



# MASTER YOUR DIGITAL SKILLS

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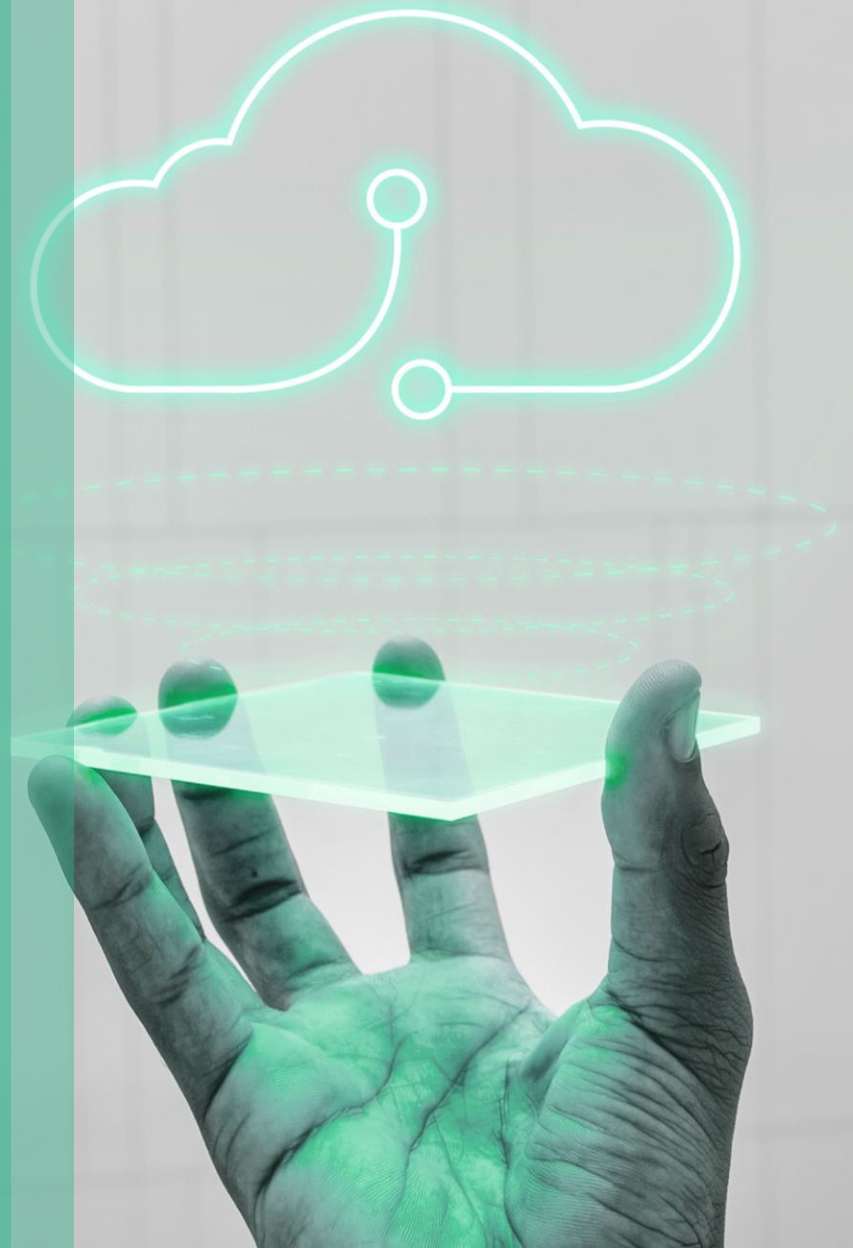
## Introduction to Programming using C++

Cloud & Software / Programming

*Andreas Grondoudis, PhD*



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# COURSE OVERVIEW

The course provides a solid foundation for the skill of programming. Assuming no previous knowledge, we will look at the basic concepts of computer programming and enable participants to acquire a skill-set that can not only help improve day-to-day operations but also improve career prospects.



## OUR GOALS

1. Introduce basic concepts of programming
2. Explain what procedural abstraction is and how to use it
3. Demonstrate the way of algorithmic thinking in problem solving.
4. Learn C++, an established and popular programming language.

# COURSE DESCRIPTION

The course utilizes the C++ programming language to introduce fundamentals of procedural programming. We will discover the building blocks of programs and demonstrate algorithmic thinking as a mean for problem solving and solution design.

- **Basic program structure**
- **Statements and expressions**
- **Data types, variables and constants**
- **Control constructs (decisions)**
- **Repetition structures (loops)**
- **Procedural abstraction (methods)**
- **Arrays**

# COURSE INFO

<b>Location</b>	Online (Asynchronous)
<b>Date</b>	30 <sup>th</sup> November, 2024
<b>Time</b>	N/A
<b>Duration</b>	3 x 2-hours sessions
<b>Cost</b>	This course is fully funded under the EU project Level Up



## Andreas Grondoudis, PhD

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Andreas is an Assistant Professor of Computer Science at the Department of Computer Science and Engineering of the European University Cyprus. His primary teaching responsibilities include programming, object-oriented programming and technical writing. His research interests include programming; computer networks; protocols of communication systems; education; engineering education. Before coming to Cyprus he worked as a senior software developer in Sheffield, United Kingdom. His PhD work focused on a typical methodology called X-Machines and their usage for the specification, verification and testing of protocols of communication for computer networks.





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This document was produced in the course of the Level Up project, which received funding from the Digital Europe Programme (DIGITAL) of the European Union under Grant Agreement no 101100679.

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