Oakton Community College
1600 E. Golf Road
Des Plaines, IL 60016
Phone: 1 (847) 635-1600
www.Oakton.edu

Fall 2021 - CIS 227 C# Programming Course Syllabus – OnLine Course

Course:

Prefix: CIS
Number: 227
Section: 050 + 0C1
Name: C# Programming 11688
Credit Hours: 4

Hours: **Office Room: OnLine Help thru D2L or Zoom: 1:00 pm–2:00 pm Friday and**
OHaji@Oakton.edu or **OgarHaji@yahoo.com** or with D2L.Oakton.edu or sending e-mail and message to Instructor.
I will also respond to your E-mails and messages any time you send me mails.

Semester: Spring 2021

Instructor: Ogar Haji
Cell Phone:
E-mail: **OHaji@Oakton.edu** or **OgarHaji@yahoo.com**

Office Hours: **OnLine Help thru D2L or Zoom: 1:00 pm–2:00 pm Monday and** you can e-mail me any time and I will do my best to respond to you as soon as possible.

Prerequisite: None.

Suggested Reference Manual: Hands-on Mastering Visual C# programming Language written by Instructor: Ogar Haji.

The Hands-out will be downloaded to D2L site so you can read the chapters and do Assignment and Homework from it.

Course (Catalog) Description:
Course introduces programming using the C# programming language to solve business-related problems. Content includes program development and design, visual and object-oriented programming, screen design, structured programming techniques, and event-driven programming using objects. Programming assignment concepts include calculations, decision making, looping, screen reports, methods (subroutines and functions), interactive processing, working with arrays, classes and the creation of significant multi-form programs using a relational database for typical business programs.

Attendance:
Attendance is a crucial, because each class is built upon the material taught in the previous class. If you do miss class, it is **your responsibility** to get caught up with the missing material. Schedule some time with me in the lab and I'll help you get caught up

Attendance is **not** part of your grade.

Outline of Topics:

A. General Programming Concepts
   1. Real Life Program design and development
   2. C# 2017 as an event-driven, object oriented language
   3. Structured programming
   4. Thinking like a programmer

B. The following concepts will be covered:
   1. Programming environment
   2. Creating and editing programs
   3. Program execution
   4. Printing programs
   5. Reserved words
   6. Variables and constants
      a. string variables
      b. numeric variables
      c. single dimensional arrays
   7. Operators
      a. arithmetic
      b. logical
      c. relational
   8. Introduction to string functions
   9. Introduction to numeric functions
   10. Interactive functions
   11. Loops
   12. Methods (Subroutines and Functions)
   13. Program flow and decision making
   14. Documentation
   15. If tests
   16. Computations
   17. Comments
   18. Creating code that is easy for other programmers to work with.

C. Following are more advanced concepts.
   1. Debugging and error handling
   2. Multiple tables in a relational database
   3. Counters
   4. Switches
   5. Menus
   6. Sort
   7. Binary Search
   7. Methods/Functions
   8. Classes
   9. Structures
   10. Simple searching
   11. Flags

12. Passing information from form to form
13. Creation of objects which can be shared by multiple forms in a program
14. Creation of objects which can be shared by other programmers in the office.
15. Multiple form reports
16. Strong focus on the elimination of duplicate code so that any changes to the code will be needed in only one place. This means that debugging will also be needed in only one place
    a. Creating objects inside of a form so there will be no duplicate code in any one form.
    b. Moving objects into classes where multiple forms can access them, so there will be no duplicate code in any of the forms.
    c. Creating objects in one class that can be shared by many classes, again so that there will be no duplicate code in any of the classes.

Learning Objectives:
Upon successful completion of this course, the student will be able to create simple, yet real life C# business application programs.

Methods of Instruction:

Reading: Students will be expected to use their reference manual as needed.

Homework: Students will be expected to write graded programs, either during class or as homework assignments.

Lectures: Will demonstrate how to write the code for the subject being learned. Frequently there will be analysis of problems found in the programs submitted by the students. This will expose students to working with the code of other programmers.

Labs: Will be used for writing programs, both in class and after class. Students should be prepared to spend more time than they might think would be necessary to complete their programs. There will be no regularly scheduled labs. Labs will only be scheduled as needed, depending on the speed of the class.

This is a programming intensive class. To complete the assignments, some students may need as much as two or three hours of programming for each hour of class. Some students may need less.

Lecture time and lab time will be different in every class depending on the needs of the class. If you have questions, please ask, even in the middle of a lecture.

Other Course Information:

If you have a documented learning, psychological, or physical disability you may be entitled to reasonable academic accommodations or services. To request accommodations or services, contact the ASSIST office in Instructional Support Services. All Students are expected to fulfill essential course requirements. The College will not waive any essential skill or requirement of a course or degree program.

Academic Integrity:

Students and employees at Oakton Community College are required to demonstrate academic integrity and follow Oakton's Code of Academic Conduct. This code prohibits:

- cheating,
- plagiarism (turning in work not written by you, or lacking proper citation),

- falsification and fabrication (lying or distorting the truth),
- helping others to cheat,
- unauthorized changes on official documents,
- pretending to be someone else or having someone else pretend to be you,
- making or accepting bribes, special favors, or threats, and
- any other behavior that violates academic integrity.

There are serious consequences to violations of the academic integrity policy. Oakton's policies and procedures provide students a fair hearing if a complaint is made against you. If you are found to have violated the policy, the minimum penalty is failure on the assignment and, a disciplinary record will be established and kept on file in the office of the Vice President for Student Affairs for a period of 3 years.

