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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About Me
Hello my name is Aaron Garner; I grew up in a small local town working on computers from as long as I can remember. I started out putting pieces of the hardware together to make a fully working computer, after that my passion for computers was created. I began working in software engineering 9 years ago and then shortly found a competition at my school for programming. That competition is really what had my interest peaked for software programming. I never knew it was that big of a deal in the real world. Because of that my passion for C# has stayed strong and I will always continue to write my software in this Microsoft curated language C#.

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	

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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	

Rules and Expectations

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.

Classroom Procedures:
Students are to stay muted at all times except if they have a question or when asked to be unmuted. The student may temporarily unmute himself to ask his/her question. Alternatively, if the student would not like to speak in front of the class, then the student may ask his/her question in the Google Meets chat. We encourage students to ask questions and regularly participate in class. Also, we would like students to be respectful to their classmates and teachers.

Students, please do not:
- Eat or drink with your microphone turned on
- Be disrespectful to teachers or other students
- Put inappropriate pictures on your webcam
- Send inappropriate messages in the class chat

Please do:
- Ask questions
- Be attentive
- Be engaged and active throughout the class
- Make sure to have your camera on throughout the class
- Do assignments thoroughly
- Submit assignments before the deadline
- HAVE FUN!

Google Classroom Layout:
Each lesson's recording will be found on google classroom along with the class's slides and notes. Homework assignments will be assigned and submitted via google classroom as well. Students can ask questions through the messaging system in google classroom or via email.

Homework procedures:
Students will be given homework in google classroom via google docs, which will consist of inserting screenshots or short-answer/multiple-choice questions, or google forms. The google forms will mainly be used for knowledge checks, while the google docs will be used for general homework assignments. Each assignment is due 24 hours before the next class to give ample time for teachers to grade students' assignments. Students should send a message or an email if they are unable to turn in their homework by then with a valid explanation of why they will not be able to turn in their homework by the deadline, and the teachers will come up with a possible solution. This also applies to missing a class.