What is This Course?

This course is the next level after Introduction to Programming with Processing and Java. The focus will be to put together everything that was learned in the Intro class and practice. The class will be project focused with an emphasis on creativity, problem-solving, team-work, and exploration. We encourage students to express their individuality through programming games. We will show students how to approach and break down projects that may initially seem intimidating.

We will be using the Processing extension in eclipse along side Java. All the tools and skills learned from the Intro class will be used and expanded upon.

Syllabus

Part 1: Review
- Processing
- Java
- eclipse

Part 2: Problem solving
- Adding to existing code/project
- Team challenges to solve problems
- Debugging

Part 3: Project Planning
- Adding to existing code/project
- Team challenges to solve problems
- Debugging

Part 4: Creating a New Game
- Pseudocode
- Project Planning
- Starting a Project from Scratch

Part 5: Programming Topics
- For Loops
- ArrayLists
- Handling collisions between objects
- Sounds and images