

Pellissippi State Community College
Master Syllabus

C# PROGRAMMING
CSIT 2630

Class Hours: 3.0
Laboratory Hours: 3.0
Credit Hours: 4.0
Revised: July 16, 2009

Instructor:
Office:
Phone:
E-Mail:

Catalog Course Description:

A study of object oriented programming through the use and practical application of the C# language. Topics include classes, objects, methods, GUI programming, graphics, databases, XML, Web pages and Internet.

Entry Level Standards:

The entering student must be familiar with one programming language. A working knowledge of logic design and problem solving is also essential.

Prerequisites: One programming language.

Textbook and Other Reference Materials:

Course Textbooks:

Programming in Visual C# 2008, Julia Bradley, Anita C. Millspaugh, McGraw-Hill

I. WEEK / UNIT / TOPIC BASIS:

<u>Week</u>	<u>Topic</u>
1	Introduction to Object Oriented Programming and C# .NET
2	C# User Interface Design
3	C# Variables and Constants, Exception Handling, Message Box
4	Decision and Conditions, Input Validation
5	Menus, Common Dialog Boxes and Methods
6	Multiform Projects
7	List Boxes and Combo Boxes, Printing Reports
8	Arrays
9	Programming with Web Forms
10	Accessing Database Files
11	Data Files and Project Files
12	Object Orient Programming
13	Graphics, Animation, Sound and Drag-and-Drop
14	Additional Topics, Student Presentations
15	Final Exam Period

II. COURSE OBJECTIVES:

- A. Demonstrate an understanding of computer program design principles and techniques. I, III, V, VII, XI
- B. Demonstrate knowledge of the concepts, methods, and differences associated with Object-Oriented Programming. I, III, IX
- C. Show a working knowledge of the C# language by designing, coding, and implementing attractive and efficient C# programs. I, II, IV, V, VI, IX
- D. Apply C# language tools and skills to real world applications and develop window images and controls. VI, X, VI, XII, VIII
- E. Demonstrate effective group participation in the design and implementation of computer programs. I, II, III, IV, V, VI, X, XI

III. INSTRUCTIONAL PROCESSES: Students will

- 1. Use C# tools to create a well-documented application based on client input or industry research. *Technological Literacy Outcome, Transitional Strategies, Active Learning Strategies*
- 2. Participate in a software development team. *Communication Outcome, Transitional Strategies, Active Learning Strategies*
- 3. Practice elements of the work ethic such as punctuality, professionalism, dependability, cooperation, and contribution. *Social/Behavioral Sciences Outcome*
- 4. Use professionally accepted methods and materials in completion of applications. *Technological Literacy, Transitional Strategies, Active Learning Strategies*

IV. EXPECTATIONS FOR STUDENT PERFORMANCE: The student should be able to

- 1. Effectively use terminology associated with the computer system and computer language compilers. A, C, D
- 2. Understand computer program design and the C# language development environment. A, B, C
- 3. Explain the processes used to produce executable programs from C# code. A, B, C, D, E
- 4. Demonstrate knowledge of Object-Oriented design and implementation principles. A, B, C, D, E
- 5. Effectively apply good work ethics, teamwork, professionalism, and quality standards. A, B, C, D, E
- 6. Demonstrate the ability to work effectively both individually and as part of a group to produce programs that produce correct results as well as being attractive, readable, and modifiable. A, B, C, D, E

V. EVALUATION:

A. **Testing Procedures:**

A minimum of three major tests is recommended. Tests will cover material presented in class. Tests are not to be missed without a valid excuse.

B. Laboratory Expectations:

Several lab assignments will be given and must be completed and handed in at the designated date and time.

C. Field Work: N/A.

D. Other Evaluation Methods:

Students will work on a final project as a team. The team will design and code a program, and will present their findings to the class. The subject of the project must be approved by the instructor. Individual work is strongly discouraged.

E. Grading Scale:

93 – 100	A
88 – 92	B+
83 – 87	B
78 – 82	C+
73 – 77	C
65 – 72	D
Below 65	F

VI. POLICIES:

A. Attendance Policy: Pellissippi State Community College expects students to attend all scheduled instructional activities. As a minimum, students in all courses must be present for at least 75 percent of their scheduled class and laboratory meetings in order to receive credit for the course. (*Pellissippi State Online Catalog*)

B. Academic Dishonesty: Plagiarism, cheating and other forms of academic dishonesty are prohibited. A student guilty of academic misconduct, either directly or indirectly through participation or assistance, is immediately responsible to the instructor of the class. In addition to other possible disciplinary sanctions that may be imposed through the regular Pellissippi State procedures as a result of academic misconduct, the instructor has the authority to assign an F or a zero for the exercise or examination or to assign an F in the course. (*Pellissippi State Online Catalog*)

C. Computer Usage Guidelines: College-owned or –operated computing resources are provided for use by students of Pellissippi State. All students are responsible for the usage of Pellissippi State's computing resources in an effective, efficient, ethical and lawful manner. (*Pellissippi State Online Catalog*)

D. Accommodation for Disabilities: Students who need accommodations because of a disability, have emergency medical information to share, or need special arrangements in case the building must be evacuated should inform the instructor immediately, privately after class or in her or his office. Students must present a current accommodation plan from a staff member in Services for Students with Disabilities (SSWD) in order to receive accommodations in this course. Services for Students with Disabilities may be contacted by going to Goins134 or 126 or by phone: 694-6751 (Voice/TTY) or 539-7153. More information is available at www.pstcc.edu/departments/swd/.

E. Other: Students are expected to promptly attend all lecture and lab classes as assigned. If a class is missed, student must make up all work and get notes and/or handouts.