Dallas County Community College District - Brookhaven College

ITSE 1432 -23401 / 93400

Spring 2016

Course Syllabus

INSTRUCTOR: Mark Bench Email: mjb2410@dcccd.edu (best way to contact)

Office: Brookhaven K103 by appointment only

Supervisor: Professor Mary Milligan mmilligan@dcccd.edu

COURSE DESCRIPTION:

This is an introductory level course in computer programming using Visual Basic.NET (VB.NET) including data types, control structures, functions, syntax and semantics of the language, classes, class relationships, and exception handling (4 credit hours).

You are enrolled in either:

BCIS – 1431 Programming in Visual BASIC -- This is a Texas Common Course Number.

Prerequisite: BCIS 1405 or COSC 1401 or demonstrated competence approved by the instructor.

Course Description: Introduction to business programming techniques using Visual BASIC with an emphasis on the fundamentals of design, development, testing, implementation, and documentation. This course will fulfill degree requirements established by the colleges of DCCCD only if this course has been successfully completed and the date of completion does not exceed 10 years. (3 Lec., 3 Lab.)

Coordinating Board Academic Approval Number 1102025204

OR

ITSE – 1432 Programming in Visual BASIC -- This is a Texas Common Course Number.

Prerequisite: BCIS 1405 or COSC 1401 or demonstrated competence approved by the instructor.

Course Description: Introduction to business programming techniques using Visual BASIC with an emphasis on the fundamentals of design, development, testing, implementation, and documentation. This course will fulfill degree requirements established by the colleges of DCCCD only if this course has been successfully completed and the date of completion does not exceed 10 years. (3 Lec., 3 Lab.)

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LEARNING OBJECTIVES: Upon successful completion of this course, the student will be able to:

- Explain the basic concepts and vocabulary of the Visual Basic event driven interactive programming environment
- Identify the purpose, functions and distinguishing characteristics of program design and development
- Identify the major components of the Visual Basic programming environment
• Demonstrate proper structured programming techniques by creating and executing a Visual BASIC programs in a Windows environment

• Demonstrate use of sequential, selection and repetition statements

• Understand basic controls for use with a database

TEACHING & LEARNING METHODS: This is an Internet based course and students collaborate with the Instructor and other students through the on-line forums and discussions. The lab programming assignment must be done on an individual basis. Tests will include both creation of computerized solutions as well as short answer questions to verify the student's understanding of the course materials.

COURSE PREREQUISITES: See above.

COURSE MATERIALS: Students should purchase the book to match the software they are planning on using. The materials and projects are the same, the diagrams for the Visual Studio software are different for each version of the software.


Required Software: The course will use the Visual Basic 2012 software, either the Express version or as a part of Visual Studio 2012. A free download of Visual Basic Express is available from Microsoft.com. Brookhaven Labs in the lower level of the K building contain the Visual Studio software and are available to students when no classes are in session. Students may also request a free download of the full version of Visual Studio 2012 from the BHC Dreamspark server by emailing the instructor during the first week of class after getting your id set up (email instructor for this setup)

Refer to “Unit 0 - Set up” in the eCampus shell for further details on downloading and installing the required software if you wish to have access to the software on your home computer.

Grading System

NOTE the instructor reserves the right to modify the requirements during the semester as desire.

<table>
<thead>
<tr>
<th>Topic</th>
<th>How Many Each is Worth</th>
<th>Total Points</th>
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<tbody>
<tr>
<td>Orientation</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>Exams</td>
<td>2</td>
<td>100</td>
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<tr>
<td>Projects</td>
<td>15</td>
<td>200</td>
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<tr>
<td>15 20-50 515 Quizzes</td>
<td>9</td>
<td>20</td>
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<tr>
<td>920 180 Discussion Forums</td>
<td>4</td>
<td>25</td>
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<tr>
<td>or other work</td>
<td>4</td>
<td>100</td>
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<td>Total</td>
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Student Expectations:

• Attendance: Login to the weekly class regularly to understand the concepts and receive the assignments

• Readings: At a minimum, you should read each chapter before attempting the assignments. The book works through the examples to help you to understand the main points of that chapter in the textbook.
Learning Modules:

Quizzes: These are small chapter reviews to verify you understand the topics. These will be short answer, multiple choice, true/false terminology and critical thinking type of questions.

Exams: Unit Tests will be given in order to validate your comprehension of the material provided. The exams will be “complete the code” type of projects, the first one will be during a class period, the second exam will be during the last week and be due by the end of the semester.

