Introduction to Programming Using Microsoft Visual Basic 2005

(18 weeks)

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Semester: Session 2 – Spring 2010
Lecture Times: Period 2 & 3
Room: Library Media Center
Office Hours: 7 am to 3 pm

COURSE DESCRIPTION

This course provides an introduction to Microsoft Visual Basic 2005. Topics include designing a Visual Basic user interface, creating a windows application, variables and arithmetic operations, mobile applications using decision structures, loop structures, Web applications with ASP 2.0 and string manipulation, Visual Studio tools for Office applications, arrays, function procedures and exception handling, incorporating databases with ADO.NET, creating classes, and cell phone applications and Web services.

TEXTBOOK AND SUPPLIES

Microsoft Visual Basic 2005 for Windows and Mobile Applications: Complete by Shelly Cashman, Vermaat Hoisington (ISBN: 0-619-25480-7)

GRADING

Course Grade	**Percentage of Grade**
Announced examinations	50
Quizzes	20
Laboratory and out-of-class assignments	30

A = 93 - 100
B = 85 - 92
C = 75 - 84
D = 70 -74

If you expect to receive an A for the course, then perform at that level. Be prepared, complete all assignments, make an A on all exams and quizzes.

COURSE POLICIES

Student Conduct In Class Policy

Any acts of classroom disruption that go beyond the normal rights of students to question and discuss with an instructor the educational process relative to subject content will not be tolerated, in accordance with the Academic Code of Conduct described in the Student Handbook.

Absentees

Because all programming work is completed in the classroom, your absence from class should be very limited. If you are sick, stay home; otherwise attend every day. Time after school is limited and can be difficult to schedule for make-up work.

Electronic Devices In Class Policy

Cellular phones, pagers, CD players, radios, and similar devices ***are prohibited*** in the classroom and laboratory facilities. If you have a cell phone, turn it off before coming into the classroom. Calculators and computers are prohibited during examinations and quizzes, unless specified.

Examination Policy

There are **announced** examinations for each chapter (projects) and **announced** quizzes for each chapter. No make-up exams will be allowed without prior arrangements being made. Make-up exams must be taken when scheduled.

Preparing for Examinations: Attend lecture and read the chapters. At least 90% of the questions are taken directly from the reading material. The Quick Reference Summary is also available at **Quia Web site**.

In Case You Are Late or Absent: It is your responsibility to get the course notes, handouts, and laboratory assignments should you miss class or be late. In nearly every case, lecture notes will be available on the Quia Web page.

Incomplete Policy

Students will not be given an incomplete grade in the course without sound reason and documented evidence as described in the Student Handbook. In any case, for a student to receive an incomplete, he or she must be passing and must have completed a significant portion of the course.

Cheating Policy

Students are expected to uphold the school's standard of conduct relating to academic honesty. Students assume full responsibility for the content and integrity of the academic work they submit. The guiding principle of academic integrity shall be that a student's submitted work, examinations, reports, and projects must be that of the student's own work. Students shall be guilty of violating the honor code if they:

1. Represent the work of others as their own.
2. Use or obtain unauthorized assistance in any academic work.
3. Give unauthorized assistance to other students.
4. Modify, without instructor approval, an examination, paper, record, or report for the purpose of obtaining additional credit.
5. Misrepresent the content of submitted work.

The penalty for violating the honor code is severe. Any student violating the honor code is subject to receiving a zero for that section of work and will be reported to the Office of Student Affairs Assistant Principal. If a student is unclear about whether a particular situation may constitute an honor code violation, the student should meet with the instructor to discuss the situation.

For this class, it is permissible to assist classmates in general discussions of computing techniques. General advice and interaction are encouraged. Each person, however, must develop his or her own solutions to the assigned projects, assignments, and tasks. In other words, students may not "work together" on graded assignments. Such collaboration constitutes cheating. A student may not use or copy (by any means) another's work (or portions of it) and represent it as his/her own. If you need help on an assignment feel free to contact Mr. McKinney. His email account is listed on the first page of this syllabus.

Disabilities Policy

In compliance with the Americans with Disabilities Act (ADA), all qualified students enrolled in this course are entitled to “reasonable accommodations.” Please notify the instructor during the first week of class of any accommodations needed for the course.

Laboratory Policy

Although the laboratory assignments comprise 30% of a grade, a student can receive a final grade no greater than a D (73) if more than five laboratory assignments are not handed in. Laboratory assignments receiving less than a 50% score are considered not turned in. Programs that do not work as intended by the assignment are considered not turned in.

LECTURE, LABORATORY, AND EXAMINATION SCHEDULE

The lecture, laboratory, and examination schedule is shown on the next page. **You are expected to read** each assigned project prior to the lecture. Lectures will be short, to the point, and will discuss the highlights of the Project for that week. Most of the class time will be spent working on your Laboratory assignments.

Weekly Laboratory assignments will be made and those assignments can only be handed immediately **BEFORE** lecture begins the following week. Laboratory assignments handed in after lecture begins the following week are considered late .

No assignments will be accepted more than three weeks late. Late assignments are penalized 20%, and assignments two weeks late are penalized 40%. Plan to spend approximately six to eight hours each week working on laboratory assignments.

