

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.
I've had some experience with procedural programming from my previous unit, and some time with JavaScript as well for web development.
2. Based on what you have seen so far, what do you think will be most challenging about this unit?
good design patterns for programs
3. What can you do to prepare yourself for that challenge (resources you can use, approach to studying etc.)?
read some books suggested on canvas, look at larger applications to see how they implement their design.
4. Is there anything you think the teaching staff should know to best help you this semester?
I'll try to communicate as I go.





