## SWINBURNE UNIVERSITY OF TECHNOLOGY

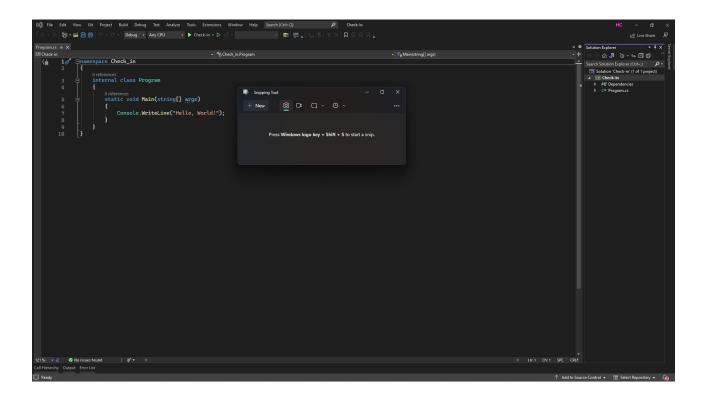
## COS20007 OBJECT ORIENTED PROGRAMMING

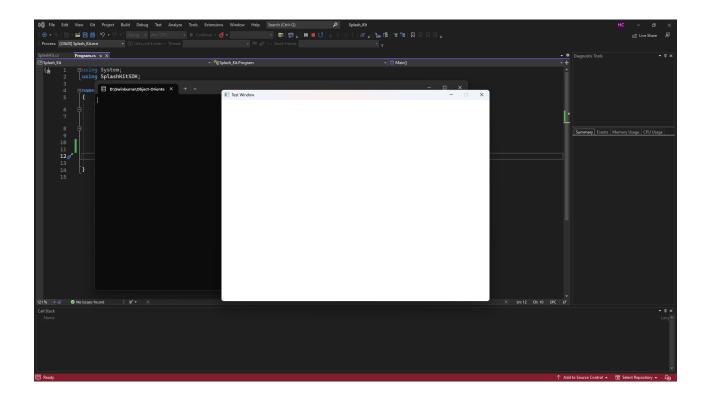
## 2.1P - In Person Check-in 1 - Tools

PDF generated at 03:13 on Monday  $13^{\rm th}$  March, 2023

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

- Briefly describe your prior experience with programming.
   I have some experience of procedure programming with pascal and C++ from my previous university in Vietnam. I had some problems with pointer and linked list but anyway I still passed the unit.
- 2. Based on what you have seen so far, what do you think will be most challenging about this unit?
  I think the most challenging thing about this unit is to change the way I usually write programmes which is procedure programming, to OOP and using SplashKit to create a game.
- 3. What can you do to prepare yourself for that challenge (resources you can use, approach to studying etc.)?
  I will try to use as many resources on Canvas, Youtube and some education site such as Udemy or HowKteam as I can. Also, I am going to spend a little more time on it to improve my programming skills
- 4. Is there anything you think the teaching staff should know to best help you this semester?
  - To be, everything is fine up till now. There is not anything I need to get helped with. In the future, if there is something I find struggling with, I will discuss it with my tutor later.





File 4 of 4 Screenshot of NUnit

