

Focus on the practical aspects to improve teaching effectiveness

In practice, we can practice training for the students through classroom experiment, extracurricular experiment, curriculum design mode, and enable students to understand and master the basic content of C++. Be able to independently write a program using object-oriented thinking, Independent debugging on the machine, Independent operation procedure and analysis results, Allow students has a comprehensive grasp to the whole process of object-oriented programming design.

Classroom experiment should be combined with the theory of teaching, and formulated corresponding experimental plan according to the theory knowledge of class teaching. It is to deepen and complement of the theoretical teaching. It is used to deep the understanding of theoretical knowledge, and to solve the questions of theoretical knowledge, develop students' initial program design capabilities.

Extracurricular experiment should be diversified. You can choose example, exercises in textbook. You can also set additional questions as homework according to the classroom experiment, let the student program and debug program, for non-priority content in the curriculum, also can be left to the students to think, and independently completed practical activities.

After the basic teaching of C++ courses is accomplished, there is a two week curriculum design practice according to the curriculum arrangement. Practice contents of curriculum design is more complicated, relates to depth is more widely, the experimental value is more practical. It not only can help students master the C++ main content, but also can cultivate students' practical problems analysis, write a program, independent operation Abilities. So that, you can accomplish the teaching task better.

In practice links, practical problems should associate with the class, consistent with the progress of the teaching, strengthen difficulty gradually. In this way, it can let the students understand, digest, master classes, eventually form their own knowledge system in practice.

Conclusion

The concept of class and object is the core of object-oriented program design. In C++ teaching, using the class as the core, fully around the class, closely linked to the design mainline of class, strengthen the concept of class, around the design of the class teaching. Thus, it can improve the quality of teaching and the teaching effect of C++ program design. The teaching method has the very good teaching effect for students to learn and understand object-oriented thinking and cultivate students' ability to practice programming.

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