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Honor Code Pledge: This work is mine unless otherwise cited

CMPSC 220

Due date: 11/18/15

Final Project: Proposal

Team: Myself

Language: C++

Language Availability: Compilers installed on Alden computers (e.g. gcc)

Reason:

When I decided to return to college in pursuit of a degree in computer science, I knew I wanted to learn C++ at some point. I have aspirations of eventually earning a job at a game development company, and C++ is an oft-cited language required in such job listings. However, as I've accumulated more experience with Java through my coursework at Allegheny, learning C++ has sometimes seemed almost superfluous given their shared foundation in object oriented principles. More recently I began looking for and applying to various internships, and although Java is often mentioned in their list of requirements, so too is C++. Interestingly, a recruiter from Hyland Software indicated that their development team uses C# when creating software; but when I recently took their online programming assessment, they actually wanted to test my C++ knowledge instead. These revelations about the prevalence and importance of C++ have renewed my interest in learning the language. I hope that learning C++ for this final project will afford me additional credentials to aid my internship search and ultimately help me obtain a great job.

My experience with C++ has been limited to the examples we have covered in class and during our laboratory sessions, so I am basically starting this journey as a novice. Fortunately, C++ is such a well known language that I'm confident I will be able to find helpful tutorials and sample code to explain key concepts. Additionally, over the summer I purchased a book titled, "Programming:

Principles and Practice Using C++,” written by Bjarne Stroustrup in 2014. This extensive book will undoubtedly prove to be a valuable resource that I look forward to reading. I currently don't know what exactly I will use C++ to accomplish for this project, whether I will make a number of smaller programs or focus on making one large system. Ideally it would be great to create some sort of interactive, graphical game; but I'll have to determine if I have enough time and language proficiency to accomplish this. Regardless, I'm sure that the language will support whatever ideas I decide upon, and the ubiquitous available resources will help me distinguish C++ from other languages, like Java.