Details of the Code of Academic Conduct can be found in the Student Handbook.

Adjustments to the Syllabus:

The Syllabus will be adjusted as necessary to fit the students and their progress in class.

College Policy on the Observance of Religious Holidays:

Oakton Community College recognizes the broad diversity of religious beliefs of its constituencies. The College has embraced a practice of shared responsibility in the event a religious observance interferes with class work or assignments. Students who inform instructors well in advance of an intended absence for a major religious observance will not be penalized. The instructor will make reasonable accommodations for students, which may include providing a make up test, altering assignment dates, permitting a student to attend another section of the same course for a class period or similar remedies. Instructors are not responsible for teaching material again.

College Policy on Disabilities:

If you have a documented learning, psychological, or physical disability you may be entitled to reasonable academic accommodations or services. To request accommodations or services, contact the ASSIST office (635-1658) in the Learning Center (Room 2400 Des Plaines). All students are expected to fulfill essential requirements. The college will not waive any essential skill or requirement of a course or a degree program.

Security

In response to Columbine and the NIU tragedies police agencies in Illinois have developed training for law enforcement and the public school systems. These Nationally accepted law enforcement response plans have been adopted by Oakton's Public Safety Department. Your actions will influence others therefore, Oakton is asking you as a student to:

- o stay calm
- o secure the immediate area; lock, block, & barricade
- o call 911 and:
  - + report your specific location
  - + number of people at your location
  - + injuries

+ assailants; location, number, race,
gender, clothing, physical features, type
of weapon

Grades:
The course grade will be based solely on writing programs, either in class or for homework assignments, based on the concept that programming is a skill. If a student has acquired the skill by the end of the semester, the student will receive a good grade. It does not matter that the student may have done poorly at the beginning of the semester. It is not unlike a child learning to ride a bicycle. Once the child has acquired the skill, does anyone care that the child fell a number of times while learning how to ride the bicycle?

Program Grades will be:
A
B
C
D
F
0 (Program not submitted)

Grade Computation
Each example of incorrect code lowers the grade by half a grade. Three such examples would mean a grade of B. (A-, B+, B) Incorrect code could be either an incorrect computation or problems with any of the subjects covered in class, for instance, unnecessary duplicate code. This does not apply to incorrect code we haven't learned yet, even though there will be comments pointing out any such problems.

You may **not** receive help from the tutors on your graded programs, in any shape or form. Receiving help from the tutors on the graded programs is considered cheating and your grade will be 0. You may **not** receive help from other students or other persons on your graded programs, in any shape or form. The only person you may receive help from on the graded program is the instructor.

The grades will be based on the following programming concepts:

First and Foremost **the program has to work correctly**. Regardless. No Exceptions.

Readability - Cosmetics
Understandability – Meaningful variables names
Concise code but not too concise
No Hard Coding
No Duplicate Code
Documentation
User Friendly programs
User Friendly code for the other programmers in the office
Acceptable standards
no computations in data entry screens
no computations in files or tables, only raw data
no duplicate data in multiple table programs
Object Oriented Code
Structured Code

Program Submission:
In-class graded programs must be submitted **before** class is over. Homework assignment graded programs must be submitted **at or before the start** of the class when the assignments are due. Since the final grade is made up solely of programs, and since each program may be discussed in class on the day after it is due, late programs will only be accepted with the instructor's permission. There could be many reasons why a program would need to be handed in late. Simply contact the instructor and schedule a later date to hand in the program.

All programs, regardless of where they were written, must be able to run on the lab equipment.

Note: If you program on a screen larger than the lab computers, keep your controls toward the center of the screen, otherwise they might not show up when the program is run in the lab.

The source code for each program must be submitted on a flash drive together with a printout of the source code. The name of the programmer and the program number must be on the flash drive and **in the program code** on the printout. Only the program files may be on the disk. **No** other files should be on the disk.

Problems:
If you are not be able to submit a program on time, contact me before the program is due to arrange for a date that the program can be submitted. Sometimes programs need to be submitted late. For instance you may need to attend a family event or have to go to the dentist.

Software Checkout:

Oakton Community College has partnered with the MSDN (Microsoft Developer Network) Academic Alliance to provide credit and non-credit students who are registered for CTIS (CIS, CAS, WWW, CNS, COT) courses some of Microsoft's software that you may use to complete your studies. The software is specifically for coursework at Oakton Community College; it may not be reproduced, redistributed, sold, rented, leased, or transferred to any third party including contractors, other students, other department's personnel, other companies, or consultants performing services for the CTIS department. Any reproduction or redistribution of the software is prohibited by law, and may result in severe civil and criminal penalties. Currently this software includes MS Visual Studio 2008, Windows XP Professional, Microsoft Office Access, and Microsoft Visio Professional. Contact your instructor for further information.

Responsible Use of Computers and Information Technology:

Rules for computer use are posted in computer labs as well as available in writing in each of the labs. Lab assistants and tutors are available to assist you in the lab regarding software and hardware questions. If you have a question about an assignment, however, contact me.

Users of the College's information technology facilities and resources, including hardware, software, networks, and computer accounts, are expected to use computer resources responsibly and appropriately, respecting the rights of other information technology users and respecting all contractual and license agreements.

Under no circumstances is any of the software used at Oakton to be copied. Copying software is in violation of Federal law and College policies. Suspected violations will be vigorously investigated and, if warranted, appropriate penalties applied. Specifically, you do not have the right (1) to make copies of software for yourself or others, (2) to receive and use unauthorized copies of software, or (3) copy all or parts of a program written by someone else.

