YEAR 11 TRANSITION RESOURCES

Eastleigh College

Subject: Computer Science, Digital Media & Video Game Design

Level: Level 3

Focus for this fortnight: Data structures

Please send questions / queries to: pharris@eastleigh.ac.uk

Knowledge

You are making a game and it has various players. The game requires VARIABLES to hold and manipulate data including:

- PlayerNames (eg 'Bob', 'Mary')

1. In terms of a DATA STRUCTURE, what is the most appropriate way to hold a number of player names?

2. How can the code be improved with comments?

3. Can you identify areas in the code that may raise errors? For example, when the PLAYERNAME is the wrong DATA TYPE (such as a number)

Sources:
- Datatypes
- Datatypes
- Comments
- Errors

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Skills

Following on from 'Knowledge' you have been asked to write a section of the game. Apply the 'theory' you have researched in the 'Knowledge' section using comments. You can use any software of your choice

Print out the playernames from first to last

Print out the playernames as all CAPITAL LETTERS

If possible, ask another student / pupil to review and test your code

Behaviours

When writing code, using the correct DATA STRUCTURE is very important.

Explain why you chose the structure in the 'Knowledge' – make sure you acknowledge the advantages and disadvantages of your choice