## Roberta Principe - Fall 2019

## Course Number: CSCI 1205

## Textbook: Gaddis, Tony, “Starting out with Visual C# ”- Pearson - 4th edition.

About the Course: This course takes a hands-on approach to programming in C#.

Prerequisite: Placement in Math 1107 Pre-calculus.

Credit: 3 - Class meeting time: 200 minutes each week - Mon, Thurs 12:30PM - 02:10PM, Dreyfuss Building, Room 207

## Contact Information: E-mail: rprincipe@fdu.edu

## Office Hours: After class or by appointment- or email to setup a time.

## Course Requirements:

Homework and programming assignments will be assigned regularly. Programming problems will require you to spend time in the computer laboratory or you will need to download a copy of MS VisualStudio on your computer.

*Note: A minimum of two hours of outside preparation for each hour of class is a safe time allocation for successfully completing the course.*

Final grades will be determined from cumulative points each student receives during the semester. Students are encouraged to carefully check the output from their programs before submitting them for grading. You must have a webmail account and remember your password at all times.

## Attendance Policy:

Your attendance and participation is the single greatest predictor of your success. Student attendance at EVERY class is important and expected. Please see me regarding absences or class conflicts.

The Class: Method Of Presentation - Lectures will be interactive and will require active class participation. Considerable time will be spent on hands-on programming. Assignments will be posted on webcampus ( webcampus.fdu.edu).

## Supplies

You’ll need to bring a USB flash drive to every class. Keep **two** flash drives for this class (use one as backup).

## Grading:

* Test 1 12.5% (on or around Sept 25th)
* Test 2 12.5% (on or around Nov. 6th)
* Quizzes 10% TBD~ 4-6 quizzes
* Final Exam 25% Per FDU calendar
* Assignments/Lab projects 30% (many programs-2 to 3 each week)
* Homework/class participation 10%

***Tests and Quizzes: Missed tests and quizzes will be marked "0", unless specific arrangements are made in advance with me, or in case of emergency immediately following the test date.***

## Programming Assignments/Lab:

You are required to maintain an organized folder on your flash drive that will contain-

* Up-to-date lab assignments
* Table of Contents in Word

Your **lab grade will account for 30% of the course grade.** Grading penalties will be assessed for late assignment/project submissions. For every 24 hours the assignments is late 10% of the points will be deducted. After 3 days, no assignment will be accepted. Please keep a record of your submission to webcampus (take a screenshot or save the submission confirmation).

Academic Integrity Policy (Please review from Student Handbook) <http://view.fdu.edu/default.aspx?id=4256>, page 23

## Cell Phone Use:

The Department of Math, Computer Science & Physics policy regarding cell phone use is as follows: Cell phones should be turned off during class time and during exams/quizzes.

## Notes:

*\* This class meets for 200 minutes each week. You should plan to spend several hours every week, throughout the semester to practice programming techniques and to keep up with the assignments. The computer labs are open late evenings and on weekends.*

*\* All students, regardless of their sexuality and gender identity, are welcome at FDU and in this class. Campus resources for the LGBTQ+ community include the student LGBTQ+ organization on campus, Accepting and Understand the Rights of All (AURA, fduaura@gmail.com); AURA's faculty advisor, Prof. John Schiemann (jws@fdu.edu); and the FDU Safe Space Program, run by Conor Leary, Campus Life (clearly2@fdu.edu).*

## STUDENTS WITH DISABILITIES:

Any student with documented medical, psychological or learning disabilities, who feels he/she may need in-class academic adjustments, reasonable modifications, and/or auxiliary aids and services while taking this course, should first contact the Disability Support Services (DSS) to discuss his/her specific needs.

At the Florham Campus you may contact the Director of Disability Support Services at 973-443-8079. Once the academic adjustments, modifications, or auxiliary aids and services are approved by DSS, make an appointment to see the professor.

## Course Objectives:

Students will-

* demonstrate an understanding of basic programming concepts using c#
* build simple applications with event-driven programming
* evaluate the various data types and operations used for data processing
* demonstrate a clear understanding of creating source code/ compiling programs using Visual C#
* independently develop programs to solve simple problems

## Topics to be covered:

Introduction to computers, the art of programming and computing concepts

1) Introduction to

1. Event-Driven Programming, GUI
2. Computing with C#: the Visual Studio environment
3. Elements of a program and semantics
4. Application Creation
5. Creating a Windows Application
6. Adding various Controls/options

2) Data processing for problem solving

* Variables used in programming
* Types of variables and storage requirements
* Rules for Operators and Expressions

3) Selection/ Decision making

* Logical operators, Boolean variables
* if and if-else statements
* nested ifs and switch statements

4) Repetition, using files, random numbers

* While
* For
* Do… while
* Reading data and outputting results to a file

5) Structure of a code and Methods/functions

* Passing arguments
* Returning value

6) Reference Types

* Arrays- one dimension and two dimension arrays
* Strings

7) Using Database with C#

* database management
* creating an application to access a database