

Programming SIG

Meeting Details: Jan to Nov on the Fourth Wednesday of the month from 6:30pm til 9:30pm at Melb PC Headquarters, Unit 26, Level 1, 479 Warrigal Rd, Moorabbin. — Please bring a memory stick to use for Code::Blocks (portable), to write your own code & take it with you.

Conveners: John Viney

The next meeting is: **Suspended.**

Despite numerous attempts to provide a service to users, no user has expressed enough interest or turned up.

When there is enough expression of interest, meetings will resume.

Last meeting was on Wednesday, 26 Apr 2017.

Bring your working code along, to show off. Bring a screen capture too, one that really shows what your software can do. Don't have a screen capture we can capture one when you're here. Don't have working code? Then bring the code you want to get working. There are many approaches to if-else ladders, plenty of input leads to plenty of options you can follow. Even if you don't want to share your source code, you can certainly share ideas and methods for solution. In the process gaining some ideas for yourself.

We are looking to increase the group size, expand the interest areas and what overlaps exist with other SIGs. To that end what related SIGs might be interested in programming, and which SIGs might be of interest of to those in programming. So, come along and give us your thoughts...

We are looking into a change of Name for the Programming SIG. What name would you like to see? What would inspire your interest in programming?

Current **Programming** Titles are:

Coding

Coding & Programming

Open Source your "code" for a Programming SIG Title. You're welcome to Make Public, Private, or Protected Functional Names for the Programming SIG.

We look forward to your Output as an Input Argument to our Search Routine...

At the next meeting **Wednesday, 26 Apr 2017**, we will be looking at **C# GUI, Python**. We can have a look at making Python portable. We will have a look at converting Python Code to an Executable "EXE" file. Terminal access and using it for a basic game will also be looked at. Please bring any questions or ideas with you. Whilst it's listed elsewhere, remember to bring something to take notes with, and a good idea is a memory stick, to take Code home and use as a portable programming environment.

We aim to educate each other on various languages, with **C/C++** being the primary language of interest. There are many opportunities for learning about programming: Writing your own software, adding functionality to existing applications in the form of add-ons or scripts, or just to better understand how a computer program works. Possibilities include: adding extra abilities or options to your favourite game(s), adding or increasing the functionality of media players such as VLC, fine tuning a text editor like notepad++, or even making changes to a spreadsheet or word document. You can also gain the benefits of improving your mathematics and algebra skills.

We are happy to delve into other languages such as Python, Java, Basic, Pascal, Delphi, or any programming language you wish to suggest.

Raspberry Pi cluster programming is another area we will be exploring.

It is strongly recommended, you always bring a memory stick to keep a copy of whatever code you write or for storing your own notes. If you feel more comfortable with pen/pencil & paper, then please feel free to bring your own materials.