

Canvas Course Summary for *Murach's C++ Programming* (2nd Edition)

This Canvas course is designed to help any college instructor or corporate trainer run an effective course based on this book or eBook.

What's included in the Canvas course

The Canvas course file includes all of the objectives, quizzes, projects, case studies, and PowerPoint slides that you need to run an effective course. This content has already been imported into Canvas and organized into modules that provide a great starting point for your C++ course.

What's not included in the Canvas course

The Canvas course file doesn't include the source code for the book applications and exercises that are presented at the end of each chapter. That's because Module 1 of the Canvas course instructs your students to download these files from www.murach.com. Since the exercise solutions are included in this download, the Canvas course doesn't assign these exercises. However, your students can learn a lot from doing these exercises, so you may want to encourage your students to do these exercises. In addition, your students should review the code for the applications presented in this book as they progress through your course.

To keep the modules uncluttered, the Canvas course doesn't include some projects and case studies that are available from our complete instructor's materials. That's because the complete instructor's materials provide more projects and exercises than are necessary for a typical course.

How to import the Canvas course

Canvas makes importing a course file pretty easy:

1. Log in to your Canvas account and go to the Dashboard.
2. Select "Start a New Course" and respond to the prompts.
3. Select "Import Course Content".
4. On the Import Content page, select "Canvas Course Export Package", click the Choose File button and navigate to the .imsc file for the Canvas course, select "All Content", and click the Import button.
5. Go to the Dashboard and select the Canvas course. This should be a good starting point for your course.

How to customize the Canvas course

This Canvas course needs to be customized to work for your course, but we think it provides a great starting point and are confident that it will save you a lot of work. If you're already familiar with Canvas, you shouldn't have much trouble adjusting this course so that it suits your needs.

Here are some things you should do to customize this course:

- Modify the Home page and the About Me page so they're appropriate for your class.
- Unpublish any modules that you aren't going to cover.
- Unpublish any items within a module that you don't want to assign.
- Add due dates to the module items.

Here are some other ways you might want to customize this course:

- Change the sequence of modules.
- Modify the quizzes to allow multiple attempts or to impose time limits.
- Move the longer "assessment" quizzes to a different module.
- Modify the longer "assessment" quizzes so they include questions from different test banks.
- Add your own assignments.
- Add your own final projects.
- Add links to helpful videos such as Zoom recordings of lectures.

Possible module sequences

We recommend teaching modules 1 through 9 in sequence. After that, if you want to focus on object-oriented programming, you can skip chapter 10 and go on to modules 11 through 14. However, if you want to make sure to cover pointers, you can teach chapters 1-12 and then skip ahead to chapter 17.

Any comments?

If you have any comments about our book or this Canvas course, we would be delighted to hear from you. If you discover any errors, we would appreciate hearing about them. And if you want to let us know that you're going to adopt our book for your course, that would make our day.

Just email us at the addresses below. But whether or not we hear from you, we want to thank you for your interest in our C++ book.

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