# Computer Science Technology Department

Houston Community College-Southwest College
713-718-5241
http://csci.hccs.edu

Houston Community College

**NOTE:** MENINGITIS IMMUNIZATION REQUIRED FOR SPRING REGISTRATION

Texas Senate Bill 1107 passed in May 2011, requires that new HCC students and former HCC students returning after an absence of at least one fall or spring semester who are under the age of 30 are required to present a physician-signed certificate showing they have been vaccinated against bacterial meningitis. Beginning with Spring registration, November 7, students will have to satisfy this requirement prior to enrollment. For more information and a list of exemptions, please go to http://www.hccs.edu/hccs/admissions-registration-center/new-student-general-admissions-steps/submit-meningitis-documentation

## ITSE 1430 Introduction to C# Programming
## Spring 2013
## Course Syllabus

| | |
|---|---|
| ***Instructor*** | **Jessica Ku**<br>**Tel: 713-718-6776**<br>**Office: Stafford Campus E106**<br>**Office Hours: Mon/Wed 12-2 PM**<br>**Email jessica.ku@hccs.edu**<br>**Website http://eagle.hccs.edu/faculty/ku_j/index.html** |
| ***Course Reference Number (CRN)*** | **36021** |
| ***Course Description*** | A study of C# syntax including data types, control structures, functions, and semantics of the language, classes, class relationships, and exception handling. |
| ***Course Prerequisite(s)*** | COSC 1436 and COSC 1437 or Department Approval |
| ***Course Semester Credit Hours (SCH) (Lecture, Lab) if applicable*** | 4 (2 Lecture, 4 Lab) ; **Web Enhanced:** 4 hours in class and 2 hours online |
| ***Course Location/Times*** | **CRN: 36021– Stafford Scarcella E105**<br>**Wednesday 6:00 PM – 10:00PM**<br><br>**Class Platform:** This is a Web Enhanced class and is offered both in classroom and electronically. Practices, exercises, assignments, projects, exams, online discussion, emails, team works, or lecture in eFormat may be conducted using Eagle Online, or other platforms. Every student who is registered for Web Enhanced class is granted an access to the class through Eagle Online. |

| | | | |
|---|---|---|---|
| ***Total Course Contact Hours*** | 96 | | |
| ***Instructional Materials*** | Visual C# 2010 How to Program, 4/E<br><br>ISBN-10: 0132151421<br>Authors: Deitel & Deitel<br>Publisher: Pearson | | |
| ***Instructional Methods*** | **Face to Face** | **Type of Instruction** | Lecture/Lab |
| ***Course Length (number of weeks)*** | | 16 Weeks | |

# Course Requirement, Policy, and Course Calendar

| | |
|---|---|
| ***Course Requirements and Expectations*** | **1.** The course requires that you do have an access to a C# development tool.<br>**2.** Our tool for C# is **Visual C# 2010 Express** (It is FREE download from Microsoft). All our **department computer labs** provide access to Visual Studio 2010 Professional edition (Visual C# is one of the development languages in Visual Studio 2010). When you are at lab, the first time you launch Visual Studio 2010, you will select Visual C# Development Settings. You can also select General Development Settings if you are using more than one programming languages.<br>**3.** Download Visual C# from the following site : Visual C# 2010 Express.<br>**4.** There are other C# development tools for different platform such as MonoDevelop for Windows, Linux and Mac users, etc. You can choose the one suitable for your platform.<br>**5.** You are expected to study course materials timely and successfully work on assignments and submit your work on due date. All assignments involve hands on programming, so that you acquire a working knowledge of the subjects and develop problem solving skills.<br>**6.** If you have any concern about the class, you are highly encouraged to bring the matter to the instructor attention immediately.<br>**7.** There are two exams including final, **NO MAKEUP TEST!!**<br>**8.** There are **7 lab assignments**. Each **lab assignment** has its own due date and if submitted after the due date the grade will be reduced to 25% of the grade earned on that lab. This penalty might be waived for the first couple of lab assignments in the course.<br>**9.** The **quizzes** are given for each class. They are to remind you to keep up with the material. If you miss a quiz you will receive a 0.<br>**10.** **The withdrawal deadline is Apr 1 at 4:30pm.** If a student decides to drop or withdraw from a class upon careful review of other options, the student can drop online prior to the withdrawal deadline. If you quit participating in the course ***after*** the Last Day for Administrative/Student Withdrawals (Apr 1, 4:30pm), you will |

