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| --- | --- | --- | --- | --- |
| **Week:** | 2 | **Themes:** | *This week’s topics and themes* | |
| **Workshop Activity** | | | | |
| **Images of Source Code and Running Program (Output)** | | | | |
| *Image Description: Screen grab of Source Code for if statement*    *Image Description: Screen grab of if statement successfully running*    *Image Description: Screen grab of Source Code for simple menu*    *Image Description: Screen grab of menu successfully running* | | | | |
| **Discussion of Workshop Activity** | | | | |
| *Brief Description of the concepts used in the activity attempted this week Specific important Details of what you developed, and method adopted*  *Try to demonstrate you understand how the concept is used*  *Please do not just repeat the workshop task*  *Try and write in a formal academic, 3rd person tone* | | | | |
| **Reading** | | | | |
| **Academic Paper / Book Chapter** | | | | Charatan, Q. and Kans, A. (2019) *Java in Two Semesters, featuring JavaFX.* 4th edn. Springer.  Chapter 1 |
| *Briefly describe or summarise the main relevant points / arguments of the article?*  *You can use bullet points in appropriate*  *Discuss how they connect to the workshop activity?* | | | | |
| **Further Work / Any other Relevant Information** | | | | |
| *Discuss any Further work attempted, or summarise additional sources used that relate to this week’s session?*  *You may have used a tutorial or article to help understand a concept or C++ feature*  *You may have tried to apply the concepts to a different game setting* | | | | |

*Please save the file a similar name as:* ***DD471\_CI411\_WS\_02.docx***

*Use your number instead of David’s and use the correct week number*

*Save the file to your CI411 / CW folder*

*DELETE / REPLACE THE YELLOW HIGHLIGHTED TEXT*