

cisc 3660: game programming, prof sklar, spring 2012  
first day survey

PLEASE PRINT CLEARLY!!!

NAME: \_\_\_\_\_

EMAIL ADDRESS (*please list one that you actually read!*):  
\_\_\_\_\_

1. When do you expect to graduate? If you are a non-matriculating student, please explain.
  
2. What is your major? If you are undeclared, what major(s) are you considering?
  
3. If you have a minor, what is your minor?  
If not, are you considering a minor in Multimedia Computing or Computer Science?
  
4. Did you take CISC 3120 (CIS 20.1)? If so, when?
  
5. Did you take CISC 3130 (CIS 22)? If so, when?
  
6. Are you a gamer? If so, what game(s) do you play most frequently?

7. For each of the following, indicate your level of knowledge/experience:

HTML	:	<i>none</i>	<i>a little</i>	<i>some</i>	<i>expert</i>
HTML5	:	<i>none</i>	<i>a little</i>	<i>some</i>	<i>expert</i>
CSS	:	<i>none</i>	<i>a little</i>	<i>some</i>	<i>expert</i>
JavaScript	:	<i>none</i>	<i>a little</i>	<i>some</i>	<i>expert</i>
Java	:	<i>none</i>	<i>a little</i>	<i>some</i>	<i>expert</i>
C++	:	<i>none</i>	<i>a little</i>	<i>some</i>	<i>expert</i>

8. What does it mean for a programming language to be *object-oriented*?

9. What is *inheritance*, in the context of an object-oriented programming language?

10. Tell me one thing that you did or happened to you over the summer that surprised you.