| | |
|---|---|
| | receive an F. This will apply to all students. Incomplete grades are rarely given. **Some students think they will automatically be withdrawn if they quit participating. That is NOT always the case.** |
| ***Make-up Exam Policy*** | No makeup test |
| ***Other Required Materials*** | USB flash disk, USB hard drive, … |
| ***Academic Dishonesty*** | Academic dishonesty is not a substitute for a successful completion of this course in any manner. Your independent work is accepted and credited accordingly and you must not engage in an activity that will jeopardize this. |
| ***Instructor Grade Criteria*** | |

| Percentage | Grade |
|---|---|
| 90% to 100% | A |
| 80% to 89.99% | B |
| 70% to 79.99% | C |
| 60% to 69.99% | D |
| 0% to 59.99% | F or FX |

| Grade Determination | |
|---|---|
| Quizzes/Participation | 20% |
| Lab Assignments | 20% |
| Project | 20% |
| Mid-Term | 20% |
| Final Exam | 20% |
| **Total** | **100%** |

## Course Calendar

| Session | WK | Topics | Reading Assignments |
|---|---|---|---|
| Jan 16 | 1 | Course Overview, Orientation<br>Introduction to Computers, the Internet and Visual C# | Chapter 1 |
| Jan 23 | 2 | Overview of the Visual Studio 2010 IDE, .NET<br>First C# Program (Console Application) | Chapter 2 |
| Jan 30 | 3 | Introduction to C# Applications | Chapter 3 |
| Feb 6 | 4 | Introduction to Classes, Objects, Methods and strings | Chapter 4 |
| Feb 13 | 5 | Control Statements – Selections and Repetitions | Chapter 5 & 6 |
| Feb 20 | 6 | More Methods | Chapter 7 |
| Feb 27 | 7 | More Objects and Classes<br>Arrays | Chapter 10<br>Chapter 8 |
| Mar 6 | 8 | Arrays<br>Mid-Term Exam | Chapter 8<br>Chapter 1-8, 10 |
| | **Mar 11-17 Spring Break- no instructor interaction** | | |
| Mar 20 | 9 | Graphical User Interface with Windows Forms – Part 1 | Chapter 14 |
| Mar 27 | 10 | Graphical User Interface with Windows Forms – Part 1 | Chapter 14 |
| Apr 1 | **Last Day for Administrative/Student Withdrawals by 4:30pm** | | |
| Apr 3 | 11 | Database and ADO.NET, LINQ to SQL | |
| Apr 10 | 12 | OOP – Inheritance | Chapter 11 |

| | | | |
|---|---|---|---|
| Apr 17 | 13 | OOP – Polymorphism, Interfaces, and Operator Overloading | Chapter 12 |
| Apr 24 | 14 | Exception Handling | Chapter 13 |
| May 1 | 15 | Review for Final, Project Due | |
| May 8 | 16 | **Final Exam** | All covered chapters |
| | | **HOLIDAYS and Important Dates:**<br>**Jan 11 – Last Day for 100% Refund**<br>**Jan 14 – Classes Begin**<br>**Jan 21 – Martin Luther King, Jr. Observance**<br>**Jan 28 – Registration Ends**<br>**Feb 18 – Presidents Day Holiday**<br>**March 11-17 – Spring Break**<br>**March 29-31 – Spring Holiday**<br>**April 1 – LAST DAY FOR Administrative/Student WITHDRAWALS – 4:30pm**<br>**May 5 – Instruction Ends**<br>**May 6-12 – On Campus Classes Final Exams** | |

# Learning Objective, Students Learning Outcome, and Program Spec

**Note**: This section of the syllabus provides the general course learning objectives, the expected students learning outcome, the course scope in terms of the department program, and the instrument used to evaluate the course. If you have any question, contact the instructor or the department for answers.