Discussion Forums: These provide you an opportunity to perform some critical thinking about relevant issues that are part of this course. They are presented for everyone to comment on and participate in and they will require you to respond to your classmates comments. There are to be done on an individual basis.

Projects:

- All project assignments are submitted using e-campus. Problems with submitting work will not cause a loss of points for the assignments in Units 1 and 2. This will give everyone a chance to understand the process and get some practice in submitting their homework projects.

- Details for how each of the Projects will be graded are provided with the project specifications.

- Projects can only be submitted once for grading, if they are unacceptable to the instructor, students will be required to resubmit for a max of 80% of the original point value.

- Projects that compile and execute will be graded, projects that do not compile will receive a grade of 1 and you will be expected to resubmit it.

- Projects that are late will be graded. Items that are more than 2 days late will not be eligible for an A grade, the maximum will be 89% or a B. Items that are more than a week late will not be eligible for an A or B grade, the maximum will be 79%.

- The last two projects may be submitted for partial credit, but they must compile. Non-working code should be commented out, but will be reviewed and graded based on the code attempted.

- This is not a self-paced class. Your work will have due dates and late points for work not turned in by the due date. If you have work or other issues that do not allow you to complete the work on time, please let me know and we can work something out.

- All programs are expected to execute correctly when submitted for grading.

- Following the directions completely is the major factor in determining the grade to be assigned. Based on the total points out of 1000 you earn, grades will be assigned as follows: Percentage Points Earned Grade Earned 90% + Over 900 A 80% - 90% 800-899 B 70%-80% 700-799 C 60% -70% 600 -699 D 0 - 60% 0 - 599 F

General Course Policies:

1. This is not a self-paced class. Your work in this course should follow the Course Schedule, which includes due dates for assignments. Late assignments may be assessed a penalty. Please contact your instructor in case of illness or an absence which will prevent you from participating in the
course for an extended period of time. Please email the instructor for schedule adjustment requests.

2. You are always welcome to ask questions of your instructor, and are encouraged to do so. You may also hold discussions with other students as well but you are expected to complete your assignments alone. This course is, after all, more about your learning programming than simply scoring a lot of points. You're only cheating yourself if you cheat. Cheating will be handled as a zero on the current assignment; repeated offenses may result in an F in the course and other disciplinary action as allowed in the DCCCD Student Code of Conduct and the DCCCD Rules for Responsible Computing (see details in the College Catalog).

3. You may not turn in an assignment more than one time for credit (i.e. don't correct mistakes and re-submit). You will generate a zipped folder containing your solution/project and attach it to the assignment in eCampus.

4. All tests have scheduled dates for completion. You may not repeat a test for a higher grade. All tests will be counted, none will be dropped.

5. Your instructor will make every attempt to follow the general guidelines listed below to insure that you receive timely feedback when communicating. In many cases you will actually get a response in less time. (Usually no response on Saturday/Sunday)
   a. Student questions sent via E-Mail - reply within 2 business days
   b. Grade returned within one week - early assignments are accepted.
   c. NO pre-grading will occur, I will review it if you have questions about the content or solution but your work will not be "graded" before you submit using eCampus.
   d. Unacceptable work will be redone for a maximum grade of C. Projects must execute properly to be graded. Only the last project of the semester will be graded for partial credit if not completed by the end of the semester.

6. Current grade standing will be provided back to students at least twice during the semester to allow the student to understand his/her grade.

Institutional Policies – check the DCCCD.edu website at a later date - standard in all syllabi

COLLEGE POLICIES

The policies governed by Brookhaven College can be found by entering the following website on the address line of your favorite browser

http://www.brookhavencollege.edu/about/vpi/pages/syllabusaddendum.aspx

This covers items such as (but not limited to) drop add policy, religious holidays, financial aid, repeating course, international student restrictions, ADA policy, academic integrity and grades.

STUDENT SERVICES

The available services provided by Student Life can be found by entering the following website on the address line of your favorite browser

http://www.brookhavencollege.edu/studentsvcs/Pages/default.aspx
Please refer to this page for information about a large number of student issues. ONLINE SOCIAL MEDIA The computer information technology department at Brookhaven College has a presence on LinkedIn, Instagram and Facebook. Search for us on Facebook by entering to see what is new with our area. (It should appear when you get to Computer)

Brookhaven College Computer Information Technology