

## 2.1P: In Person Check-in 1 – Answer Sheet

1. Briefly describe your prior experience with programming, e.g., industrial experience and which programming units/online courses you have studied.

I have prior experience with C/C++, JavaScript, Python, and Ruby. My major is in Artificial Intelligence, and I've supplemented my studies with online courses on Coursera, including the Machine Learning Specialization and Deep Learning Specialization. These courses and the ITP unit of Swinburne have provided me with a strong foundation in AI and deep learning concepts, as well as the programming concepts.

2. What do you think will be most challenging about object-oriented programming? In addition, what skills/goals do you expect to gained after studying this unit?

As a first-time student in an OOP unit, I find understanding abstraction, design, and the concepts of inheritance and polymorphism challenging. I aim to learn core OOP principles, improve my software design skills, and write reusable and maintainable code. Additionally, I hope to understand and apply best practices and design patterns in my programming.

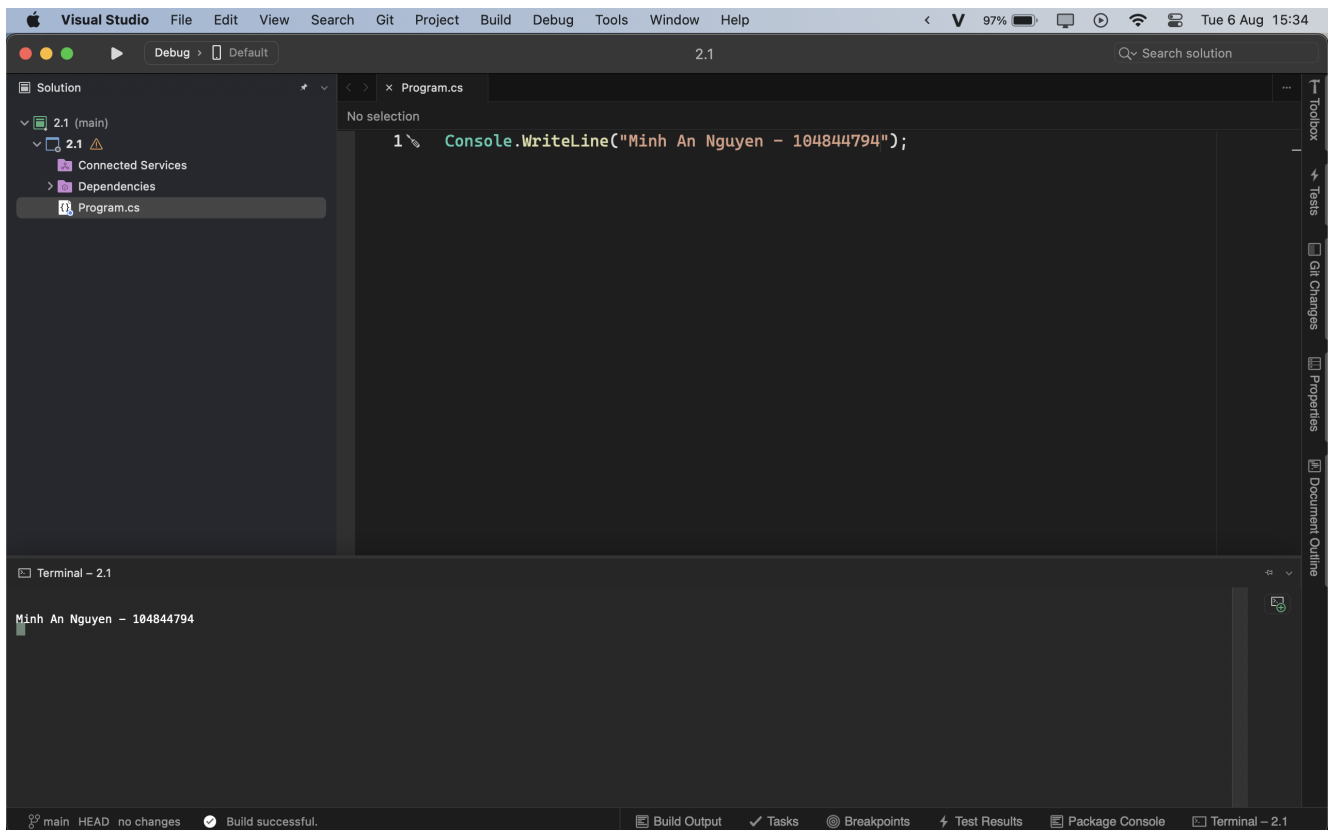
3. What can you do to prepare yourself for that challenge (resources you can use, approach to studying etc.)?