COURSE READINGS/ASSIGNMENTS OUTLINE:

Before you attempt any of the COMPUTER ASSIGNMENTS in each chapter, you should read the chapter, carefully do any of the "Walkthroughs", do as many of the PRACTICE PROBLEMS and EXERCISES that you need to do in order to efficiently do the PROGRAMMING PROJECTS. In each Chapter that is a lot of work, but it is by doing these tasks that you will learn the small skills that are necessary.

COURSE READINGS/ASSIGNMENTS OUTLINE:

Before you attempt any of the COMPUTER ASSIGNMENTS in each chapter, you should Read and Study the chapter carefully do any of the "Walkthroughs", do as many of the PRACTICE PROBLEMS and EXERCISES that you need to do in order to efficiently do the PROGRAMMING PROJECTS. In each Chapter there are many tutorials exercises to be done and by doing these tasks that you will learn the small skills that are necessary to understand and work with Visual C# language.

A. Program Information: Program Outcomes, Sequence, Prerequisites, Post-requisites

There are no prerequisites for this course.

B. Course Outcomes

1. Create working C# programs using both the simple command line and the Visual Studio environment.
2. Learn about data and how to input, store, and output data in C#.
3. Create GUI applications.
4. Learn about the classic programming structures—making decisions, looping, and manipulating arrays—and how to implement them in C#.
5. Complete a thorough study of methods, including passing parameters into and out of methods and overloading them.
6. Understand the object-oriented concepts of classes, objects, data hiding, constructors, destructors, inheritance, and except handling.
7. Learn about controls, how to set their properties, and how to make attractive, useful, graphical, and interactive programs.
8. Understand the intricacies of handling events in your interactive GUI programs.
9. Learn to save data to and retrieve data from files.
10. Learn how to interact with databases in C# programs—an increasingly valuable skill in the information-driven business world.

C. Required Texts and Resources and Instructors Handout will be distributed OnLine

Microsoft Visual C# 2017: An Introduction to Object-Oriented Programming, 7th Edition
Author: Joyce Farrell Course Technology, Cengage Learning, 2019,
ISBN-10: 0357367391 Or ISBN-13: 9780357367391

Written Chapters Home works are due at the beginning of the class.

Homework and Assignments Policy

There is a penalty for Late Homework and Assignments of about 20%.

GRADING CRITERIA:

Grading Points:

Weekly Communications and Correspondence	**10% or 100 Points**
Homework and C# Programming Assignments	**60% or 600 Points**
Mid Term Exam	**10% or 100 Points**
Final Exam	**20% or 200 Points**
TOTAL Points	**100% or 1000 Points**

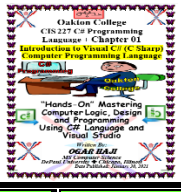
Grading Scale:

90-100%	**900 to 1000**	**A**
80-89%	**800 to 899**	**B**
70-79%	**700 to 799**	**C**
60-69%	**600 to 699**	**D**
0-59%	**0 to 599**	**F**

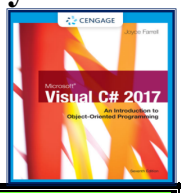
Instructor: Ogar Haji
E-Mail: OgarHaji@yahoo.com or **OHaji@Oakton.edu**

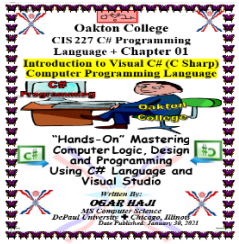
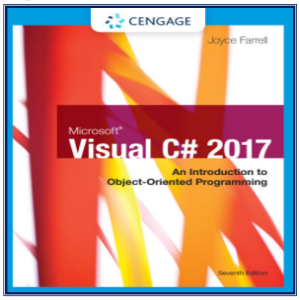
Oakton Community College
1600 E. Golf Road
Des Plaines, IL 60016
Phone: 1 (847) 635-1600
www.Oakton.edu

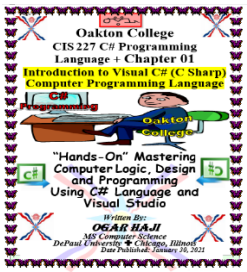
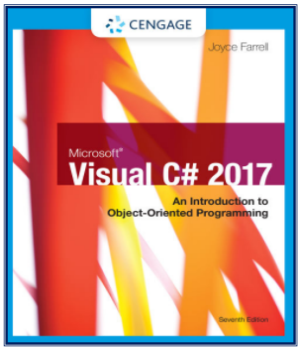
Oakton College+ Spring 2021 + CIS 227 C# Programming Language OnLine Course +
Weekly Outline of the Course Chapters and Topics. Instructor: Ogar Haji
Online course + Starts February 02/02/2021 till May 05/15/2021
Note: The Official day of the class is Tuesday and All the Holidays that fall on Tuesdays are considered Holidays.

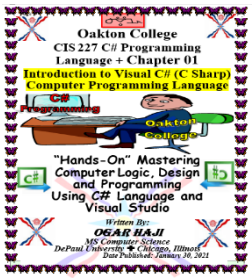
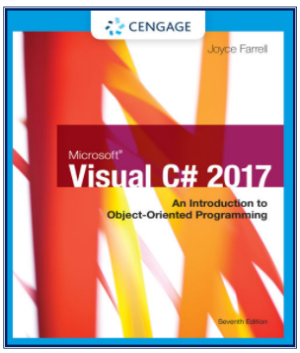


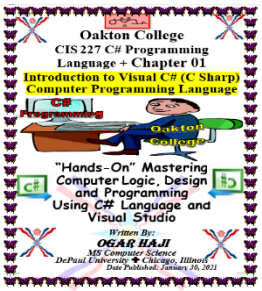
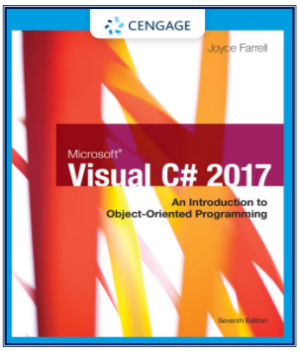
Please, Read and Study Instructor Handout First, then Read and Study the Visual C# Text Book Next. Assignments are Due the Following Week on Monday.

