers

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Unit: COS30031, Games Programming

GitHub Repository: <https://github.com/LukeValentino138/COS30031-2023-103024456>

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### Summary:

In this lab, I have successfully completed found relevant C++ material and used this material to implement the seven features outlined in the lab. These implementations served to refresh my C++ skills and prepare me for upcoming tasks.

### Tasks Completed:

- Found internet C++ resources.
  - o C++ quick reference: <https://quickref.me/cpp.html>
  - o Visual Studio Keyboard Shortcuts: <https://learn.microsoft.com/en-us/visualstudio/ide/default-keyboard-shortcuts-in-visual-studio?view=vs-2022>
  - o Online debugging tool: [https://www.onlinegdb.com/online\\_c++\\_debugger](https://www.onlinegdb.com/online_c++_debugger)
- Created demo C++ program.
- Uploaded C++ demo to GitHub.

### Issues:

- None.