SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

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.

   During highschool back in Vietnam, I was in the honor informatic team for our school – High School for Gifted Student, Ha Noi National University. I had experience in competitive programming, and I usually participated contests on Codeforces. And during Semester 1, I've learned about Ruby, and C, C++.

2. Based on what you have seen so far, what do you think will be most challenging about this unit?
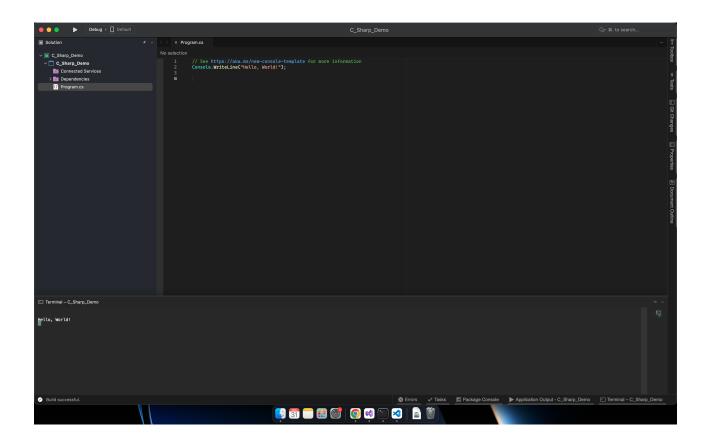
   It will be to program in a proper manner that suits the tutor's requirements, and to understand how different parts of a solution interact with others.
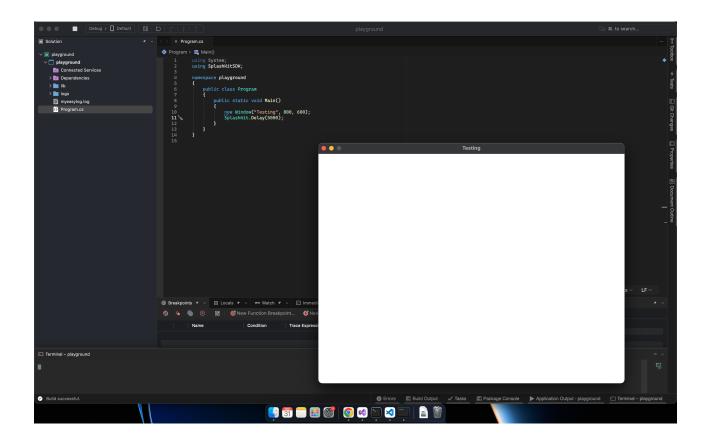
3. What can you do to prepare yourself for that challenge (resources you can use, approach to studying etc.)?

   YouTube has always been a great source for finding insights on how to code properly, and for this unit, it's no different. Of course, all the knowledge coming from the tutors and the lectures also play an crucial role in completing the challenge. And for progamming, the best thing that I can do is practice. Practice programming, receive comments from the tutors, from those that came before me.

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

   This unit is an interesting unit, in my opinion. I'm hoping that the tutor can help me as much as he/she can. I'm trusting myself that I have the ability to do well in this class, and I'm also trusting the tutor that he/she has the ability to advice/guide me if I'm stuck or I'm lost in the subject.