

# Computer Programming 12

## University Preparation Section



Congratulations. If you are reading this you have probably been accepted to the university of your choice and you'll be starting a first year computer programming course in the next **12 months**.

**ALL** of the university courses that I have investigated use the computer language "C" so we will spend our time practicing C and getting to know how to solve problems with C. Fortunately, **RobotC** and **C** are very similar, so you're already in good shape. YES!.... but you will soon realise that C is a much broader language with many more rules, tools, and syntax. Spending time now and practicing programming in C will save you hours of time and frustration next year.

From now until the end of the semester you will be asked to complete a series of assignments based on topics that are common to the first year courses I have researched.

We will not be able to complete all topics covered in your first year course, but I will make sure the stuff you do is geared towards preparing you for the assignments, labs, and exams you will likely run into.

Here We Go!

### Before you start Assignment #1:

**Assignment #1 (C Basic Declarations and Expressions)**, will consist of several exercises that take you through some very basic C syntax, functions, and algorithms.

For each exercise you will be asked to put code into the online code compiler called **OnlineGDB.com** (link on the course page).

Pay attention to the note at the beginning of each exercise which refers to *the recommended way you should enter the code*.

1. **Copy and Paste** – *sometimes* you will be asked to simply cut and paste code into the compiler to see how it runs. (this will allow you to start your next exercise with a template).
2. **Type in** – Don't cut and paste! **Type** in the code by hand. Trust me, this is absolutely necessary. It will put grooves in your brain that can be used next year to help you recall and decipher syntax easily.
3. **Try on your own**. Read the problem and try to write code from scratch or from a previous template *before* looking at the solution.