

INTRODUCTION TO C# SYLLABUS

BASIC INFORMATION

Course title: Introduction to Programming with C#

Instructor's name: Aaron Garner

Office location: Online

Office hours: 1pm – 9pm EST

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BULLETIN DESCRIPTION

In this Introduction to Programming with C# course, we are going to go from complete beginners to writing fully functional applications in no time.

COURSE OBJECTIVES

AN INTRODUCTION TO PROGRAMMING WITH C#: IN THE INTRODUCTION TO PROGRAMMING WE WILL GO OVER WHAT C# AND THE .NET FRAMEWORK IS, AND HOW AND WHERE TO WRITE THE CODE IN C#. WE WILL START BY LEARNING DATA TYPES AND HOW WE COULD USE THEM, THEN GO OVER HOW WE CAN START BY ADDING THESE DATA TYPES TO OUR CODE AND MAKE A SIMPLE APPLICATION USING THEM.

INTERMEDIATE PROGRAMMING WITH C#: IN THE INTERMEDIATE C# COURSE, WE WILL BE LEARNING A VARIETY OF THINGS TO GET US CLOSER TO BECOME A PROGRAMMER IN THE .NET FRAMEWORK CREATED BY MICROSOFT, USING C#. WE WILL BE LEARNING HOW TO USE VISUAL STUDIO TO THE BEST OF OUR ABILITY, LEARNING BASIC DATA TYPES TO USE IN OUR APPLICATIONS, AND LEARNING THE BASIC SYNTAX STRUCTURE OF C#.

ADVANCED PROGRAMMING WITH C#: IN THE ADVANCED TO C# COURSE, WE WILL BE GOING OVER MIGRATING FROM CONSOLE APPLICATIONS TO MAKING FULL GUI APPLICATIONS USING WPF, WRITING OUR CODE IN C# AND WRITING OUR STYLES IN XAML. WE WILL GO OVER HOW TO MAKE PROPERTY CHANGED EVENTS SO OUR DATA ON OUR APPLICATION WILL AUTO UPDATE WHEN THE VALUES ARE CHANGED. THEN WE WILL IMPLEMENT LOCAL DATABASES FOR DATA STORING TO BE USED IN OUR FINAL PROJECT.

REQUIRED STUDENT RESOURCES

Windows 10/8: [Visual studio 2020 Community edition](#)

Download the Visual studio community edition from the far-left option.

Mac OS and Linux: [Visual Studio Code - Code Editing](#)

Click the dropdown box and select the operating system that matches what you are currently on.

COURSE SCHEDULE/OUTLINE/CALENDAR OF EVENTS

Week	Topic	Reading /Assignment
1 - 2	Introductions: What is C# and how can we use it	
3	Setting up Visual Studio(code) and learning how to use it	
4-5	Object Orientated Programming	
5	EXAM #1	
6	Making decisions on what to use, when to use, and why to use.	
7	Working with Arrays and Iterations	
8-9	Creating and using classes, structures, interfaces, and objects	
10-11	Static classes, fields, properties and working with parameters	
12	Working with Files and Directory I/O	
13-14	Take everything we know and use it in a Windows Forms Application	

EVALUATION PROCEDURES AND GRADING CRITERIA

This grading scale below is a rough estimate, what I want everyone to be doing is trying to put effort in, if you get stuck on an assignment or even a test/exam, do not be afraid to ask me questions. Even if the class is in session, I want you to learn so you can contact me via email or google classroom and I will be more than happy to assist you.

Evaluation procedures and criteria includes the grading scale used for the course. If points are earned, be sure the total number of points is correct, and all points are accounted for in the grading scale. If using percentages indicate percentage of what. *See examples below:*

Ex. Assignment "A": 50 points
Assignment "B": 50 points
Mid-Term Exam: 100 points
Final Exam: 100 points
Total Points: 300 points

Ex. A = > 260 points
B = 220 to < 260 points
C = 180 to < 120 points
D = 140 to < 180 points
F = < 140 points

Ex. Assignment "A": 20% of final grade
Assignment "B": 20% of final grade
Mid-Term Exam: 20% of final grade
Final Exam: 40% of final grade

Ex. A = 100 to > 90%
B = 80 to < 90%
C = 70 to < 80%
D = 60 to < 70%
F = 60 to < 50%

ATTENDANCE STATEMENT

Attendance is key, not only is signing up for class make it a necessity, but also because if you are really wanting to learn programming you must work hard, you must put the effort in, you must be on-time and responsible.