A-level Computing transition project

At A-Level we follow the **AQA Specification** and will study the following topics:

Fundamentals of Programming	Fundamentals of Algorithms
Theory of Computation	Consequences of Uses of
Computer Systems	Computers
Communication and Networking	Big Data

https://www.aqa.org.uk/subjects/computer-science-and-it/as-and-a-level/computer-science-7516-7517

The A-level course covers a range of theory-based topics with programming as a central theme. At Woking College we use the Java programming language, which is an Object Oriented programming language.

We use the Bob Reeves AQA Computer Science textbook (the one at the bottom of the list):

https://www.aqa.org.uk/subjects/computer-science-and-it/as-and-a-level-computer-science-textbooks

This project in an online tutorial that takes you through creating a very simple game using Java, acting as an introduction to a range of programming concepts along the way.

To get started you will need to install the Eclipse IDE for Java, which you can download by following this link:

https://www.eclipse.org/downloads/

You'll also find a full set of instructions for getting things set up.

Once you have that installed, you can click the link below to get started.

The tutorial is set up to become more challenging as you work through each part, slowly building up a complete program. We'd like you to bring your game to enrolment in August, but if you'd like to get in touch about the project, get some feedback or find out more about the course, please email Mike Watts at mwa@woking.ac.uk

http://computing.codes/JDojoMaster