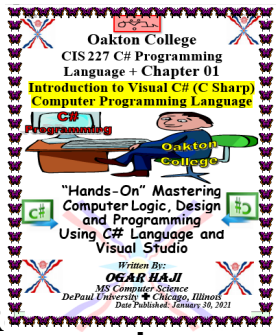
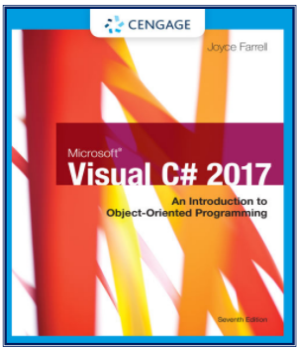


Week 01	Reading Assignment	Lab Assignment (Need to Submit) 100 Points Each
Feb. **Wk** **1**	**Week 1: Tuesday 02/02/2021** **Read Chapter 1 from Instructor Handout: Introduction to C# Programming Language. Page 1**  **Read Chapter 1 from Text Book: A First Program Using C#. Page 1** 	**Do from Instructors Handout: Mastering C# Language:** **Do Chapter 1 Lab Assignments: (100 Points each)** 1) Do Instructor C# Handout **Lab Exercise 1 (HelloWorld). P18** 2) Do Instructor C# Handout **Lab Ex 2 (DoingMathOn2Integer) P33** 3) Do Instructor C# Handout **Lab Exe 3 (TableAnd2Chairs) P43** 4) Do Chapter 1 **Homework # 1. PP 50-58** 5) Do Chapter 1 Lab Assignment **# 1A (HelloMaryLab1A). P59** 6) **Modify** Chapter 1 Lab Assignment **# 1A (HelloMaryLab1A) P67** 7) Do Chapter 1 Lab Assignment **#1B (CalculateRoomAreaLab1B) P68** **Upload Assignments to D2L Assignments Folder.** **Do From Text Book Visual C#** 1) Do Text Book **Programming Exercise # 4 (PersonalInfo). P 45** 2) Do Text Book **Programming Exercise # 8 (BigLetterH). P 45** 3) Do Text Book **Case Problems # 1 (GreenvilleMotto and GreenvilleMotto2). Page 46** 4) Do Text Book **Review Questions. Pages 42-44** **Upload Assignments to D2L Assignments Folder.** **All Assignments are Due the Following Monday at 11:59 PM**

Week 02	Reading Assignment	Lab Assignment (Need to Submit) 100 Points Each
Feb. Wk 2	**Week 2:** **Tuesday 02/09/2021** **Read Chapter 2 from Instructor Handout: Data Types and Calculate Number projects. Page 81**  **Read Chapter 2 from Text Book : Using Data. Page 47** 	**Do from Instructors Handout: Mastering C# Language:** **Do Chapter 2 Lab Assignments: (100 Points each)** 1) Do Instructor C# Handout **Lab Ex 1 (CalculateGrossPay) P112** 2) **Modify Lab Ex 1 (CalculateGrossPay) PP 119-120** 3) Do Instructor C# Handout **Lab Ex 2 (ConvertCelsiusToFah). P 123** 4) Do Instructor C# Handout **Lab Ex 3 (CalculateBMI). P126** and **P127** 5) Do Instructor C# Handout **Lab Ex 4 (Swap2Variables). P132** 6) Do Chapter 2 Instructor Handout **Homework # 2. Page 138** 7) Do Chapter 2 Lab Assignment **# 2A (Total PurchasesLab2A) P148** 8) Do Chapter 2 Lab Assignment **# 2B (TipTaxandTotalLab2B). P150** **Upload Assignments to D2L Assignments Folder.** --- **Do From Text Book Visual C#** 1) You Do It **(Writing Program that Accepts User Inputs). Page 87** 2) Do Text Book **Review Questions (Write the Entire Answer). PP93-95** 3) Do Text Book Programming **Exercise #11 (Eggs). Page 97** 4) Do Text Book **Case Problems #1 (GreenvilleRevenue). Page 98** **Upload Assignments to D2L Assignments Folder.** **All Assignments are Due the Following Monday at 11:59 PM**

