

# ITGM 315 – Textbook reading – Third Edition

This document is a guideline to help focus on the essential reading for each subject covered in class.

- 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. 13 “Real World” comment about coding standards  
p. 17 excellent example for introduction of variables  
p. 20 variable names
- descriptive
  - consistent (code-standard)
  - follow conventions
  - keep length reasonable
- p. 33-37 good example of dealing with input, constants, strings  
p. 35-38 Summary and Q&A - C++ is C plus classes plus more
- Class 4 Chapter 2 – excellent – pay particular attention to the following:  
p. 52 Menu Chooser Program – switch statement example  
p. 54 Example while  
p. 56 Example do while  
p. 65 or/and operators  
p. 69 rand example  
p. 73-76 game loop/guess my number  
p. 76-80 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 81-86, skip 86-96 (Objects and C-style strings),  
Read page 103 (TicTacToe - Array example), skip Summary/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 139-145 Planning Your Programs/Hangman
- Class 7 Chapter 5 – good, not excellent, correlation with material covered in class  
p. 156-157 y/n example  
p. 160-161 pay particular attention to encapsulation/software reuse section
- Class 8  
Class 9  
Class 10

- Class 11 Chapter 7 – excellent summary section p.248-250  
Chapter 6 – excellent section on pass by value/pass by reference p. 192-194
- 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. 255-263  
Now read Chapter 3 p. 87-98 on Objects
- Class 14 Chapter 8  
p. 264-274 class access levels  
p. 274-286 Critter class example/Summary  
skip Chapter 9 entirely
- Class 15 Chapter 10  
p. 331-347 Inheritance
- Class 16 Chapter 10  
p. 347-382 Polymorphism/Blackjack example/Q&A
- Class 17  
Class 18  
Class 19 now read Chapter 4  
Class 20

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

If you are using Edition 2 this quarter, please refer to the class notes for a copy of the corresponding pages in Edition 2. This document is for Edition 3.