Class lecture/lab session: Sarkar_1_19_23 (Week 1-2 Canvas module – Gaddis Chapter 1)

- Welcome and general introductions
  - **Discussion item: online class check-in & introductions (due 1/19/23)**
- CS10A class overview
  - Programming Fundamentals using C++
  - Algorithm Development
  - Proper Program Design, Structure and Documentation
- Course structure, content and resources (CANVAS, Maggini Hall#2806 & open labs)
- Program Development Process
  - (problem domain>pseudocode>source code>object code>executable>problem solution)
- A first look at an Integrated Development Environment
  - CodeBlocks & Replit
- Samples program demonstrations
  - (Gaddis text featured programs & Maggini server)

Class lecture/lab session: Sarkar_2_7_23 & 2_9_23 (Week 3-4 Canvas module – Gaddis Chapter 3)

C++ Development Tools/Integrated Development Environments

Microsoft® Visual Studio®(opens new window)

Visual Studio Code(opens new window)

CodeBLocks (opens new window)

NetBeans™ C++ IDE(opens new window)

Eclipse™ for C++ IDE(opens new window)

Dev C++(opens new window)

CodeLite