SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

2.1P - In Person Check-in 1 - Tools

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2.1P: In Person Check-in 1 – Answer Sheet

1. Briefly describe your prior experience with programming.

Before arriving to Australia, I've studied HTML+CSS and a little bit of C++ First semester I learned Ruby in Introduction To Programming. So I'm pretty new to world of programming

2. Based on what you have seen so far, what do you think will be most challenging about this unit?

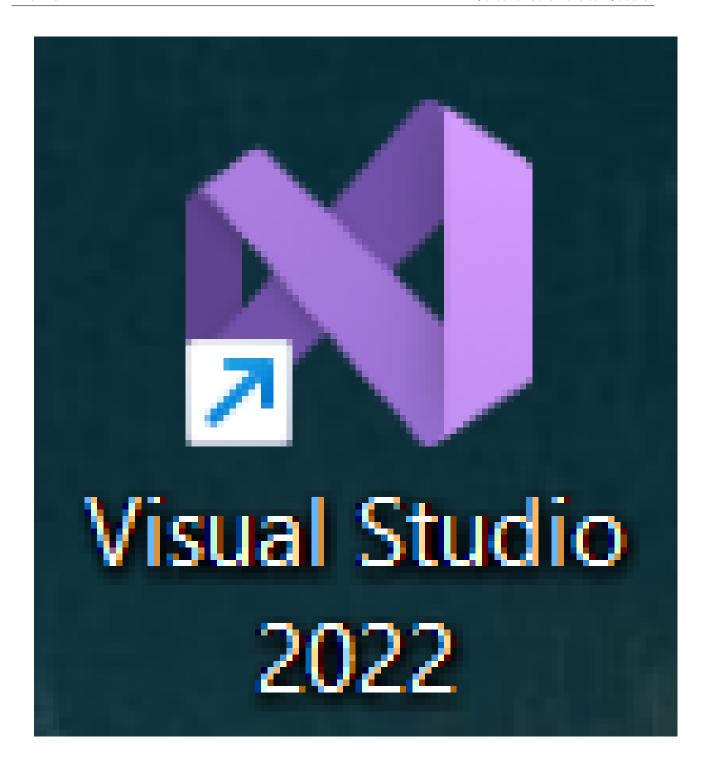
Learning a new computer language will be the most challenging part because I've got to watch tons of tutorials and start from the beginning basically

3. What can you do to prepare yourself for that challenge (resources you can use, approach to studying etc.)?

Watch a lot of tutorials either from canvas or YouTube videos and ask friends that know stuffs. Practice every time there's new things to learn

4. Is there anything you think the teaching staff should know to best help you this semester?

Probably just explain stuff the easiest way possible and be patient, when teachers talk too fast or unclear, it's very hard for me to understand them. Also if the teacher is friendly, and likes to joke once in a while, it would make the students more comfortable and learning would become easier.



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ASUS@DESKTOP-RD6K05B MINGW64 ~

$ skm
Splashkit is installed successfully!
Missing skm command. For help use 'skm help'

ASUS@DESKTOP-RD6K05B MINGW64 ~

ic $ |
E
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File 4 of 4 Screenshot of NUnit

