College of the Sequoias   
Computer 009 Hybrid – Advanced Application Software (3.0 units)   
Spring 2019--W 6:10-9:50pm



**INSTRUCTOR:** **Mr. Arnold**

**OFFICE:**713C

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**Email**: [arnold@cos.edu](mailto:arnold@cos.edu)

**Office Hours:** 12:30 – 1:00pm MW, 4:50 - 5:20pm M, 3:30 – 6:00pm W, by email or by appointment.

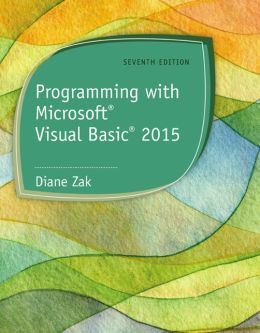
**Online Lecture/Question Time:** There will be a live lecture each week (except for certain weeks devoted to exams or projects) on Thursdays from 7:10pm to 9:00pm (starting in week 1) where the instructor will give the weekly lecture. If you attend the whole time you will earn 5 **EXTRA CREDIT** points per week. If you attend every week you have the potential to change your grade by about a whole letter in addition to the benefit of being their live and participating. If you cannot be there I plan to record each week so watch the recording after. A link to the online office where this will be held will be sent out in an announcement.

**Student Learning Outcomes:** Upon completion of this course, students should be able to do the following:

* Given program specifications, students will be able to solve a problem using a high-level programming language such as Visual Basic with 70% accuracy.
* Given an Object Oriented Program (OOP), students will be able to design and develop the transfer of data to an external data storage mechanism completely and accurately with 70% accuracy.
* Given program specifications, students will be able to create a program in Visual Basic using structures with 70% accuracy

**Course Description:** This course advances the Visual Basic .NET techniques learned in COMP 6 with the inclusion of file handling techniques, interconnectivity to an RDB (such as MS Access), and advanced software development using the management of visual objects on microcomputers. Emphasis of the course is on structure and style, using visual environments (windows and graphs), program planning, and logic structures.

**Required Textbook:**



**Programming with Microsoft® Visual Basic® 2015**

**Diane Zak**

**ISBN: 9781285860268**

**Software: Visual Studio Community**

Go to <https://www.visualstudio.com/downloads/> and choose the Visual Studio Community for a free downloadable version

**Methods of Evaluation:**

**1. Labs and Assignments:**

* Labs and assignments will be assigned in class and are to be complete by the following class after they are assigned.
* Grading will be based on completeness and accuracy.
* **Labs will be accepted late but will be subject to a 10% reduction each week they are late.**
* **Homework Assignments will NOT be accepted late.**

**2. Exams:**

* There will be 3 exams plus a final. Each exam will have a theory section and lab section.
* **EXAMS MAY NOT BE MADE UP FOR ANY REASON.**

**3. Projects:**

* There will be 5 projects, which will be worked on during the semester.
* Project topics will be assigned by the instructor.

**Attendance:**

* Attendance and promptness are imperative for success in this class, as in any computer programming class.
* **Although it is the responsibility of any student desiring to drop the course to turn in the necessary drop forms the instructor reserves the right to drop students who have missed 1 week of material or who do not come on the first day of class.**
* **Students should review the last date posted by the college that allows a student to drop with a refund and the last date posted by the college that allows a student to drop with a W.**

**Grading:** (Tentative Schedule)

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| ***Possible Points:***   |  |  |  | | --- | --- | --- | | Exams | 3@ 100 | 200 (Lowest Dropped) | | Labs | 6 @ 10 | 60 | | Homework | 6 @ 10 | 50 (Lowest Dropped) | | Projects | 5 @ 50 | 250 | | Final Exam | 1 @ 100 | 100 | | **Total Points** |  | **660** | |  |  |  | | ***Grading Scale:***  A (89.5%-100%)  B (79.5-89%)  C (69.5-79%)  D (59.5-69%)  F (0-59.4%)  **Note: Canvas doesn’t count missed assignments/labs/tests as part of your points possible. This can make the points possible inaccurate and lead you to make a miscalculation.** |

**Computer Time:   
This class requires outside computer time.** You are expected to work more than **12** hours per week outside of class and most of your time will be spent on the computer. You will need to display your computer use permit when working outside of class on a Business Division computer. Computers are available in:

***Room 712A (computer lab):***

Open all day during the week.

**Tutors:**

If you need help please come by my office hours and I will be happy to help you.

**Class Rules:**

* Bring something to take notes on, the textbook, and your USB to every class meeting.
* No food or drink is allowed in the classroom.
* Business Division computers cannot be used to run your own personal software or to access inappropriate Web sites.
* Cheating is a violation of the Code of Student Conduct and will not be tolerated. Cheating on an exam or assignment will result in receiving a zero for the entire exam or assignment and can lead to expulsion from the class or COS.
* Computers are to be off at all times during lecture unless the instructor asks you to turn them on. Students working on computers is disrupting to others during lectures.
* Cell phones MUST be put away during class. **If a student has a phone out during an exam, answers a call during an exam, or texts during an exam, the student shall receive the grade of an F on the exam.**

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| Computer 009 – Spring 2019 – Tentative Schedule | | | |
|  | **Week** | Lecture/In Class Activities/Labs using Visual Basic Programming | **Homework** |
|  | **1** | Onsite: Go Over Syllabus  Online: Review Chapter 9 | Go to <https://www.visualstudio.com/downloads/>  And choose the Visual Studio Community for a free downloadable version  Homework 1 |
|  | **2** | Onsite: Lab 1  Online: Lecture Chapter 10 | Homework 2 |
|  | **3** | Onsite: Lab 2  Online: Begin Group Project Chapter 10 | No Homework |
|  | **4** | Onsite: Complete Project Chapter 10  Online: Review for Chapter 10 Exam | No Homework |
|  | **5** | **Onsite: Exam Chapter 10(2 Parts: Theory and Lab)**  Online: Lecture Chapter 11 Part 1 | Homework 3 |
|  | **6** | Onsite: Lab 3  Online: Lecture Chapter 11 Part 2 | Homework 4 |
|  | **7** | Onsite: Lab 4  Online: Begin Group Project Chapter 11 | No Homework |
|  | **8** | Onsite: Complete Group Project Chapter 11  Online: Review for Chapter 11 Exam | No Homework |
|  | **9** | **Onsite: Exam Chapter 11(2 Parts: Theory and Lab)**  Online: Lecture Chapter 12 | Homework 5 |
|  | **10** | Onsite: Lab 5  Online: Group Project Chapter 12 | No Homework |
|  | **11** | Onsite: Field Trip (Voltage Multipliers)  Online: Lecture Chapter 13 & 14 | Homework 6 |
|  | **12** | Onsite: Lab 6  Online: Group Project Chapter 13 & 14 | No Homework |
|  | **13** | Onsite: Group Project Chapter 13 & 14  Online: Group Project Chapter 13 & 14 | No Homework |
|  | **14** | Spring Break No Class or Assignments | No Homework |
|  | **15** | Onsite: Present Group Project Chapter 13 & 14  Online: Review Exam Chapters 13 and 14 | No Homework |
|  | **16** | **Onsite: Exam Chapters 13 and 14(2 Parts: Theory and Lab)**  Online: Complete any late lab assignments | No Homework |
|  | **17** | Onsite: Last Chance to Turn In Late Labs/Projects  Online: Review for Final Exam | Review for Final Exam |
|  | **18** | **Onsite: FINAL EXAM May 15th (6:10pm – 8:10pm)** |  |

**The instructor reserves the right to modify this syllabus and if such modifications occur will make a new version available for the students.**