

SANFORD-BROWN COLLEGE**Master Course Outline**

Course Title:	C# Programming
Course #:	SE310
Instructor:	Somen Palit
Instructor email:	SPalit@sea.sanfordbrown.edu
Credit/Clock Hours:	4 Credit Hours 50 Contact Hours
Course Length:	5 Weeks
Schedule:	5/11/2015 – 6/12/2015 :: Mondays & Wednesdays, 8 AM – 1 PM
Unit of Academic Measurement	Quarter System
Prerequisites:	SE220 Intermediate C++ Programming
Course Description:	<p>This course introduces computer programming using the C# programming language. The basic concepts of object-oriented programming are discussed. Topics studied will include an introduction to managed (programming) languages, the Microsoft Visual Studio Integrated Development Environment (IDE), program control structures, data and program design, objects and classes, methods, arrays and object-based applications. Students will complete several C# programs while completing this course. The course will also prepare students to take SE320: Intermediate C# Programming.</p>
Learning Objectives:	<p>Upon completion of this course, the student should be able to:</p> <ul style="list-style-type: none">• Demonstrate the ability to apply sound problem-solving principles using software as your problem-solving instrument.• Demonstrate fundamental knowledge in using a C# Integrated Development Environment (IDE) to create, compile, link, run, and debug C# programs.• Demonstrate the ability to write simple C# programs using sequential (action) statements, selection (decision) statements, and iteration (loop) statements.• Demonstrate the ability to design, implement, and use C# sub-programs.

	<ul style="list-style-type: none"> • Demonstrate the ability to pass parameter(s) to and return results from sub-programs by value and by address. • Demonstrate the ability to declare and use C# arrays and C# string variables. • Demonstrate the ability to declare and use C#'s primary Object-Oriented feature – the “class” • Demonstrate basic knowledge of the principles of Abstraction and Object-Oriented Programming (OOP) and how C# supports the creation of object-oriented programs. • Demonstrate the ability to design, implement, and use simple C# classes and objects. • Demonstrate the ability to use some of C#'s new features such as properties, ref and out parameters, readonly instance variables, internal access, extension methods, delegates, lambda expressions, and anonymous types
Instructional Methods:	<div> <input type="checkbox"/> Case Study <input checked="" type="checkbox"/> Collaborative Learning </div> <div> <input type="checkbox"/> Debate <input checked="" type="checkbox"/> Demonstration </div> <div> <input type="checkbox"/> Didactic Questioning <input type="checkbox"/> Drill and Practice </div> <div> <input type="checkbox"/> Experimentation <input type="checkbox"/> Field Trip </div> <div> <input type="checkbox"/> Games <input type="checkbox"/> Inquiry </div> <div> <input checked="" type="checkbox"/> Lectures <input type="checkbox"/> Small Group </div> <div> <input type="checkbox"/> Discussion <input type="checkbox"/> Multimedia </div> <div> <input checked="" type="checkbox"/> Large Group Discussion <input type="checkbox"/> Problem Solving </div> <div> <input type="checkbox"/> Observation <input type="checkbox"/> Role Playing </div> <div> <input checked="" type="checkbox"/> Research <input type="checkbox"/> Text Presentation </div> <div> <input type="checkbox"/> Simulation </div> <div> <input type="checkbox"/> Threaded Discussion </div>
Course Website	Course materials are accessible via the student portal.

Email Account	Students will be provided with a personal email account upon admission to the program (e.g. JohnDoe22@SBOnline.com). Students are responsible for checking this email account, as it will be used for purposes of communication between instructor and student.	
Required Textbook(s)	Deitel, P. J., and H. M. Deitel (2014). <i>Visual C# 2012: How to Program</i> , 5th Edition. Pearson Prentice Hall, Inc. ISBN: 978-0133379334	
Optional Textbook(s)	None	
Additional Required Resources & Supplies:	None	
Assessment Criteria:	Assessment Exercise	Percentage of Grade
	Labs & Quizzes	30%
	Research paper	15%
	Midterm exam	20%
	Final project	15%
	Final Exam	20%
	TOTAL	100%
Grading Scale	90 – 100 A 89 – 80 B 79 – 70 C 69 – 60 D Below 59 F	
Grading Policy:	<ul style="list-style-type: none"> Upload your assignments to the Portal as the <u>entire</u> Visual Studio solution (use a ZIP file to upload it!) Research Papers and Projects will have additional grading criteria (rubric) provided to help you know how the points will be derived. These will be posted along with the assignment topic. Labs will be turned in by the due date noted. Labs turned in after the due date but before 1 week will be accepted with a 50% penalty. Nothing beyond 1 week! Exams will be completed in-class. There will be NO MAKEUP EXAMS unless the situation was dire (e.g. medical emergency) and a medical note of the absence must be provided. Absolutely nothing will be accepted after the last day of the course (no exceptions!) 	

