## **CSC K207 Introduction to Visual Basic**

# **Course Syllabus - Spring 2011**

<u>Course</u> :	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 E119)		
<u>Instructor</u> :	George Volkov Office: Room C258 Campus Office Hours: Mondays 3:00 – 5:00 pm Tuesdays 11:00 – 1:00 pm Thursdays 1:00 – 3:00 pm Phone: (860) 885-2384 E-mail: gvolkov@trcc.commet.edu		
<b>Delivery Format</b> :	On-ground with Academic Folder materials/samples/presentations		
Dates:	Jan. 24 – May. 16. No class on Feb. 21 and Mar. 14 (spring break)		
<u>Textbook</u> :	Programming in Visual Basic 2008, 7 <sup>th</sup> Edition by Julia C. Bradley and Anita C. Millspaugh, ISBN # 978-0-07-351720-9		
<u>Course Objectives</u> :	<ul> <li>Antia C. Milispaugh, ISBN # 978-0-07-351720-9</li> <li>The main objective of this course is to provide the student with rapid application development technology using Microsoft Visual Basic 2008 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: <ul> <li>User interface design</li> <li>Variables, constants and calculations</li> <li>Decisions and conditions</li> <li>Menus, common dialog boxes</li> <li>Sub procedures and functions</li> <li>Multiform projects</li> <li>Lists and loops</li> <li>Arrays and structures</li> <li>Limited Web and Database applications</li> <li>Data file manipulation</li> <li>Some Object Oriented programming</li> <li>Graphics, animation and sound</li> </ul></li></ul>		

Software:This course will specifically use the Microsoft Visual Studio 2008Professional software package. This will be available to students as part of<br/>the MSDN Academic Alliance.

#### Supplies and Materials:

Removable media will be required. A USB memory device with a minimum of 4MB 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 discussion, but must personally perform the necessary actions to complete the assignments.

### **Grading and Evaluation Criteria:**

45 % of the grade is based on lab assignments45 % of the grade is based on midterm and final examinations10 % 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 9. The withdrawal process <u>must be initiated</u> <u>by the student</u>. Failure to do so will result in a semester grade based on the work completed before the student stopped attending the class.

Week	Topics	Textbook assignments
1	Introduction to Visual Basic 2008	Reading: Chapter 1, pages 1 - 62 and chapter 2, pages 67 – 102 HW: Page 63, #1.3 and page 65, Case Study "Video Bonanza"
2	User Interface Design	Reading: Chapter 3, pages 109 – 153 HW: Pages 103 - 106, # 2.2, and #2.5, page 107, Case Study "Video Bonanza"
3	Variables, Constants and Calculations	Reading: Chapter 4, pages 159 – 206 HW: Pages 155 - 157, #3.5 and 3.8, page 158, Case Study "Video Bonanza"
4	Decisions and Conditions	Reading: Chapter 5, pages 213 – 247 HW: Pages 207 - 208, #4.6 and 4.8, page 210, Case Study "Video Bonanza"
5	Menus, Common Dialog Boxes, Sub Procedures and Functions	Reading: Chapter 6, pages 254 – 283 HW: Pages 249 - 250, #5.3 and 5.5, page 252, Case Study "Video Bonanza"
6	Multiform Projects	Reading: Chapter 7, pages 287 – 323 HW problems: Page 284, #6.4
7	Lists and Loops	Reading: Chapter 8, pages 330 – 341 HW: Pages 324 – 328, #7.1 and 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 341 – 355 HW: Pages 357 - 358, #8.4 and 8.6
10	Data Files and Introduction to OOP	Reading: Chapter 11, pages 440 – 466 HW: Special Problem #1
11	Graphics and Graphic Applications	Reading: Chapter 13, pages 526 – 534 HW: Pages 466 - 467, #11.1 and 11.4
12	Sound and Animation	Reading: Chapter 13, pages 534 – 545 HW: Special Problem #2
13	Advanced Visual Basic Topics	Reading: Chapter 14, pages 562 – 581 HW: Special Problem #3
14	Intro to Databases and Visual Basic Interfaces	Reading: Chapter 10, pages 402 – 430 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.