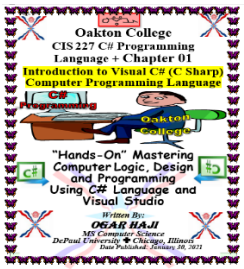
Week 03	Reading Assignment	Lab Assignment (Need to Submit) 100 Points Each
Feb. Wk 3	**Week3:** **Tuesday 02/16/2021** **Read Chapter 3 from Instructor Handout: Using C# Visual Studio IDE to Create Windows Form Apps. Page 161.**  **Read Chapter 3 from Text Book: Using GUI Objects and the Visual Studio IDE. Page 99.**  	**Do from Instructors Handout: Mastering C# Language:** **Do Chapter 3 Lab Assignments: (100 Points each)** 1) Do Instructor C# Handout **Lab Ex 1** (CalculateAverageForm).**P171** 2) Continue With **Lab Ex 1** (CalculateAverageForm). **P177** 3) Do Instructor C# Handout **Lab Ex 2**(MathOperationOnNumbersForm) **P185** 4) Do Instructor C# Handout **Lab Ex 3** (CalculateGrossPayForm). **P192** 5) Do Instructor C# Handout **Lab Ex 4**(DisplayDateAndTimeForm) **P198** 6) Do Instructor C# Handout **Lab Ex 5** (ShowAndHidePictureForm) **P200** 7) Modify **Lab Ex 3** (CalculateGrossPayForm). **P207** 8) Do Chapter 3 Instructor Handout **Homework # 3**. **Page 208** 9) Do Chapter 3 **Lab #3A** (AmericanCarsRentalConsoleLab3A).**P215** 10) Do Chapter 3 **Lab #3B** (AmericanCarsRentalFormLab3B). **P217** **Upload Assignments to D2L Assignments Folder.** --- **Do From Text Book Visual C#** 1) You Do It (**Working with Visual Studio IDE**). **Page 121** 2) Do Text Book **Review Questions**. **Pages 127-129** 3) Do Text Book **Programming Exercise #4 (EggsInteractivelGUI)P130** 4) Do Text Book **Programming Exercise #6 (TestInteractiveGUI). P130** 5) Do Text Book **Case Problems #1 (GreenvilleRevenueGUI). P131** **Upload Assignments to D2L Assignments Folder.** **All Assignments are Due the Following Monday at 11:59 PM**

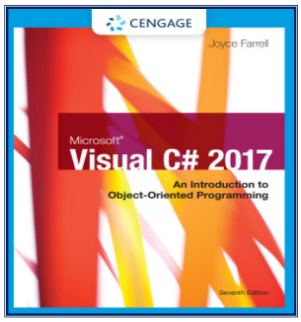
Week 04	Reading Assignment	Lab Assignment (Need to Submit) 100 Points Each
Feb. Wk 4	**Week 4:** **Tuesday 02/23/2021** **Read Chapter 4 from Instructor Handout: Using If Statement and Logical Operator (And, Or). Page 231**  **Read Chapter 4 from Text Book: Making Decisions. Page 133** 	**<u>Do from Instructors Handout: Mastering C# Language:</u>** **Do Chapter 4 Lab Assignments: (100 Points each)** 1) Do Instructor C#Handout **Lab Ex 1** (Calculate Average).**P243** 2) Do Instructor C#Handout **Lab Ex 2** (CalculateFinalGradeForm).**P249** 3) Do Instructor C#Handout **Lab Ex 3** (CalculateGrossPayForm).**P253** 4) Do Instructor C#Handout **Lab Ex 4** (MCQuiz).**P265** 5) Do Instructor C#Handout **Lab Ex 5** (ConvertCelsiusToFahForm)**P271** 6) Do Chapter 4 Instructor Handout **Homework # 4. Page 273** 7) Do Chapter 4 **Lab #4A (**HotelRoomChargesConsoleLab4A) **P278** 8) Do Chapter 4 **Lab #4B** (HotelRoomChargersFormLab4B). **P279** **<u>Upload Assignments to D2L Assignments Folder</u>.** --- **<u>Do From Text Book Visual C#</u>** 1) You Do It **(Using AND OR Logic). Page 157** 2) You Do It **(Creating a GUI Application that Uses Enumeration and a switch structure**). **Page 173** 3) Do Text Book **Review Questions**. **Pages 177-181** 4) Do Text Book **Programming Exercise #3 (Admission). Page 181** 5) Do Text Book **Case Problems #1 (GreenvilleRevenueGUI) PP183-184** **<u>Upload Assignments to D2L Assignments Folder</u>.** **All Assignments are Due the Following Monday at 11:59 PM**

Week 05	Reading Assignment	Lab Assignment (Need to Submit) 100 Points Each
Mar. Wk 5	**Week 5:** **Tuesday 03/02/2021** **Read Chapter 5 from Instructor Handout: Looping and Random Number Generator.** **Page 301**  **R om** **Text Book: Looping.** **Page 185**  	**<u>Do from Instructors Handout: Mastering C# Language:</u>** **Do Chapter 5 Lab Assignments: (100 Points each)** 1) Do Instructor C# Handout **Lab Ex 1** (SumRangeOfNumbers). **P322** 2) Do Instructor C# Handout **Lab Ex 2** (MathPowers). **P325** 3) Do Instructor C# Handout **Lab Ex 3** (ConvertFromDecimal). **P335** 4) Do Instructor C# Handout **Lab Ex 4** (RandomNumbersTill100). **P346** 5) Do Instructor C# Handout **Lab Ex 5** (Pick3LottoPurchaseTickets) **P351** 6) Do Instructor C# Handout **Lab Ex 6** (ConvertReturnChangeBills) **P355** 7) Do Chapter 5 Instructor Handout **Homework # 5**. **P360** 8) Do Chapter 5 **Lab #5A** (CountChangeConsoleLab5A). **P364** 9) Do Chapter 5 **Lab #5B** (CountChangeFormLab5B). **P366** **<u>Upload Assignments to D2L Assignments Folder</u>**. --- **<u>Do From Text Book Visual C#</u>** 1) You Do It **(Using a While Loop). Page 193** 2) You Do It **(Using a Nested Loop). Page 203** 3) Do Text **Book Review Questions**. **Pages 217-219** 4) Do Text Book **Programming Exercise #5 (HomeSales) Page 220** 5) Do Text Book **Case Problems #1 (GreenvilleRevenue). Page 222** **<u>Upload Assignments to D2L Assignments Folder</u>**. **All Assignments are Due the Following Monday at 11:59 PM**

<table>
<tr><th>Week 6 & 7</th><th>Reading Assignment</th><th>Lab Assignment (Need to Submit) 100 Points Each</th></tr>
<tr><td>Mar.