***HCC Grading Scale***

| Grade | GPA Points |
|---|---|
| A = 100- 90 | 4 points per semester hour |
| B = 89 - 80: | 3 points per semester hour |
| C = 79 - 70: | 2 points per semester hour |
| D = 69 - 60: | 1 points per semester hour |
| F = 59 and below | 0 points per semester hour |
| FX= 59 and below due to Excessive Absence | 0 points per semester hour |
| IP (In Progress) | 0 points per semester hour |
| W(Withdrawn) | 0 points per semester hour |
| I (Incomplete) | 0 points per semester hour |
| AUD (Audit) | 0 points per semester hour |

IP (In Progress) is given only in certain developmental courses. The student must re-enroll to receive credit. COM (Completed) is given in non-credit and continuing education courses. To compute grade point average (GPA), divide the total grade points by the total number of

| | |
|---|---|
| | semester hours attempted. The grades "IP," "COM" and "I" do not affect GPA. |
| ***EGLS3 -- Evaluation for Greater Learning Student Survey System*** | At Houston Community College, professors believe that thoughtful student feedback is necessary to improve teaching and learning. During a designated time, you will be asked to answer a short online survey of research-based questions related to instruction. The anonymous results of the survey will be made available to your professors and division chairs for continual improvement of instruction. Look for the survey as part of the Houston Community College Student System online near the end of the term. |
| ***Course Student Learning Outcomes (SLO)*** | 1. Implement C# classes, objects, and class relationships<br>2. develop and write programs applying Object Oriented principles using C#<br>3. create member functions using C# syntax and exception handling |
| ***Learning Objectives*** | |
| ***Student Assignments*** | Refer to the Course Calendar |
| ***Student Assessment(s)*** | **1. Explain the purpose of computer programming language**<br>Assessment criteria under development<br>**2. Identify and explain programming development lifecycle including planning, analysis, design, development, and maintenance.**<br>Assessment criteria under development<br>**3. Analyze problems.**<br>Assessment criteria under development<br>**4. Design algorithms using pseudo code, flowcharts, and structured charts Explain and use programming language elements including syntax, data types, conditional statement, control structures, procedures, arrays, classes, and objects. Create a program based on specification.**<br>Assessment criteria under development<br>**5. Use Integrated Development Environment (IDE) for the editing, building, debugging, and testing of programs.**<br>Assessment criteria under development<br>**6. Apply proper documentation and formatting of source code.**<br>Assessment criteria under development |
| ***Program/Discipline Requirements*** | Instructors will use syllabus that will satisfy CurricuUNET requirements and improve on-going assessment of student-centered learning and teaching. |
| ***Academic Discipline/CTE Program Learning Outcomes*** | 1. Identify the fundamental principles of programming, including those of algorithm analysis, software design, operating systems, and database.<br>2. Design and write computer programs that are correct, simple, clear, efficient, well organized, and well documented<br>3. Know and be able to apply important data structures and algorithms.<br>4. Understand the hardware and software aspects of computer systems that support application software development<br>5. Develop software engineering proficiency |
| ***SCANS and/or Core Curriculum*** | SCANS<br>1. C1: Allocates Time<br>Students will learn to allocate time to perform each task (online course will emphasize this task more).<br>2. C5: Acquires and Evaluates Information<br>Student will be able to identify need for data, obtain it from existing sources or create |

| | |
|---|---|
| | them, and evaluate information.<br>3. C6: Organizes and Maintains Information<br>Students will learn to organize their assignments and manage to complete them with specific deadline.<br>4. C18: Selects Technology<br>Students will use flowcharts to understand the subject. Students will select appropriate compiler to run program.<br>5. C20: Maintains and Troubleshoots Technology<br>Student will be able to prevent, identify or solve problems in machines, computers, and other technologies.<br>6. F9: Problem Solving<br>Students will learn problem-solving methodology (pseudo code).<br>7. F10: Seeing Things in the Minds Eye<br>Student will be able to organize and process symbols, pictures, graphs, objects or other information.<br><br>Every semester, calendar based weekly learning material (reading, hands exercises for in-class, web enhanced, or online assignments, and scheduled quiz/test/exam) will be posted as part of the syllabus. |
| ***HCC Policy Statement*** | |
| ***Access Student Services Policies on their Web site*** | http://hccs.edu/student-rights |
| ***Distance Education and/or Continuing Education Policies*** | |
| ***Access DE Policies on their Web site*** | http://de.hccs.edu/de/de-student-handbook |
| ***Access CE Policies on their Web site for non-credit classes*** | http://hccs.edu/CE-student-guidelines |