

**UDC 004.42**

**DEVELOPMENT OF A SIMULATOR SOFTWARE  
ELEMENTS ON THE TOPIC “STRINGS IN C++” OF THE  
DISTANCE LEARNING COURSE “PROGRAMMING II”**

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*In the article are discussed the creation of an algorithm and a simulator that are able to teach a user the full concepts of the subject “Programming II” on the topic “Strings in C++”.*

*Keywords:* SIMULATOR, STRING, C++, PROGRAM, PROGRAMMING, CONCATENATION, USER, NAMESPACE, INPUT.

The purpose of the course project. Development of software elements for the simulator on the topic "Strings" of the distance learning course "Programming II".

The object of the course project is to understand the writing and use of strings in C++ programming language.

The simulator works by systematically presenting the user with a series of tasks specifically designed to introduce the topic of “Strings in C++”, and teach the user all the concepts associated with the topic.

The simulator was created by firstly researching lectures and articles on the topic of “Strings in C++”, highlighting relevant material for the development of an algorithm and then development of the algorithm.

The development of the distance learning course simulator is different because it focuses on a specific and niche topic.

The simulator can be further improved by conducting further research on the relevant similar topics and also maybe by connecting the program to a database in order to facilitate automatic updates.

## *Reference*

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