# CSCI 1300

## Intro to Computing

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Lecture 38     April 19, 2013

## C++ Classes

# Lecture Goals

1. Linked List Questions?
2. Rest of Semester
3. C++ Classes

# Upcoming Homework Assignment

## Linked Lists

Remember the Linked Lists assignment was pushed to April 26. Even though I screwed up and put the remove function, you should try to work through it yourself. Remember, this really isn't about racking up the points, this is **boot camp for CS 2270**. If you can do these assignments you are ready! So use this as an opportunity to challenge yourself.

# Rest of Semester

Spring 2013 - CSCI 1300

|      | Sa | Su | Mo | Tu | We | Th | Fr |          |
|------|----|----|----|----|----|----|----|----------|
| Jan  | 12 | 13 | 14 | 15 | 16 | 17 | 18 |          |
|      | 19 | 20 | 21 | 22 | 23 | 24 | **25** | **hw 1** |
| Feb  | 26 | 27 | 28 | 29 | 30 | 31 | **1** | **hw 2** |
|      | 2  | 3  | 4  | 5  | 6  | 7  | **8** | **test 1** |
|      | 9  | 10 | 11 | 12 | 13 | 14 | **15** | **hw 3** |
|      | 16 | 17 | 18 | 19 | 20 | 21 | **22** | **hw 4** |
| Mar  | 23 | 24 | 25 | 26 | 27 | 28 | **1** | **test 2** |
|      | 2  | 3  | 4  | 5  | 6  | 7  | **8** | **hw 5** |
|      | 9  | 10 | 11 | 12 | 13 | 14 | **15** | **hw 6** |
|      | 16 | 17 | 18 | 19 | **20** | 21 | 22 | **test 3** |
|      | 23 | 24 | 25 | 26 | 27 | 28 | 29 |          |
| Apr  | 30 | 31 | 1  | 2  | 3  | 4  | **5** | **hw 7** |
|      | 6  | 7  | 8  | 9  | 10 | 11 | **12** | **hw 8** |
|      | 13 | 14 | 15 | 16 | 17 | 18 | **19** | **hw 9** |
|      | 20 | 21 | 22 | 23 | 24 | 25 | 26 |          |
| May  | 27 | 28 | 29 | 30 | 1  | 2  | **3** | **project** |
|      | 4  | 5  | 6  | 7  | 8  | 9  | 10 |          |

After today: six lectures. The last technical topic we'll cover is C++ classes, and there's an optional HW for that (for extra credit). One or two more lectures on C++ classes, then we can do *whatever you want.*

# Fun Stuff?

If you have a particular topic you want to know more about, send me an email. If I get a bunch of requests for the same idea, I can give one-off lectures on cool things. Ideas:

* Game Design
* 3D modeling and computer graphics
* Overview of CS 2270
* Simulation modeling
* *this space for rent... have any other ideas?*

# See CPP_Classes.pdf

The rest of today's lecture is in:

homeworks/hw-10-objects/**CPP_Classes.pdf**

If we do any coding afterwards (if there is time) I will put the code in: