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Fall 2007

CS 214: Visual Basic Programming

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CS 214 Visual Basic Programming

Fall 2007 - Lecture (81872) Section 1

Last Update Tuesday, August 07, 2007 at 3:00 p.m.

Monday and Wednesday 4:10 – 5:50 p.m., Oelman 320

Description: This course provides a general introduction to the fundamentals of object computer programming. Examples from and applications to a broad range of problems are given. No prior knowledge of programming is assumed. However, students should have a familiarity with programming concepts. The concepts covered will be applied in the Visual Basic programming language. 4 credit hours.

Instructor: Mr. Michael Ondrasek (Office RC 160 inside the student study area RC 158) email is michael.ondrasek@wright.edu. Office hours: 1 hour before lecture (other times by appointment).

Textbook: **Starting Out with Visual Basic 2005**, Third Edition, Tony Gaddis & Kip Irvine, Pearson/Addison Wesley, 2007, ISBN-13: 978-0-321-39399-6 and ISBN-10: 0-321-39399-6.

Textbook and Web Resources: There are two **text CDs**. One CD contains the Integrated Development Environment (IDE) used in this course. The IDE supplied is Microsoft Visual Basic 2005 Express Edition. However, a more robust IDE that can be used instead is Microsoft Visual Studio 2005. The second CD contains the source code and files required for the chapter tutorials. The both CDs should be loaded and installed on the computer that will be used while studying the text. The text companion website is <http://www.aw.com/gaddisvb>. On the student support web page there are self-assessment quizzes, power point slides, source code files, and answers to the odd-numbered review questions.

WebCT: <http://wisdom.wright.edu>: If you are new to WebCT, please read the opening web page instructions for students. WebCT allows you access to your grades as well as project assignments and submittals. We will post much of the course materials on WebCT.

Grading: Mid-term exam and quizzes: 20% (see calculation below); comprehensive final: 30%; programming assignments: 50%.

Mid-term and quizzes = $100 * (\text{YourMidTermScore} + \text{YourQuizPoints}) / (\text{MaxMidTermPoints} + 0.85 * \text{MaxQuizPoints})$

Final grade is based on the course average: **A:** 100-90, **B:** less than 90-80, **C:** less than 80-70, **D:** less than 70-60, **F:** less than 60-0 **unless you get less than 70% of the possible points on your programming project assignments in which case you fail the entire course regardless of your overall course average.**

Policy: There are no late/early/makeup exams or quizzes unless verifiable emergency and acceptable documentation in writing is provided to the Instructor. Although verbal or e-mail notification can be provided, written documentation is required. Quizzes may be unannounced and/or take-home. Also some quizzes may have zero point value (practice). No quiz scores will be dropped, but only a portion of the points will be counted as noted in the grade calculation. **All work must be your own; sharing of program code/take-home quiz solutions will result in a grade of "zero" for all those involved. Official university policy will be followed in cases of academic dishonesty.** Do not show others your programs and do not look at someone else's code. However, sharing ideas and general computer skills with others outside of class is encouraged.

Expectations of Students: We will take attendance, but attendance at lecture is not required although it is strongly encouraged and expected. The Instructor considers it essential to your success in this course that you attend all lectures and project sessions. Students are expected to study the text. **Even when you don't attend class, you are still responsible for material covered in lecture, the projects, and in your text readings.** If you miss a lecture, you may also miss a quiz. If you miss quiz because of an unexcused quiz you will receive a zero score. Students are expected to be on time for lecture and project sessions: lectures and projects start promptly. Early departure from lecture may be unavoidable, but it is expected that this would be quite unusual. The Instructor feels that it is important that you have your own copy of the correct textbook and edition indicated above. If you have a computer at home, it is important that you practice programming by completing all text tutorials. If you do not have a computer, it is expected that you will use the computers in Russ Center Room 152C (or other campus locations that support Visual Basic) to practice programming skills. Questions are encouraged in lecture; however, if there are no questions it is assumed that students understand the lecture, have read/understand the text and project materials. If you are having trouble with programs or text readings, it is expected that you will ask questions in class, come during office hours for help, or make an appointment to discuss your questions as needed. Corresponding with the Instructor by e-mail is a good way to get help with text readings or programming assignments. Finally, it is expected that students will follow the Instructor's recommendations concerning printing of slides and other course materials. In order to minimize handouts, you are expected to print your own copies before lecture whenever possible. The computers in Russ Center Room 152C provide all registered students with the ability to freely print their own copies. Please follow guidelines given in lecture on how to make the best use of the computing and printing resources.