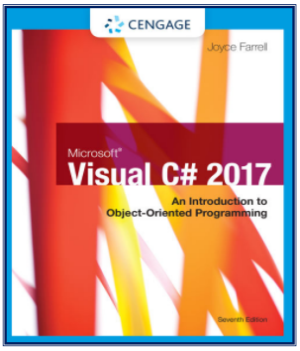
Wk

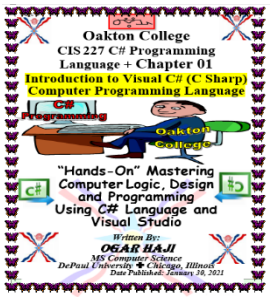
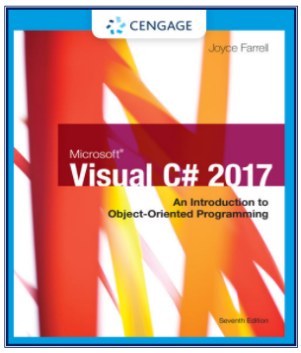
6</td><td>
Week 6:
Tuesday 03/09/2021
Read Chapter 6 from Instructor Handout: Using Methods() in C# Language.
Page 371


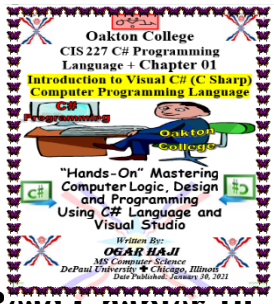
Read Chapter 7 from Text Book: Using Methods() .
Page 265


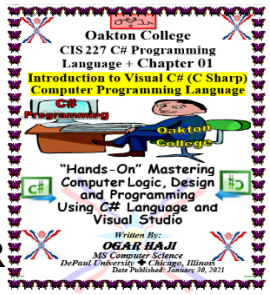
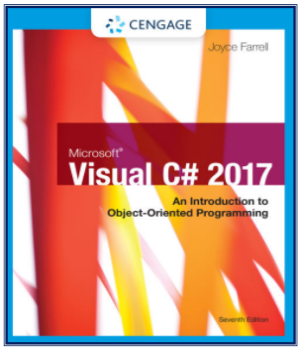
</td><td>
<u>Do from Instructors Handout: Mastering C# Language:</u>
Do Chapter 6 Lab Assignments: (100 Points each)
1) Do Instructor C# Handout Lab Ex 1 (FindPowerMethods). P382
2) Do Instructor C# Handout Lab Ex 2 (FactorialPower). P388
3) Do Instructor C# Handout Lab Ex 3 (CalculateSumUsingMethods) P393
4) Do Instructor C# Handout Lab Ex 4 (MCQuizUsingMethods). P397
5) Do Instructor C# Hndot Lab Ex 5 (ConvertReturnChangeUsingMethods) P404
6) Do Instructor C# Handout Lab Ex 6 (FlipCoin). P409
7) Do Chapter 6 Instructor Handout Homework # 6. P413
8) Do Chapter 6 Lab #6A (CalculateReturnChangeLab6A). P418
9) Do Chapter 6 Lab #6B (GuessNumberGameLab6B). P421
<u>Upload Assignments to D2L Assignments Folder.</u>
<u>From Text Book Visual C# (Chapter 07 Using Methods)</u>
1) You Do It (Calling a Method). Page 275
2) You Do It (Writing a Method that returns a Value). Page 286
3) Do Text Book Review Questions. Pages 300-303
4) Do Text Book Programming Exercise #3 (PaintingEstimate) P 303
5) Do Text Book Case Problems #1 (GreenvilleRevenue). Page 305
<u>Upload Assignments to D2L Assignments Folder.</u>
All Assignments are Due the Following Monday at 11:59 PM
</td></tr>
<tr><td colspan="3">Monday 03/15/2021 till Sunday 03/21/2021
Spring Break Holiday</td></tr>
<tr><td>Mar.
Wk</td><td>Week 7:
Tuesday 03/23/2021
Mid Term Exam</td><td>Review and Students will Make up the Missing Assignments.
Mid Term Exam (a Case Problem)</td></tr>
</table>

7		**Upload Mid Term Exam to D2L Assignments Folder.**
Week 08	**Reading Assignment**	**Lab Assignment (Need to Submit) 100 Points Each**
Mar. **Wk** **8**	**Week 8:** **Tuesday 03/30/2021** **Read Chapter 7 from Instructor Handout: Using Arrays and ArrayList. Page 441**  **Read Chapter 6 From Text Book: Using Arrays. Page 223** 	**Do from Instructors Handout: Mastering C# Language:** **Do Chapter 7 Lab Assignments: (100 Points each)** 1) Do Instructor C# Handout **Lab Ex 1** (ArraySort). **P463** 2) Do Instructor C# Handout **Lab Ex 2** (ArrayBinarySearch) **P467** 3) Do Instructor C# Handout **Lab Ex 3** (SumNumbersInArray). **P472** 4) Do Instructor C# Handout **Lab Ex 4** (MilesRunArray). **P478** 5) Do Instructor C# Handout **Lab Ex 5** (ArrayListColors). **P486** 6) Do Instructor C# Handout **Lab Ex 6** (CalculateGrossPayForm). **P499** 7) Do Chapter 7 Instructor Handout **Homework # 7. Page 504** 8) Do Chapter 7 **Lab #7A** (WeatherFormLab7A). **P509** 9) Do Chapter 7 **Lab #7B** (SumNumbersInArrayList). **P518** **Upload Assignments to D2L Assignments Folder.** **Start Working on C# Final Exam Project** **Do From Text Book Visual C# (Chapter 06 Arrays)** 1) You Do It **(Creating and Using an Array). Page 232** 2) You Do It **(Using the Sort and Reverse Methods). Page 245** 3) Do Text Book **Review Questions. Pages 256-259** 4) Do Text Book **Case Problems #1 (GreenvilleRevenue). Page 362** **Upload Assignments to D2L Assignments Folder.** **All Assignments are Due the Following Monday at 11:59 PM**

