

MTD215 Application of C++ in Multimedia

Level: 2

Credit Units: 5 Credit Units

Language: ENGLISH

Presentation Pattern: EVERY JULY

Synopsis:

The course provides greater programming exposure to multimedia students who have completed ICT131, as an alternative to MTD213. The course briefly covers the basics of the C++ language and focuses on the application of C++ for animation and games design. Students will learn to create objects and to animate them using C++. In addition they will acquire the skills required to refine existing C++ codes in order to modify existing animation and games software.

Topics:

- Fundamentals of C++ programming
- C++ statements and constructs
- Functions
- Elementary data structures
- Creating objects and animation
- Multimedia applications
- Games software

Textbooks:

Joyce Farrell: Object Oriented Programming Using C++ (eTextbook) 4/e Cengage Learning
ISBN-13: 9789814846011

Learning Outcome:

- Explain the syntax and structure of C++ language
- Identify suitable coding modules in simple programmes
- Implement multimedia applications using C++ language in an objected-oriented programming style
- Apply C++ language to program games
- Discuss how C++ language can work with graphics surfaces
- Appraise the use of SDL for input and sound

Assessment Strategies (Evening Class):

Components	Description	Weightage Allocation (%)
Overall Continuous Assessment	QUIZ 1	15
	TUTOR-MARKED ASSIGNMENT 1	15
Overall Examinable Components	Written Exam	70
Total		100