00-Preface

The purpose of this short series of articles is to prime students (which likely includes you) on the fundamental concepts and ideas quintessential to the introductory computer science courses at UTRGV. This series likely won't be interesting nor helpful outside of that domain. If you're interested in learning C++ in-depth, I recommend reading Alex's https://learncpp.com for an exhaustive deep dive into the language (and programming in general).

This short series will both introduce the reader to basic C++ syntax and usage, program compilation, and basic problem solving (debugging, troubleshooting, etc.). If you run into an issue with your code or gap in understanding that you feel this reading cannot fill, it is greatly recommended that you utilize the internet to troubleshoot your issues (asking questions in the UTRGV CS or DeCentralize the Web servers doesn't hurt, either!). Each chapter will use many new terms you may or may not have heard before, which will help introduce you to jargon and terminology unique to C++ and programming/software development in general.

If there are any issues with any chapter in this series, feel free to reach out to Sarah Evans (me! :3) on the UTRGV CS discord if you have any questions about this series, or wish to discuss anything in general :).

Lastly: Do not feel discouraged to learn in whatever way you feel like you learn the best. While this series is geared towards priming students on introductory C++, it is not guaranteed to accommodate for everyone and everyone's learning styles. That's okay! Every individual has a unique way of learning, and you're encouraged to find your learning algorithm as you go. Ask questions often, even if you're worried they are silly questions (they aren't).

NOTE: Anything captioned with "For advanced readers" does NOT need to be read to complete the current chapter. These snippets provide context to curious readers which is explored upon in later sections. :)

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Courtesy of *DeCentralize the Web* (2024)