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## 1. Login to the system after creating an account

Call us : +233200340000 E-mail : info@eaglecoding.com Log in

Eagle Coding For Novice Home Courses About Help Register

### Login

Student ID / Username \*

Password \*

[Forgot Password?](#)

Don't have an account? [Register here](#)

## 2. Welcome to your dashboard

**Welcome, Gideon Agyeman Owusu** Browse courses

Your learning at a glance

<b>5</b> My courses <a href="#">View details →</a>	<b>8</b> Submissions <a href="#">View details →</a>	<b>3</b> Assignments <a href="#">View all →</a>	<b>7</b> Join live discussion <a href="#">Enter code →</a>
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### Your learning curve

Assignment scores over time (graded work only). Higher trend means you're doing better.

Date	Score %	Running average
Jan 7	50	50
Feb 15	100	75
Feb 17	0	70
Feb 17	35	50
Feb 17	20	45

### 3. How to register for a course

The screenshot shows the 'Eagle Coding For Novice' website interface. On the left is a dark blue sidebar with a 'STUDENT' header and a list of navigation options: Dashboard, My courses, Browse Courses (highlighted with a red box and a red arrow labeled '1'), Assignments, My submissions, Join live discussion, Practice Coding, and Practice Maths. Below these are Profile, Change Password, and Log out. The main content area features a search bar at the top with the text 'Search courses...', a dropdown menu for 'All categories', and a 'Search' button. Below the search bar are three course cards. The first card is for 'Mathematics for programmers' by Emelia Adu Okyere, with 5 enrolled students. The second is 'Python programming' by Gideon Agyeman Owusu, with 6 enrolled students. The third is 'Programming and Problem-Solving' by Gideon Agyeman Owusu, with 36 enrolled students. Each card has a 'View course & register' button, which is highlighted with a red box and a red arrow labeled '2'.

### 4. Enrol for a course

The screenshot shows the 'Programming and Problem-Solving' course page. The sidebar on the left is identical to the previous screenshot, with 'Browse Courses' highlighted and a red arrow labeled '1'. The main content area displays the course title 'Programming and Problem-Solving' by Gideon Agyeman Owusu. Below the title is a summary: 'A Programming and Problem-Solving course introduces learners to the fundamentals of writing computer programs while developing logical...'. A progress bar shows 2 Materials, 0 Practices, 0 Assignments, and 3 Sections. A 'View Details' button is located at the bottom right of this section. Below the progress bar is a large light blue box with the heading 'Ready to Start Learning?' and the text 'Enroll now to access all course materials, hands-on practices, and assignments.' At the bottom of this box is a dark blue button labeled 'Enroll in this Course', which is highlighted with a red box and a red arrow labeled '2'.

## 5. Start learning

The screenshot shows the student dashboard for 'Eagle Coding For Novice'. The left sidebar contains navigation options: Dashboard, My courses, Browse Courses (highlighted with a red box and arrow labeled '1'), Assignments, My submissions, Join live discussion, Practice Coding, Practice Maths, Profile, Change Password, and Log out. The main content area displays the course 'Introduction to Programming and Problem-Solving' (highlighted with a red box and arrow labeled '2'). Below the course title is a description: 'An introduction to this field focuses on building computational thinking skills, learning how to break complex problems into manageable parts, recognize patterns, design step-by-step algorithms, and test solutions efficiently. Beginners are introduced to basic programming concepts such as variables, data types, operators, decision-making statements, loops, and functions.' Underneath, there are 'Learning Materials (2)'. The first material is 'Overview of programming', which includes a detailed description of programming and problem-solving. Below this, there is a 'Lecture 1' section with two buttons: 'Continue (Page 1)' (highlighted with a red box and arrow labeled '3') and 'Download'.

You can now read pdf page by page by using left and right arrow key, you can also let it read all for you.