Make sure your name, date, chapter number, and type of assignment number appear in the upper-left corner. If an exercise has multiple sheets, then staple them together. Do not staple different assignments together. Disorganized assignments (pages out of order, mislabeled, unreadable, etc.) will receive a grade of zero. If there are multiple sheets are to be handed in, then sequence them according to the order you were told to print them in the exercise.

TUTOR ASSISTANCE

On occasion the teacher will be available in classroom lab after school hours. Please make arrangements if you desire assistance.

EXTRA CREDIT

Extra Credit will not be needed if read the chapters in the textbook, utilize your class time enhancing your skills, listen during class lectures and complete all your assignments.

WEEKLY ASSIGNMENTS

Assignments can be found on line at the class web page. It will include due dates. Regularly check the web page to see that you are on track for completing your class work. Session 2 - Term 1 weekly assignments are displayed in a table on the next page of this syllabus. Each chapter concludes with a chapter test.

Week	Reading Assignment	Laboratory Assignment	Test Points
1	**Chapter 1** – ***Introduction to Visual Basic Programming 2005***	1. Read Pages 2 through 27 2. Complete Knowledge Check 1, Page 27 (20 questions.)	100
1 and 2	**Chapter 2 –** ***Program and Graphical User Interface Design***	1. Read Pages 30 through 99 2. Complete Knowledge Check 2, Page 97 3. Complete Debugging Exercises Page 97 4. Complete Learn it Online, Page 96 (Use Quia Web site) 5. Complete the Case Programming Assignments 1-6 Page 99-107	100 Quiz Grade
2 and 3	**Chapter 3 –** ***Program Design and Coding***	1. Read Pages 112 through 183 2. Complete Knowledge Check 3, Page 179 3. Complete Debugging Exercises, Page 180-181 4. Complete Learn it Online Page 179 (use Quia Web site) 5. Complete the Case Programming Assignments 1-6 Page 183-191.	100 Quiz Grade
3 and 4	**Chapter 4 –** ***Variables and Arithmetic Operations***	1. Read Pages 196 through 279 2. Complete Knowledge Check 4, Page 275-276 3. Complete Debugging Exercises, Page 276 4. Complete Learn it Online, Page 274 5. Complete Program Analysis, Page 277-278 6. Complete the Case Programming Assignments 1-6 Page 280-287	100 Quiz Grade
5 and 6	**Chapter 5 –** ***Mobile Applications Using Decision Structures***	1. Read Pages 292 through 370 2. Complete Knowledge Check 5, Page 264-265 3. Complete Debugging Exercises, Page 365-367 4. Complete Learn it Online, Page 364 5. Complete Program Analysis odd ones only, Page 367-369 6. Complete the Case Programming Assignments 1-6 Page 370-379	100 Quiz Grade
7 and 8	**Chapter 6 –** ***Loop Structures***	1. Read Pages 383 through 462 2. Complete Knowledge Check 6, Page 463-464 3. Complete Debugging Exercises Page 465-467 4. Complete Learn it Online, Page 463 5. Complete Program Analysis, page 467-469 6. Complete the Case Programming Assignment 1-6 Page 470-478	100 Quiz Grade
9	***Conclude work and*** **Final Exam**		100

Week	Reading Assignment	Laboratory Assignment	Test Points

10 and 11	**Chapter 7 – *Creating Web Applications***	1. Read Pages 482 through 545 2. Complete Knowledge Check, Page 547 3. Complete Debugging Exercises Page 549 4. Complete Learn it Online, Page 547 5. Complete Program Analysis, page 550 6. Complete the Case Programming Assignment 1-6 Page 551-560	100 Quiz Grade
12 and 13	**Chapter 8 – *Using Procedures and Exception Handling***	1. Read Pages 564 through 630 2. Complete Knowledge Check, Page 631 3. Complete Debugging Exercises Page 632 4. Complete Learn it Online, Page 631 5. Complete Program Analysis, page 634 6. Complete the Case Programming Assignment 1-6 Page 637-646	100 Quiz Grade
14	**Chapter 9 – *Using Arrays and File Handling***	1. Read Pages 650 through 711 2. Complete Knowledge Check, Page 712 3. Complete Debugging Exercises Page 713 4. Complete Learn it Online, Page 712 5. Complete Program Analysis, page 715 6. Complete the Case Programming Assignment 1-6 Page 718-726	100 Quiz Grade
15	**Chapter 10 – *Incorporating Databases with ADO.NET 2.0***	1. Read Pages 730 through 779 2. Complete Knowledge Check, Page 780 3. Complete Debugging Exercises Page 782 4. Complete Learn it Online, Page 780 5. Complete Program Analysis, page 782 6. Complete the Case Programming Assignment 1-6 Page 784-792	100 Quiz Grade
16	**Chapter 11 – *Multiple Classes and Inheritance***	1. Read Pages 796 through 854 2. Complete Knowledge Check, Page 855 3. Complete Debugging Exercises Page 856 4. Complete Learn it Online, Page 855 5. Complete Program Analysis, page 857 6. Complete the Case Programming Assignment 1-6 Page 862-872	100 Quiz Grade
17 18	**Chapter 12 – *Cell Phone Applications and Web Services*** **Complete Chapter 12 Final Exam**	1. Read Pages 876 through 937 2. Complete Knowledge Check, Page 938 3. Complete Debugging Exercises Page 939 4. Complete Learn it Online, Page 938 5. Complete Program Analysis, page 939 6. Complete the Case Programming Assignment 1-6 Page 940-948	100 Quiz Grade