

Class website

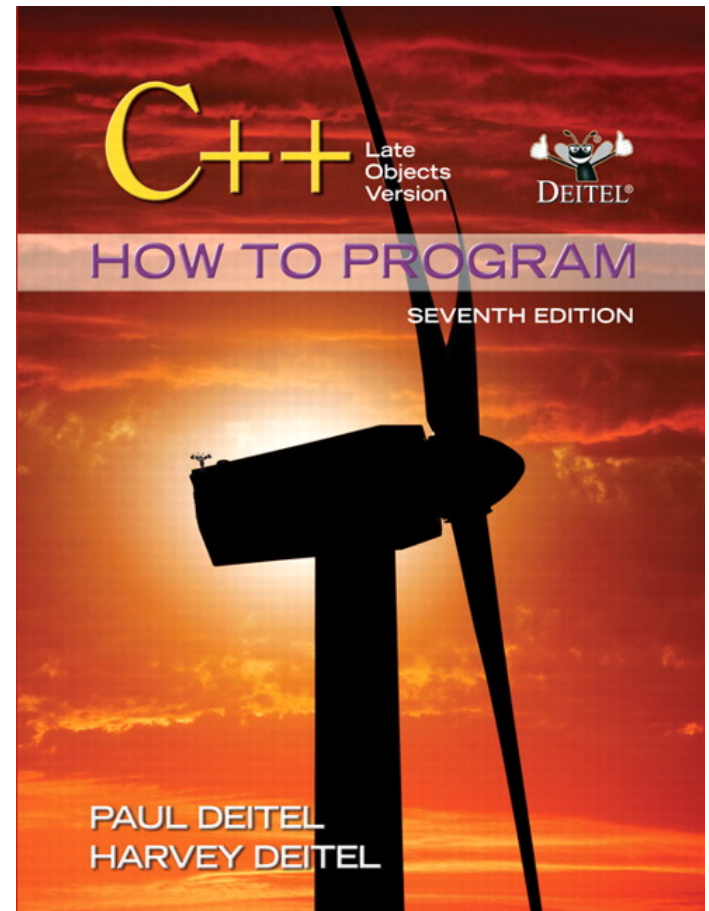
<http://www.cs.rhodes.edu/~kirlinp/courses/cs2/s14>

What is this class about?

- Learning more complex programming concepts.
- Use C++ language.
- Schedule
 - Python to C++ introduction
 - New C++ concepts
 - Object-oriented programming (OOP)

Textbook

- Used/rent/online is fine.
- No MPL!



Grading

- Programming projects – 40%
- Quizzes – 10%
- Midterm 1 – 15%
- Midterm 2 – 15%
- Final exam – 20%

Working independently

- Rule: In working on an assignment, you cannot look at any **correct program** or **correct piece of code** for the same assignment which someone else has written.

Respect

- Respect your classmates and me during class times.
 - Pay attention in class; no phones.
 - Don't be late.

Introductions

- Name
- Class year
- Where you're from
- Favorite flavor of ice cream

- Write a program where the computer picks a number from 1 to 100 and you have to guess what it is.
 - The computer will report whether each guess is too high, too low, or correct.
 - Report the number of guesses it takes to get it right.
- Write a program to simulate a turn of the game "One is Zero:"
 - During a turn, you roll a six-sided die.
 - If you roll 2-6, you get that number of points and may roll again to get more points, or you may choose to end your turn.
 - As soon as you roll a 1, your turn ends, you lose any points you already received for that turn, and get zero points for the turn.