The screenshot shows the PDF viewer interface for 'Lecture 1' from the course 'Programming and Problem-Solving'. The top navigation bar includes 'Page 1 of 31', 'Restart', navigation arrows, '1', '100%', 'Read aloud', 'Page', 'Repeat', and 'All'. The main content area displays the following text:

**GHANA COMMUNICATION TECHNOLOGY UNIVERSITY**  
**DEPARTMENT OF COMPUTER SCIENCE**  
**CSSD 101: Programming and Problem-Solving**

By:

**Gideon Owusu Agyeman**  
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Website: [www.gideongenius.com](http://www.gideongenius.com)

## 6. Assignments (1<sup>st</sup> Approach)

**My Assignments** Assignments from your enrolled courses. Open a course to see them in context, or pick one below.

Assignment	Status	Due Date	Max Points	Action
<a href="#">C++ codes structure</a>	Programming and Problem-Solving	Yet to submit	100 pts	<a href="#">Quiz</a>
<a href="#">Test</a>	Mathematics for programmers	Submitted	100.00 pts	
<a href="#">see</a>	Mathematics for programmers	Submitted	3.00 pts	<a href="#">Quiz</a>
<a href="#">Draft test</a>	Mathematics for programmers	Submitted	1.00 pts	<a href="#">Quiz</a>

You can now answer your assignment and submit

```
int main() {  
    cout << "Hello!" << endl;  
    return 0;  
}
```

**Quiz – Answer the questions**

Q1. // C++ #include <iostream> using namespace std; int main() { cout << "Hello!" << endl; return 0; } (1.00 pt)

- A. hello
- B. Hello
- C. Hello!
- D. hello!

**Submit Quiz**

## 7. Assignments (2<sup>nd</sup> Approach)

The screenshot shows the 'Programming and Problem-Solving' course page. The left sidebar contains navigation options: Dashboard, My courses, Browse Courses, Assignments, My submissions, Join live discussion, Practice Coding, Practice Maths, Profile, Change Password, and Log out. The main content area displays course statistics: 2 Materials, 1 Practices, 1 Assignments, and 3 Sections. Below this, the 'Course Content' section is expanded to show 'Assignments (1)'. A specific assignment titled 'C++ codes structure' is visible, with a due date of 'Nov 30, -0001 00:00' and a 'Max Score: 1.00'. A 'View' button is located to the right of the assignment title.

You can now submit your answers

The screenshot shows the 'Quiz - Answer the questions' page. The left sidebar is the same as in the previous screenshot. The main content area displays a code snippet for a C++ program:

```
int main() {  
    cout << "Hello!" << endl;  
    return 0;  
}
```

Below the code, the quiz question is displayed: 'Q1. // C++ #include <iostream> using namespace std; int main() { cout << "Hello!" << endl; return 0; } (1.00 pt)'. The options are:

- A. hello
- B. Hello
- C. Hello!
- D. hello!

A 'Submit Quiz' button is located at the bottom of the quiz area.

## 8. My submissions

The screenshot displays the 'My submissions' page. On the left is a dark blue sidebar with navigation options. The main content area shows a table of submissions. A red box highlights the 'My submissions' menu item in the sidebar, and another red box highlights the 'View' buttons in the table. A red arrow points from the top right towards the 'View' buttons.

ASSIGNMENT	COURSE	SUBMITTED	SCORE	STATUS	ACTION
Test	Mathematics for programmers	Feb 17, 2026 05:30	19.99 / 100.00	Graded	<a href="#">View</a>
see	Mathematics for programmers	Feb 17, 2026 05:24	1.00 / 3.00	Graded	<a href="#">View</a>
Draft test	Mathematics for programmers	Feb 17, 2026 05:10	0.00 / 1.00	Graded	<a href="#">View</a>
About basic operations	Mathematics for programmers	Feb 17, 2026 04:53	2.00 / 3.00	Graded	<a href="#">View</a>

Updated on: 23<sup>rd</sup> February 2026