Suggestions: Get an early start on each programming assignment. You are urged to budget your time wisely and expect to spend additional time outside of the formal lecture to complete your programming assignments. Get acquainted with the CD/online textbook materials (including the text Preface). You should print, review, and study online materials recommended by the Instructor. You should load the source code for the text examples to try them out. Whenever possible study your text in front of a computer and actively get involved in trying out the programming concepts on your own. You should try to do all text checkpoint, review questions, and exercises. This can be the most effective way to be successful in the course. If you are uncertain about how you should do this, please see the Instructor very early in the course. It would be a very good idea to get your own USB 2.0 compatible flash drive (also known as a "thumb drive" or "min-drive") for use in class and possibly at home. See the Instructor for recommendations and usage. **Always backup your programs!** Keep copies of your work in several different places. E-mail yourself a backup copy.

Programs: Programming project assignments will be issued in class, during the project sessions, or on WebCT. Each assignment will state the due date. Assignments usually will be one or possibly two weeks in duration. As noted above, you must earn at least **70%** of the possible points on project assignments in order to pass the course. Programming assignments are to be submitted on the due date. Late assignments are accepted at the discretion of the Instructor/Teaching Assistant, who will impose a late penalty.

Syllabus Changes: The Instructor will not make changes to this syllabus without notification and understanding of all the students in the class. New paper copies will be provided. Changes would be required for the following reasons: (1) to correct mistakes, (2) to improve student learning, (3) to clarify misunderstands, or (4) to correct serious inconsistencies in policies and/or content compared to other concurrent lecture sections sharing the same projects.

Schedule: See the table below. Topics and order of topics may vary. Exam dates are firm. The topics to be covered each week are listed, followed by the accompanying sections in the text. Not all sections listed are directly covered in detail in class. This schedule is subject to change.

Week	Topic	Readings*
1	Computer Systems: Hardware and Software, Programming Languages, The Programming Process, and The Visual Basic IDE	Chapter 1
2	Problem Solving	Chapter 2
3	Input and Output, Variables, Exceptions, Calculations, Formatting Numbers, Group Boxes, and Debugging Logical Errors	Chapter 3
4	Decision Structures (If...Then, If...Then...Else, If...Then...Elseif), Nested If, Logical Operators, String Operations, Select Case, Input Validation, and Class-Level Variables	Chapter 4
5	Input and List Boxes, Loops (Do While, Do Until, For...Next), Nested Loops, and Boxes (Multicolumn List, Checked List, and Combo), and Input Validation. Mid Term Exam: Wednesday October 3rd	Chapter 5
6	Procedures: Sub, Passing Arguments, Functions	Chapter 6
7	Multiple Forms, Standard Modules, and Menus	Chapter 7
8	Arrays and Array Processing, Multidimensional Arrays, GUI Design: The Enabled Property, Timer Control, Splash Screens, Anchoring and Docking Controls, and Random Numbers	Chapter 8
9	Classes and Objects, Collections, GUI Design: Scroll Bars and Track Bars, and Inheritance	Chapter 12
10	Files (OpenFileDialog, SaveFileDialog, FontDialog, and ColorDialog Controls), PrintDocument Control, and Structures	Chapter 9
Finals Week	Comprehensive Final Exam: Friday November 16th (5:45 – 7:45 pm)	

***Note: When a chapter is assigned you should do the embedded chapter tutorials. You should also study the chapter's Checkpoint questions, Key Terms, and the Review Questions and Exercises found at the end of each chapter.**