**Course Outline**

Class**: Computer Programming II**

Text**: Using Visual BASIC** by M. Sprague. Southwestern

Segment 1 (week 1-4): Ch. 6-8

Graphics (Twips, Pixels, Picture Box, and Image Box)

Saving and retrieving binary files

Coordinate systems( scalemode and pset)

Color, Lines, and Circles ( Boxes and Ellipses)

Menu control arrays w/ checked and enabled properties

Select Case

Code modules

Projects: Dictionary-Lab 1

Numbers-Lab 2

Palindrome – HW 1

Hangman

Mode – HW 2

Planet Demo – Lab 3

Cafeteria (Bar and Circle Graph)

Segment 2 (week 5-8): Ch. 9-10

File Handling

Sequential(text), Binary(bytes), and Random(records)

User-Defined Data Types

Open, Put, Get, Close, Kill and EOF

Error Handling

Arrays of Randomly Generated Letters and numbers

Sorting(Exchange, Bubble, and Comb)

Projects: Phonelist (Add, Save, Open, List All)-Lab 4

Employee-(Change and Delete)

Uniqueness – Cards HW 3

Sort( How fast?) – Lab 5

Segment 3 (week 9-12): Ch. 10 and 13

Searching (Linear and Binary)

Mid$( Breaking up of strings)

Multiple Document Interface

Advanced Graphics

Option Buttons, Check Boxes, and Frames

Projects:

TopTen – Lab 6 Scrabble (Tiles and Check Word)

BlackJack (Cards and pictures)

Encrypt – HW 4

Car Database(Mid,Output/Input – VIN#)