

CSCI 2220A INTRODUCTION C# PROGRAMMING MINF 4600 INTEGRATED BUSINESS PROGRAMMING

Course Description: This course introduces the fundamental principles of object-oriented programming using C#. The focus is on applications development using object-oriented design and implementation techniques. Topics include: objects, classes, inheritance, GUI components, and events.

Note: Both CSCI 2220 and MINF 4600 will become CSCI 2120 in future catalogues.

Prerequisite: MATH 1101 or MATH 1111

Textbook: *Head First C#*, by Andrew Stellman and Jennifer Greene. ISBN: 978-0-596-51482-2

Grading: Scores on the following determine your final grade

Three Tests	75%
Programs/Labs	25% -- No late programs or labs 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 25%.

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 2, 2009.

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 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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