Week 09	Reading Assignment	Lab Assignment (Need to Submit) 100 Points Each
Apr. Wk 9	**Week 9:** **Tuesday 04/06/2021** **Read Chapter 8 from Instructor Handout: Advanced Method Concepts. Page 526**  **Read Chapter 8 from Text Book: Advanced Method Concepts. Page 307**  	**Do from Instructors Handout: Mastering C# Language:** **Do Chapter 8 Lab Assignments: (100 Points each)** 1) Do Instructor C# Handout **Lab Ex 1** (MethodWithValueParamaters) **P535** 2) Do Instructor C# Handout **Lab Ex 2** (TryParseSimple). **P540** 3) Do Instructor C# Handout **Lab Ex 3** (TryParseToInteger). **P543** 4) Do Instructor C# Handout **Lab Ex 4** (MethodWithValueParameters2). **P547** 5) Do Instructor C# Handout **Lab Ex 5** (MethodWithValueParametersSum). **P550** 6) Do Instructor C# Handout **Lab Ex 6** (FibonacciNumbers). **P554** 7) Do Instructor C# Handout **Lab Ex 7** (LiveDigitalClockForm) **P559** 8) Chapter 8 Instructor Handout **Homework # 8. Page 568** 9) Do Chapter 8 **Lab #8A** (CheckUserNameAndPasswordLab8A). **P571** 10) Do Chapter 8 **Lab #8B** (PasswordValidationFormLab8B). **P574** **Upload Assignments to D2L Assignments Folder.** --- **Do From Text Book Visual C#** 1) You Do It (**Using Reference Parameters**). **Page 318** 2) You Do It (**Overloading Methods**). **Page 328** 3) Do Text Book **Review Questions**. **Pages 342-346** 4) Do Text Book **Programming Exercise 2** (Create a program named **IntegerFacts**) **Page 346** 5) Do Text Book **Case Problems #1 (GreenvilleRevenue). Page 349** **Upload Assignments to D2L Assignments Folder.** **All Assignments are Due the Following Monday at 11:59 PM**

Week 10	Reading Assignment	Lab Assignment (Need to Submit) 100 Points Each
Apr. **Wk** **10**	**Week 10:** **Tuesday 04/13/2021** **Read Chapter 9 from Instructor Handout: Using Classes and Objects. Create a Class and Instantiate an Object. Page 600**  **Read Chapter 9: Using Classes and Objects. Page 351**  	**<u>Do from Instructors Handout: Mastering C# Language:</u>** **Do Chapter 9 Lab Assignments: (100 Points each)** 1) Do Instructor C# Handout **Lab Ex 1** (CreateEmployeeClass). **P619** 2) Do Instructor C# Handout **Lab Ex 2** (TVProject). **P624** 3) Do Instructor C# Handout **Lab Ex 3** (VendingMachineConsole). **P629** 4) Do Instructor C# Handout **Lab Ex 4** (EncryptDecrypt). **P634** 5) Do Instructor C# Handout **Lab Ex 5** (**CarInfoForm**). **P640** 6) Do Chapter 9 Instructor Handout **Homework # 9**. **Page 644** 7) Do Chapter 9 **Lab #9A** (NewHadraOrderPizzaStoreFormLab9A). **P648** 8) Do Chapter 9 **Lab #9B** (BankAccountFormLab9B). **P654** **<u>Upload Assignments to D2L Assignments Folder</u>**. --- **<u>Do From Text Book Visual C#</u>** 1) You Do It (**Creating a Class and Objects**). **Page 368** 2) You Do It (**Adding Overloaded Constructors to a Class**). **P 385** 3) Do Text Book **Review Questions**. **Pages 411-414** 4) Do Programming **Exercise 1** (**TestHockeyPlayer or Soccer**) **P 414** 5) Do Text Book **Case Problems #1** (**GreenvilleRevenue**). **Page 418** **<u>Upload Assignments to D2L Assignments Folder</u>**. **All Assignments are Due the Following Monday at 11:59 PM** **Work on Your C# Final Exam Project**

