

SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

2.1P - In Person Check-in 1 - Tools

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

1. 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.





