

UNIVERSITY
TECHNOLOGY,
MAURITIUS

SCHOOL OF INNOVATIVE TECHNOLOGIES AND ENGINEERING

Module Information Pack

BSc (Hons) Computer Science with Network Security
BCNS19ABFT
BSc (Hons) Business Information Systems
BIS18BFT

Module Name: Visual Programming

Module Code: PROG2106C

Academic Year 2020 – Semester 1

Programme Director: Dr (Mrs) S. ARMOOGUM/ Mr A. TULSI

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Academic Tutoring: Take appointment by mail

Note: Kindly make requests for appointments by mail

Lecture Day and Time: Fridays 12.30. 16.30 (Lab G 1.2)

Credits & Level: 4 credits, Level 2

Pre-requisites (If applicable): Programming Essentials

Co-requisites (If applicable): OOP Basics desirable

Method of Delivery

& frequency of Class: 15 weeks; 15 x 4 hrs sessions including lectures, labs and Tutorial

Method and Criteria

of Assessment:

Class test	25%	
Group Assignment	25%	
I.e. Total Coursework	50%	
+		
Written Examinations 50% - 3 hrs		
	400.0/	
Total assessment	100 %	

Summary of Module Content:

- a. Introduction to the visual programming paradigm
- b. Survey of visual programming tools
- c. Prototyping and software development
- d. Workshops in Visual Basic and Visual Interdev
- e. HCI issues
- f. Quality attributes of visual programming products
- g. Professional programming conventions and protocols

Module Aims:

The aim of this module is mainly to allow the students programming minds to visualize a process in which the program controls the sequence of steps that occur at run time, and the input data play a relatively passive role in regulating how those steps are carried out. Moreover, in designing such a program, the student visualizes a process that will always terminate once its steps are completed. VB.NET programs makes the student understand that they do not predict the control sequence that will occur but they are written to run reasonably to any particular sequence of events that may occur once execution begins. Finally the student will make use of Human Computer Interaction (HCI) in visual programming which concerns with the design, evaluation and implementation of interactive computing systems for human use and with the study of major phenomena surrounding them.

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Learning Objectives and Outcomes:

- a. Introduction to Visual Programming Language and Environment
- b. The Visual Basic.NET Language Fundamentals. Statements, functions, operators, the IF statement and CASE, Looping and Counting
- c. The controls from toolbox and advanced controls
- d. Using Sub Procedures and Modules, using the Menu Editor, Basic 2D Animation
- e. Error-Handling, Debugging
- f. Files and Arrays
- g Databases concepts
- h. Database Application with ADO.NET
- i. Database Queries with SQL and Database management
- j. Database Reports Development
- k. The HCI principles
- I. Norman Design Principles and The Screen Design Process

Lecture Schedule

Week#	Lecture details	Practical details (If Any)
1	Basic of VB.Net - The .Net framework,	Lab Work Working with
	Advantages over VB6, IDE, Solution Explorer,	some controls (labels,
	Code Editor, Creating simple solutions,	textbox and buttons)
	Walkthrough the Code Editor. Saving solution,	Assignment set
	simple VB.Net controls. Walkthrough a VB.Net	
	procedure. Variables and initializing, arithmetic	
	expressions	
2	Fundamentals of VB.Net programs Listbox,	Lab Work Calculations in
	Constants, shared methods, validation	VB.Net, the IF and Select
	(IsNumeric), Formatting function, conditional	Case and loops programs, the
	expressions (logical, relational, Boolean), the IF	math class and the min, max
	statement, nested IF, Select Case statement, the	round and sqrt methods.
	loops (For	
3	Working with sub procedures, functions and	Lab Work Working with
	modules input box and msgbox, pass by	sub procedures, functions
	value/reference, modules, scopes and lifetimes,	and modules.
	the With and the For Each	

4	Working with other windows controls	Lab Work Working with
	picture, combo box and list box (more), check	controls
	box and radio, group box, scrollbars, Timer,	Assessment 1
	chart, random functions	
5	Developing multi-form application and	Lab Work Working with
	enhancing the user interface adding new	menu
	forms, MDI, Main Menu, Dialog boxes, Splash	
	screen, Context menu (Shortcut menu), Toolbar,	
	Status bar, Adding panel to status bar, Tool tips	
6	Class Test	Assignment Follow up
		Assessment 2
7	Error trapping and handling, Working with	Lab Work handling errors
	dates and arrays structured exception	and exercises on arrays
	handling, testing and debugging, dates and arrays	
8	Working with files Creating sequential files,	Lab Work Exercises on
	adding items, retrieving items, structured	files manipulation
	exception handling in files.	
	Introducing HCI	

9	Introducing Database programming and	Lab Work Simple
	ADO.Net Hardware components of a multi-	application on DB
	user systems, software components of a multi-	connectivity
	user DB application, Introducing ADO.Net, Data	Assignment Follow up
	Adaptor and Dataset.	Assessment 3
10	Developing DB application using ADO.Net	Lab Work Some enhanced
	Define connection, SQL statement, The Server	DB applications
	Explorer, Creating the navigation commands	
	Norman Design Principles	
11	Developing DB application programmatically	Lab Work Database
	using connection strings and SQL statement	maintenance
12	Developing DB application programmatically	Lab Work Report exercises
	using Data grids	
13	Assignment Submission + presentation	Strict Deadline.
14	Assignment Presentation / Revision	
15	Revision	

READING LIST

RECOMMENDED TEXT:

- 1. An Introduction to VB.NET by David Schneider
- 2. The Essence of HCI by Christine Faulkner
- 3. Moving to VB.NET by Dan Appleman
- 4. Mastering VB.NET by Evangelos Petroutsos

OTHER READING TEXT/ ARTICLES/ WEBSITES:

- 1. www.msdn.microsoft.com
- 2. www.devexpress.com

UTM PAST EXAM PAPERS:

Past Exam Papers are downloadable on campus through the Intranet at the following address: http://www.utm.ac.mu/resource/Online Resourceslist.php