

Fayetteville State University
Collage of Arts and Sciences
Department of Mathematics and Computer Science
CSC 102-01 Introduction to Visual Basic
Fall 2010

I. Locator Information

Instructor: Dr. Bing Wu
Office Phone: 910-672-1363

Course Number and Section: CSC 102-01
Semester Credit Hours: 3

Day and Time Class Meets: TR 11:00-12:15PM, SBE224

Email address: bwu@uncfsu.edu

Office Location: LS 129

Office hours: W 9:00am - 12:00pm; 1:00 – 4:00pm
TR 1:00-2:00pm

FSU Policy on Electronic Mail: Fayetteville State University provides to each student, free of charge, an electronic mail account (username@broncos.uncfsu.edu) that is easily accessible via the Internet. The university has established FSU email as the primary mode of correspondence between university officials and enrolled students. Inquiries and requests from students pertaining to academic records, grades, bills, financial aid, and other matters of a confidential nature must be submitted via FSU email. Inquiries or requests from personal email accounts are not assured a response. The university maintains open-use computer laboratories throughout the campus that can be used to access electronic mail.

Rules and regulations governing the use of FSU email may be found at
<http://www.uncfsu.edu/PDFs/EmailPolicyFinal.pdf>

II. Course Description

This course introduces students to basic programming in Visual Basic with emphasis on business applications. The topics for the course will include Visual Basic programming, computer concepts in relation to management, the use of an Integrated Development Environment (IDE), flow charts, algorithms, decision making, control structures, modules, windows programming, procedures and arrays. Prerequisite: Math 123 or higher.

III. Disabled Student Services

In accordance with Section 504 of the 1973 Rehabilitation Act and the Americans with Disabilities Act (ACA) of 1990, if you have a disability or think you have a disability to please contact the Center for Personal Development in the Spaulding Building, Room 155 (1st Floor); 910-672-1203.

IV. Textbook:

Microsoft Visual Basic 2008 for Windows, Mobile, Web, Office Applications (Complete), Shelly Hoisington, Course Technology, 2008, ISBN: 978-1-4239-2715-0.

V. Student Learning Outcomes

Upon completion of this course, students will be able to:

Be familiar with Visual Studio 2008 IDE and create VB windows applications using forms, buttons, and labels controls.

Understand the syntax of the VB language.

Use different data types, arithmetical operators, assignment statements, event and event handler

Use decision making sequence, such as selection and repetition statements.

Use exception and error handling.

Use pre-defined and user-defined functions with corresponding arguments and parameters.

VI. Course Requirements and Evaluation Criteria

Your final grade will be based on the following weighting:

| | |
|------------------------------|---|
| Class participation | 10% (deduce 2% for each day you are absent) |
| Midterm exam (1) | 20% |
| Programming projects (4) | 40% |
| Comprehensive final exam (1) | 30% |

Letter grades will be assigned on the basis of the following scale.

A 90 – 100%, B 80 – 89%, C 70 – 79%, D 60 – 69%, F below 60%

Please note: If these evaluation criteria must be revised because of extraordinary circumstances, the instructor will distribute a written amendment to the syllabus.

VII. Academic Support Resources

Online reinforcement video: <http://www.scsite.com/vb2008>

VIII. Continuity of Instruction

In case FSU must close for an emergency during the semester, instruction will continue using Blackboard.

IX. Course Outline and Assignment Schedule

| WEEK | | TOPICS |
|------|---------------|---|
| 1 | 8/16 – 8/20 | Class Syllabus; Chapter 1 Introduction to Visual Basic 2008 Programming (Computer basic concept and programming languages) |
| 2 | 8/23 – 8/27 | Chapter 1 Chapter 2 Program and GUI Design (Forms, Controls, and Properties) |
| 3 | 8/30 – 9/3 | Chapter 2 Project 1 assigned 8/31: Deadline for X grades |
| 4 | 9/6 – 9/10 | Chapter 3 Program Design and Coding (Enable, Visible, Close) 9/6: Labor Day (No Classes) |
| 5 | 9/13 – 9/17 | Chapter 3 Project 1 due |
| 6 | 9/20 – 9/24 | Chapter 4 Variables and Arithmetic Operations (Data types, Variables, Mathematical Operators, Order of Operation) Project 2 assigned |
| 7 | 9/27 – 10/1 | Chapter 4 |
| 8 | 10/4 – 10/8 | Project 2 due Midterm Exam Chapter 5 Mobile Applications Using Decision Structures (Relational operators, Logical operators, Conditional statements) |
| 9 | 10/11 – 10/15 | Chapter 5 10/15 - 18: Midterm Break (No classes) |
| 10 | 10/18 – 10/22 | Chapter 5 Project 3 assigned 10/18: Interim grades due |
| 11 | 10/25 – 10/29 | Chapter 6 Loop Structures (Do, Do Until, Nested loop) 10/29: Deadline for withdrawing from class(es); Deadline for removing I grades |
| 12 | 11/1 – 11/5 | Chapter 6 Project 3 due |
| 13 | 11/8 – 11/12 | Chapter 8 Using Procedures and Exceptional Handling Project 4 assign 11/11: Veteran's Day (No classes) |
| 14 | 11/15 – 11/19 | Chapter 8 11/17: Deadline for withdrawing from the university |
| 15 | 11/22 – 11/26 | Chapter 7 Creating Web Applications 11/25 - 26: Thanksgiving Holiday (No classes) |
| 16 | 11/29 – 12/3 | Review; Project 4 due 11/29 - 12/3: graduating senior finals 12/3: Last day of classes |
| 17 | 12/6 – 12/10 | Cumulative Final Exam 12/11: Commencement; 12/13: Final grade due |

Note: This schedule is subject to change for the optimum benefit of the class as a whole. Therefore, it is important to stay alert and attend class regularly.

X. Course Requirement

Students are expected to enter the classroom on time until the class ends. Late arrivals and early departures will be noted in the record book. Three late arrivals make an absence. Talking in class between students is strictly unacceptable. Students are encouraged to ask questions of the lecture in class.

Each student must independently complete all homework and programming projects. However, you may discuss the assignments (in general) with each other. Twenty percent (20%) of the total points will be deducted from each school day the programming project is overdue.

XI. Teaching Strategies

Lectures and labs.