Chapter 1:

A bit more on the need for practice – programs/projects are open-ended, designed to encourage additional programming and exploration

Possibly a section on using the text on different programming platforms/compilers: Unix, Visual Studio, Eclipse (others)

Split chapter 2:

Chapter 2a: (hello world?) fortune teller, user enters lucky and unlucky numbers, multiply, mod 4, ifs for even, odd, prime, individual numbers, etc. Introduces variables, I/O, conditionals, expressions, comparisons (maybe Booleans)

Chapter 2b: current Nim, introduces loops, reinforces Ch2a, include standard error

General

More “assignments”. At least 3 start from scratch assignments in each chapter (assignments that don’t build on the projects). Include more assignments that involve applying new material to previous projects, e.g. adding loops to the Chapter 2 fortune teller, making linked lists of pets.

Break the later programs into .h and .cpp files instead of just .h files. (Will require a lot of line renumbering).

Appendixes

Lengthen, make more like a traditional textbook. Possibly separate into several appendices.

Questions

Include a chapter on searching and sorting?

Include a chapter on inheritance, polymorphism, etc.?

What about a non-textbook version?

Information on common compilers/IDEs?