

MISSION 1 - CHECKLIST AND STUDY GUIDE

MAIN TOPICS

- Creating a First C# Program in Visual Studio
- User Input/Output
- Data Types
- Variables
- Submitting Projects

CHECKLIST

Learn

- ☐ Use one or more of the following resources to learn this week's material. Be sure to use the **Keywords**, **Concepts**, and **Skills** sections of this document as a study guide.
 - Watch the **Cengage** videos
 - Watch the **Developer University** videos.
 - Read **Chapters 1, 2** in the textbook.
 - Watch the PowerPoints
- ☐ Watch **MindTap - Visualize: What is Computer Programming?**
- ☐ Watch **MindTap - Visualize: Order of Operations**
- ☐ Watch **Tutorial: Creating your First C# Solution.**
- ☐ Watch **Tutorial: Downloading a Zipped Solution from Moodle or GitHub** if you are unfamiliar with these skills.
- ☐ Watch **Tutorial: Submitting a Coding Assignment to Moodle.**

Practice

- ☐ Complete all of the following exercises. Be sure to click **Submit** after all tests run correctly under the **Tasks** tab.
 - **M1 - MindTap Programming 1.5**
 - **M1 - MindTap Programming 2.2**
 - **M1 - MindTap Programming 2.3**
 - **M1 - MindTap Programming 2.6**
 - **M1 - MindTap Debugging 2.4**

Assess Knowledge

- ☐ Complete the following quizzes. Use the reviews to practice for each quiz.
 - **M1-Q1 Chap. 1 A First Program Using C#**
 - **M1-Q2 Chap. 2 Using Data**

Submit

- ☐ M1 Mission Debriefing
- ☐ M1 Project: The Conversation
 - Upload the zipped solution.
 - Upload the completed Skills Checklist

KEYWORDS

| | | |
|----------------|--|-----------------------------|
| Program | Method Header (Signature) | Arithmetic Operators |
| Syntax | Method Body | Prompt |
| Compiler | Verbatim Identifier | Parse |
| Debugging | Integrated Development Environment (IDE) | Immutable |
| Keywords | Literal Constant | Operands |
| Variables | Strongly Typed | Order of Operation (PEMDAS) |
| Identifier | Data Type | Boolean |
| Inheritance | Initialization | String |
| Encapsulation | Integer | Decimal |
| String | Double | Concatenation |
| Literal String | Float | Intrinsic Types |
| Argument | Culture | Casting |

CONCEPTS

- Camel Case vs. Pascal Case
- Hardware vs. Software vs. Firmware
- Line Comments vs. Block Comments
- Source Code, Compiler, Intermediate Code, Just in Time Compiler, and Machine Language
- Visual Studio Solution and Project File and Folder Structure
- Variable declaration vs. assignment
- String Interpolation
- Increment and Decrement Operators
- Implicit vs. Explicit Casting

SKILLS

- The student will demonstrate the use of Moodle functions including; Forums, Quizzes, Assignments, and General Navigation.
- The student will demonstrate:
 - opening Visual Studio
 - creating a new console application
 - saving a solution to a known folder
 - opening a solution
 - zipping a solution folder
 - submitting a solution to Moodle
- The student will demonstrate their process of file management when working with files both in the lab and at home.
- The student will demonstrate writing a string to the console including the use of a literal string.
- The student will demonstrate reading a string from the reader and storing it in a variable.
- The student will demonstrate writing a string to the console with embedded variables.
- The student will demonstrate declaring and assigning values to a variable.
- The student will demonstrate the use of arithmetic operations to assign values to variables.
- The student will demonstrate incrementing and decrementing variables.
- The student will describe the Order of Operation (PEMDAS).
- The student will demonstrate embedding a variable value in a **WriteLine** statement.
- The student will explain the difference between implicit and explicit casting.
- The student will demonstrate the use of explicit casting.