

# ITGM 315 – Textbook reading – Second Edition

This document is a guideline to help focus on the essential reading for each subject covered in class. This guide is for the older version on the textbook. If you have the purple cover, not the yellow, you are looking at the wrong document.

- This textbook has excellent summary and Q&A sections at the end of each chapter!
- The textbook **will not be followed in strict** Chapter order, this is a list of pages and topics that should be paid particular attention
- The reading assignments in the syllabus are listed for the topic to be covered in the following class, ***here they correspond to the class material.***

- Class 3 Chapter 1 – excellent – pay particular attention to the following:  
p. 15 excellent example for introduction of variables  
p. 18 top page variable names
- descriptive
  - consistent (code-standard)
  - follow conventions
  - keep length reasonable
- p. 30 good example of dealing with input, constants, strings  
p. 31-32 Summary and Q&A - C++ is C plus classes plus more
- Class 4 Chapter 2 – excellent – play particular attention to the following:  
p. 46 Menu Chooser Program – switch statement example  
p. 48 Example while  
p. 50 Example do while  
p. 56 or/and operators  
p. 60 rand example  
p. 65 game loop/guess my number  
p. 67-68 Summary and Q&A  
Chapter 3 pages on for loop
- Class 5 [optional until later] Chapter 3 –much of the information in this chapter will be covered in detail in Class 11.  
Read pages 72-75, skip 76-89 (Objects and C-style strings),  
Read page 90 (TicTacToe - Array example), skip Summary and Q&A until Class 11.
- Class 6 [optional until later] Chapter 4 – again, more information than we will introduce, these concepts will be covered in more detail in Class 18.  
Read page 119-125 Planning Your Programs/Hangman
- Class 7 Chapter 5 – good, not excellent correlation with material covered in class  
p. 134 y/n example  
p. 137-138 pay particular attention to encapsulation/software reuse section
- Class 8  
Class 9  
Class 10

- Class 11 Chapter 7 – excellent summary section p.216-217  
Chapter 6 – excellent section on pass by value/pass by reference p. 166
- Class 12 Review all the Summary and Q&A sections of Chapters 1,2,5,6,7
- Class 13 Chapter 8 – excellent correlation with material covered in class  
p. 221-229  
Now read Chapter 3 p. 76-87 on Objects
- Class 14 Chapter 8  
p. 229-238 class access levels  
p. 238-248 Critter class example  
skip Chapter 9 entirely
- Class 15 Chapter 10  
p. 287-302 Inheritance
- Class 16 Chapter 10  
p. 302-334 Polymorphism and Blackjack example
- Class 17  
Class 18  
Class 19 now read Chapter 4  
Class 20

Textbook: Beginning C++ Through Game Programming, by Michael Dawson

If you are using Edition 2 this quarter, please refer to this document.

If you are using Edition 3, please refer to the corresponding document for Edition 3.