Title page

C++ Best for me

Python Best for project (gut feeling)

Identify C++ to be of most interest and most appealing

-Templates

-Polymorphism / Inheritance

--Inclusion polymorphism

-pointers

-references

-exception handling

-memory management

-OpenGL experience

-simplicity of barriers

-singletons

-Random Number Distribution objects

Discuss why python seems perfect for creating an arcade game

Discuss why Java appeals the least due to the lack of memory management

-Polymorphism

--A pain because of how classes are divided into different files can’t implement one object until another has been created

-confusing File I/O by the presence of multiple classes for performing input or output exclusively from the other

-Care free construction, destructing, passing, and storing of objects

Briefly discuss that much of the appeal to programming is the ability to describe how memory is to be manipulated, accessed, stored, and allocated.

Mention that even the most complicated problems can often just be cluttered with information for you as a programmer to process. You might think hey this is odd behavior perhaps it is this this or this causing it. Sometimes you miss the simplicity at first, but if you create modular object oriented code you can just strip elements away from the problem until you narrow down the logical error. It might even be as simple as using ‘=’ where you needed a ‘+=’

* A complicated problem can be found by disabling irrelevant and unnecessary code until the scope of the search is within manageable terms.
* A simple problem that seems complicated can also be found the same way.