Week 11	Reading Assignment	Lab Assignment (Need to Submit) 100 Points Each
Apr. **Wk** **11**	**Week 11:** **Tuesday 04/20/2021** **Read Chapter 10 from Instructor Handout: Introduction to Inheritance and Polymorphism. Page 680**  **Read Chapter 10 from Text Book: Introduction to Inheritance. Page 421**  	**<u>Do from Instructors Handout: Mastering C# Language:</u>** **Do Chapter 10 Lab Assignments: (100 Points each)** 1) Do Instructor C# Handout **Lab Ex 1** (PolymorphismCalculateSum) **P697** 2) Do Instructor C# Handout **Lab Ex 2** (OrderDemo). **Page 700** 3) Do Chapter 10 Instructor Handout **Homework # 10**. **Page 726** 4) Do Chapter 10 **Lab #10A** (VendingMachineSimulatorFormLab10A). **P728** 5) Do Chapter 10 **Lab #10B** (GenerateCarLicensePlatesLab10B). **P735** **<u>Upload Assignments to D2L Assignments Folder</u>.** --- **<u>Do From Text Book Visual C#</u>** 1) You Do It Inheritance example(**DemoLoan**). **Page 429** 2) You Do It (**DemoCarLoan2**). **P 441** 3) You Do It (**DemoCarLoan3**). **Page 455** 4) Do Text Book **Review Questions**. **Pages 473-476** 5) Do Text Book **Case Problems #1** (**GreenvilleRevenue**). **P480** **<u>Upload Assignments to D2L Assignments Folder</u>.** **All Assignments are Due the Following Monday at 11:59 PM**

Week 12	Reading Assignment	Lab Assignment (Need to Submit) 100 Points Each
Apr. **Wk** **12**	**Week 12:** **Tuesday 04/27/2021** **Read Chapter 11 from Instructor Handout: Exception Handling and Using Forms Controls.** **Page 751**  **R** **from Text Book: Exception Handling.** **Page 484**  	**<u>Do from Instructors Handout: Mastering C# Language:</u>** **Do Chapter 11 Lab Assignments: (100 Points each)** 1) Do Instructor C# Handout **Lab Ex 1** (MilesPerGallonException) **P761** 2) Do Instructor C# Handout **Lab Ex 2** (MilesPerGallonsForm). **P769** 3) Do Instructor C# Handout **Lab Ex 3** (Pick3Form). **P774** 4) Do Instructor C# Handout **Lab Ex 4** (GenerateRandomPassword). **P778** 5) Do Instructor C# Handout **Lab Ex 5** (PrintMultiplicationTable). **P781** 6) Do Instructor C# Handout **Lab Ex 6** (Palindrome). **P784** 7) Do Chapter 11 **Lab #11A** (BasicCalculatorLab11A). **P791** **<u>Upload Assignments to D2L Assignments Folder</u>.** --- **<u>Do From Text Book Visual C#</u>** 1) You Do It (**Purposely Causing Exceptions**). **Page 489** 2) You Do It (**Handling Exceptions**). **Page 499** 3) You Do It (**Catching Multiple Exception Types**). **Page 505** 4) Do Text Book **Review Questions**. **Pages 527-531** 5) Do Text Book **Case Problems #1** (GreenvilleRevenue). **Page 533** **<u>Upload Assignments to D2L Assignments Folder</u>.** **All Assignments are Due the Following Monday at 11:59 PM**

Week 13&14	Reading Assignment	Lab Assignment (Need to Submit) 100 Points Each
May. Wk 13	Week 13: Tuesday 05/04/2021 Read Chapter 12 from Text Book: Using Controls. P535 	From TextBook (You will do Chapter 12 Using Controls) 1) You Do It Form Control example(**BedAndBreakfast**). **Page 554** 2) You Do It (**BedAndBreakfast**). **Page 580** 3) Do Text Book **Review Questions**. **Pages 591-594** 4) Do Text Book **Case Problems #1** (**GreenvilleRevenue**). **P596** **Upload Assignments to D2L Assignments Folder.** **All Assignments are Due the Following Week on Monday** **Work on Your C# Final Exam Project**
May. Wk 14	Week14: Tuesday 05/11/2021 **Final Week Friday 05/14/2021 is End of Spring 2021 Semester**	**All Assignments Are Due This Week. Review and Students will Make up the Missing Assignments.** **Work on Your C# Final Exam Project** **Final Exam (Do a Final Project in C#)** **All Assignments are Due on Friday 05/14/2021 at 11:59:59PM** **Upload Assignments to D2L Assignments Folder.**

Note: Topics may be changed depending on the progress with notification.

Grading Points:

1) Weekly Communications and Correspondence	10% or 100 Pts
2) Homework and Visual C# Programming Assignments	60% or 600 Pts
3) Mid Term Exam	10% or 100 Pts
4) Final Exam (C# Project)	20% or 200 Pts
TOTAL Points	100% or 1000 Pts

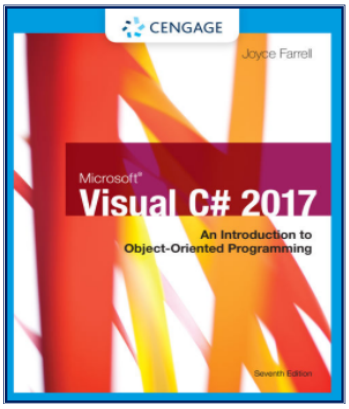
Grading Scale:

90-100%	900 to 1000	A
80-89%	800 to 899	B
70-79%	700 to 799	C
60-69%	600 to 699	D
0-59%	0 to 599	F

Instructor: Ogar Haji
E-Mail: OHaji@oakton.edu or OgarHaji@yahoo.com

Homework and Assignments Policy:

There is a Penalty of 20% for Late Homework and Assignments



C. Required Texts and Resources and Instructors Handout will be distributed OnLine

Microsoft Visual C# 2017: An Introduction to Object-Oriented Programming, 7th Edition Author: Joyce Farrell Course Technology, Cengage Learning, 2019,
ISBN-10: 1337102105 | ISBN-13: 9781337102100 © 2019

Upload Assignments to D2L Correct Week Assignments Folder.

Oakton Community College
1600 E. Golf Road
Des Plaines, IL 60016
Phone: 1 (847) 635-1600
www.Oakton.edu