

CSCI 1200A INTRODUCTION TO COMPUTERS AND PROGRAMMING

Course Description: The nature of computers and computing, hardware, software and systems; includes understanding of basic programming techniques to solve problems.

Prerequisite: MATH 1101 or MATH 1111

Textbook: *Starting Out with Visual Basic .NET*, 3rd Edition, by Gaddis, Irvine, and Denton. ISBN: 978-0-321-39399-6

Grading: Scores on the following determine your final grade

Midterm	35%
Final	35%
Programs/Labs	30% -- No late programs or tutorials accepted

<u>Course Grade Scale:</u> A	90 – 100
B	80 – 89
C	70 – 79
D	60 – 69
F	0 - 59

Class Policy: I will not repeat lectures or provide lecture notes for those who miss class. It is your responsibility to find out from a fellow classmate what has taken place in class during your absence. You are responsible for all class material whether or not you attend class. Please be advised I do not drop students from class. Ensure that if you must withdraw that you do so on or before midterm (October 12, 2009). The percentage of your grade known before midterm will be more than 35%.

In general, no make-up tests will be given. If a test must be missed, notify me as soon as possible. When a valid excuse exists such as missing a test to complete Official University business, the student will be allowed to take the missed test during the scheduled makeup test date, which is Dec 3, 2009.

Any student missing the final exam without a documented excuse or who has not taken action to officially withdraw will receive a grade of F. In case of an emergency at the time of the final, the student may be allowed to receive a grade of I.

This is a lab intensive course. Many students need assistance. When I am working with a student, I will focus on that student's needs. Please refrain from asking me general questions when I am with another student. I will get to you as soon as I am free.

If I am lecturing in Lab (N344), I will receive your full attention. It is inappropriate to be working on labs or programming during the lecture portion of our class. In other words, there is no reason why you will be typing on your keyboard during lecture.

If you must carry a beeper to respond to work situations, it will be placed on vibrate mode. During class time (lecture and lab), all cell phones will be turned off.

Academic Honesty: You may want to review the Academic Dishonesty policy in the catalog. For this course, you are expected to write your own programs except if a group assignment is explicitly specified. You may discuss among yourselves style, approaches, and methods but the code should be your own. Under no circumstances should students be turning in a copy of another student's code. If this occurs, all students involved will receive a zero for the assignment.

Other Items of Note: Plan on bringing your textbook (with student CD) to all class meetings. This course also requires that you bring a thumb drive (USB drive) to class to save your programs and lab work on.

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Course Outline

Week	Book Chapter	Topics
1	1	Computer systems, hardware and software
2	1	Starting and Using Visual Studio
3	2	Adding components to an application Writing event procedures Programming Process
4	3	Variables Data Types Performing Calculation
5	3	Formatting Exception handling Syntax errors and logic errors
6		Midterm
7	4	Decision Structure
8	4	Radio Buttons Check Boxes
9	5	Input Boxes ListBoxes
10	5	Do While Loop
11	5	For/Next Validation
12	6	Procedures and Function
13	6	Passing Arguments to Procedures and Functions
		Spring Break
14	7	Multiple Forms Modules Menus
15	8	Arrays

Total Points Possible:

Program 1	5
Program 2	10
Program 3	20
Program 4	20
Program 5	20
Program 6	20
Program 7	20
 Total	 115
 Tutorials	
Computer History	5

Tutorial 3-2 – 3-5	10
Tutorial 3-10	10
Tutorial 4-10	10
Tutorial 5-14	10
Tutorial 6	10
Tutorial 8	10
Total	65

Total Points that can be earned for Programs, Labs and Assignments = 180 points