

CSC K207 Introduction to Visual Basic

Course Syllabus - Spring 2013

- Course:** CSC K207 – Introduction to Visual Basic
- Program:** Computer Science
- Hours:** Lecture M 5:20 – 8:05 pm and Lab M 8:10 – 9:50 pm (Room B 227)
- Instructor:** George Volkov
Office: Room C 258
Campus Office Hours: Mondays 3:00 – 5:00 pm
Tuesdays 3:00 – 5:00 pm
Thursdays 1:00 – 3:00 pm
- Phone: (860) 885-2384
E-mail: gvolkov@trcc.commnet.edu
- Delivery Format:** On-ground with Academic Folder materials/samples/presentations. Some material will also be provided on Blackboard.
- Dates:** Feb. 4 – May 20 no class on Mar.18 (Spring break)
- Textbook:** Programming in Visual Basic 2010 by Julia C. Bradley and Anita C. Millspaugh, ISBN # 978-0-07-351725-4
- Course Objectives:** The main objective of this course is to provide the student with rapid application development technology using Microsoft Visual Basic 2010 software within the Visual Studio S/W package. This is an industry standard for quick Windows application software development. Principal topics include GUI controls, event handling, graphics, exception handling, file I/O, and an introduction to data base access, ASP.NET applications and XML web services. Specifically, at the completion of the course students will be able to describe, design and use Visual Basic features including but not limited to the following:
- User interface design
 - Variables, constants and calculations
 - Decisions and conditions
 - Menus, common dialog boxes
 - Sub procedures and functions
 - Multiform projects
 - Lists and loops
 - Arrays and structures
 - Limited Web and Database applications
 - Data file manipulation
 - Basics of Object Oriented programming
 - Graphics, animation and sound

Software: This course will specifically use the Microsoft Visual Studio 2010 Professional software package. This will be available to students as part of the MSDN Academic Alliance.

Supplies and Materials: Removable media will be required. A USB memory device with a minimum of 4GB capacity is recommended.

Lab Assignments: Weekly assignments from the end of chapter problems or from additional instructor handouts will be given. The hand-in format will be via printed hardcopy. Class assignments should be submitted on or before the due date. An assignment will lose 20% of the score if it is submitted late. Assignments will be graded on professionalism, accuracy, style and completeness. The details for each assignment, including work to be done and the due date will be discussed in class. Students are encouraged to interact with the instructor or other students on these assignments via classroom and lab discussions, but must personally perform the necessary actions to complete the assignments.

Grading and Evaluation Criteria:

- 45 % of the grade is based on lab assignments
- 45 % of the grade is based on midterm and final examinations
- 10 % of the grade is based on attendance and class participation

College Withdrawal Policy: Students may withdraw, through the Registrar's Office, for any reason. Last day to withdraw is May 13. The withdrawal process must be initiated by the student. Failure to do so will result in a semester grade based on the work completed before the student stopped attending the class.

Students with Disabilities: If you are a student with a disability and believe you will need support services and/or accommodations for this class, please contact the Disabilities Support Services at TRCC. Please note that the instructor cannot provide accommodations based upon disability until the instructor has received an accommodation letter from the Disabilities Counselor.

Week	Topics	Textbook assignments
1	Introduction to Visual Basic 2010	Reading: Chapter 1, pages 1 - 59 and chapter 2, pages 63 – 98 HW: Page 59, #1.3 and page 62, Case Study “Video Bonanza”
2	User Interface Design	Reading: Chapter 3, pages 105 – 149 HW: Pages 99 - 101, # 2.2, and #2.5, page 102, Case Study “Video Bonanza”
3	Variables, Constants and Calculations	Reading: Chapter 4, pages 155 – 202 HW: Pages 151 - 153, #3.5 and 3.8, page 154, Case Study “Video Bonanza”
4	Decisions and Conditions	Reading: Chapter 5, pages 209 – 243 HW: Pages 203 - 204, #4.6 and 4.8, page 206, Case Study “Video Bonanza”
5	Menus, Common Dialog Boxes, Sub Procedures and Functions	Reading: Chapter 6, pages 249 – 279 HW: Pages 245 - 246, #5.3 and 5.5, page 248, Case Study “Video Bonanza”
6	Multiform Projects	Reading: Chapter 7, pages 283 – 319 HW: Page 280, #6.4
7	Lists and Loops	Reading: Chapter 8, pages 325 – 337 HW: Pages 320 #7.1 and page 324 Case Study “Video Bonanza”
8	Midterm Exam	Reading: None Midterm study and review
9	More on Loops, Array Applications, Introduction to Structures	Reading: Chapter 8, pages 337 – 355 HW: Pages 357 - 358, #8.4, 8.6 and 8.7
10	Data Files and Introduction to OOP	Reading: Chapter 11, pages 437 – 464 and Chapter 12, Pages 467 - 483 HW: Special Problem #1
11	Graphics and Graphic Applications	Reading: Chapter 13, pages 523 – 532 HW: Pages 464 - 465, #11.1 and 11.4
12	Sound and Animation	Reading: Chapter 13, pages 532 – 542 HW: Special Problem #2
13	Advanced Visual Basic Topics	Reading: Chapter 14, pages 559 – 578 HW: Special Problem #3
14	Intro to Databases and Visual Basic Interfaces	Reading: Chapter 10, pages 397 – 427 HW: Project Work
15	Final Exam	Reading: None HW: Project Review and Comment

Note: The foregoing course outline is subject to change as conditions warrant.