



Școala
informală
de IT

Intro in C++ Curriculum

Școala Informală de IT

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Content

1. How does an application come to life?
2. Introduction to Programming Languages
3. Start thinking and speaking like an IT geek!
4. My First Program
5. Data Types and Allocation
6. Functions and Parameters
7. Classes and Structs



1. How does an application come to life?

- Who are the craftsmen involved?
 - Roles and responsibilities
- How does an application grow?
- When are we ready to ship?

2. Introduction to Programming Languages

- Evolution of programming
- Types of languages
- The steps from writing a line of code to execution
- Basic concepts of C

3. Start thinking and speaking like an IT geek!

- Programming basics
- Pseudocoding and flow charting
- Data structures and algorithms
- Number systems and binary logic
- IT Terminology



4. My First Program

- Hello world!
- Functions and program organization
- Command line arguments
- If statements and loops (for, while)
- Switch case
- Enums and unions
- Arrays
- Behind the scenes : compiling and linking

5. Data Types and Allocation

- Pointers and references
- Behind the scenes : Stack vs Heap
- Dynamic allocation

6. Functions and Parameters

- Passing by value
- Passing by reference



7. Classes and Structs

- What is a struct
- What is a class
- Difference between a struct and a class
- Constructors
- Destructors
- Initialization and clean-up