To prepare for learning OOP, I'll use online tutorials and forums for support, and practice coding regularly with small projects. I'll also study design patterns through recommended books and engage in peer discussions for feedback. Additionally, I'll review class materials and complete exercises to improve my understanding.

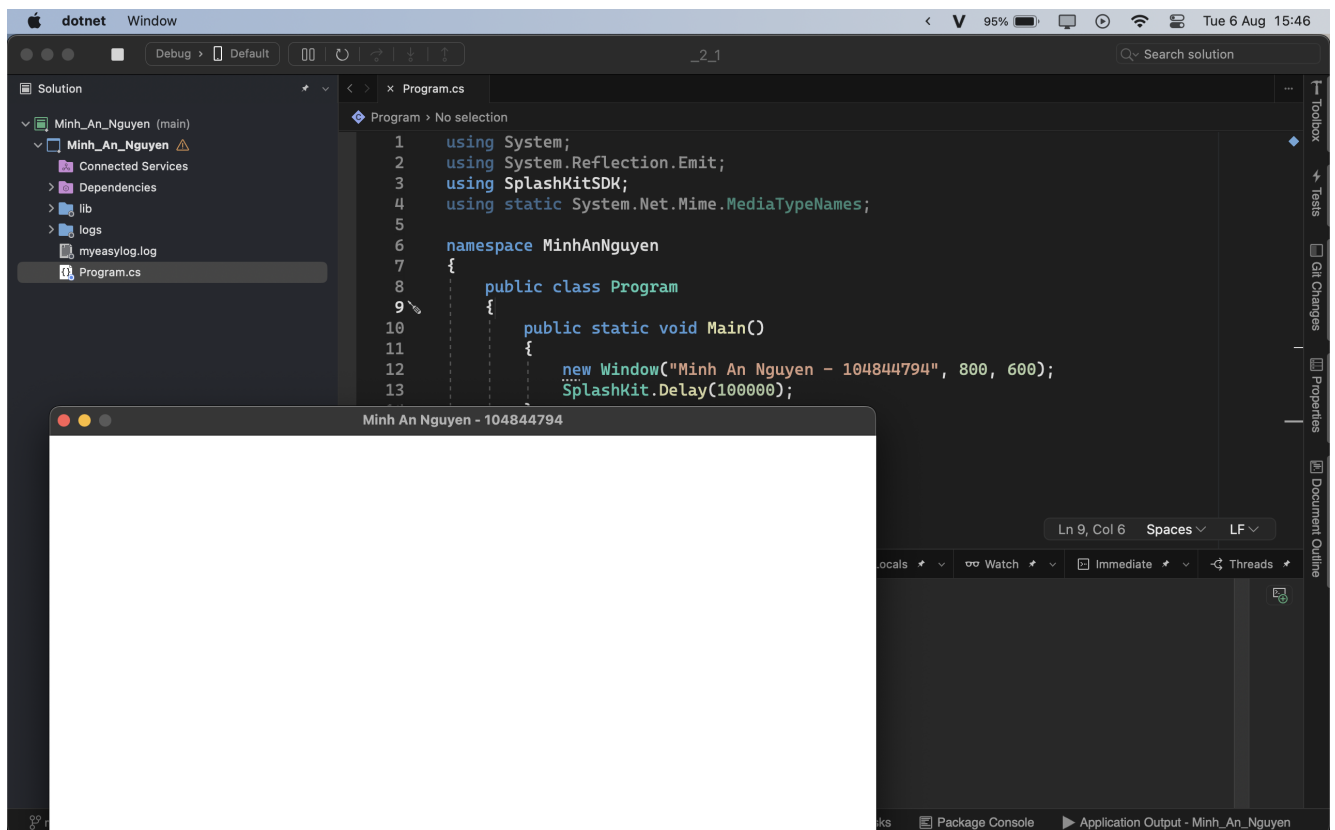
4. Is there anything you think the teaching staff should know to best help you this semester?

I don't have any specific needs or concerns for this semester.

## Screenshot showing that Visual Studio has been installed, and runs correctly



## A screenshot showing that SplashKit has been installed, and runs correctly



## Screenshot showing that I can successfully run a basic unit test