Library Assignment(s):	<p>Information literacy is defined by the American Library Association as the ability to “recognize when information is needed and have the ability to locate, evaluate, and use effectively the needed information.” The development of information literacy has been defined as a learning outcome for this program and as a learning objective for this course. Students in this course will be required to:</p> <ul style="list-style-type: none"> • Define the need for information required to solve problems; • Effectively access needed information; • Critically evaluate information and its sources; • Utilize information effectively to solve problems; and • Adhere to copyright policies and standards for citation. <p>Opportunities for the development of skills in information literacy and use of the Learning Resource Center/CECybrary will be determined by the instructor through specific assignments and activities.</p>
Definition of a Credit Hour:	<p>The Institution awards quarter credit hours to reflect the successful completion of predetermined course learning objectives and requirements. A quarter credit hour represents an institutionally established equivalency of work or learning corresponding to intended learning outcomes and verified by evidence of student achievement. The Institution has established equivalencies that reasonably approximate expected learning outcomes resulting from the following time commitments:</p> <ol style="list-style-type: none"> One hour of classroom or direct faculty instruction and a minimum of two hours of out-of-class student work each week for approximately 10 weeks, or the equivalent amount of work over a different amount of time. At least an equivalent amount of work required in the previous paragraph of this definition for other academic activities as established by the Institution including laboratory work, internships, practicum, studio work, and other academic work leading to the award of credit hours.
Food and Drink:	<p>No food is allowed at the computer stations. Only cups or bottles with sealable lids will be allowed. If you must eat, please do so prior to class or during the 10 minute breaks. Evening courses may provide one extended dinner break as needed.</p>

Attendance:

Regular classroom attendance is not only an essential ingredient for academic achievement, but is also a fundamental building block for success after graduation. As part of the course requirements, students must attend at least 75 percent of the scheduled time for each on-campus course in order to achieve satisfactory attendance. Students in any of the clinical or externship/internship courses are required to complete all scheduled hours and record attendance throughout the scheduled course to achieve satisfactory attendance. Students who do not achieve satisfactory attendance may earn a grade of "W" on their transcripts and may be required to repeat the course. Absences will include tardiness or early departures. Students who have been absent from all their scheduled classes for more than 30 consecutive calendar days, not including scheduled College holidays or breaks, and/or students who officially withdraw from all current courses will be administratively withdrawn from the Institution. The school reserves the right to extend the 30-day timeframe due to extraordinary circumstances that affect the entire student population.

Attendance is determined by course and module.

1. Students who miss more than 10% of the hours in a course will receive an attendance warning notification.
2. Students who exceed 25% absences in an individual course may be dropped from the course and receive a grade of "W". Any course for which a student receives a "W" grade must be repeated in its entirety. Students with excessive absences and/or course withdrawals may also be placed on attendance probation.
3. Externships/Internships: Students are required to complete 100% of their clinical/externship/internship hours. If students miss any externship/internship time, arrangements for make-up time must be made with the externship/internship site supervisor and appropriate school personnel. Students will not be considered to have completed their externships/internships until the site supervisor has certified all required attendance hours.

For students who are receiving veterans' benefits, the Department of Veterans Affairs will be notified whenever students are placed on attendance probation or are terminated for failure to meet attendance requirements. The Department of Veterans Affairs will also be notified if a student re-enters following such termination.

Please note: Terminated VA students are not re-admitted into their program of study for a minimum of one grading period.

Topical Outline:

Week-Day	Course Outline (Description of Content)
1-1 1-2	Review Topics in C# Variables, Functions, I/O, Comments, Selection, Loops, and Classes
2-1	Intro to Event-Driven Programming Windows Forms (Label, TextBox and Button controls)
2-2	Event-Driven Programming II CheckBox, Radio, ListBox, and Combo controls
3-1	Individual Research Paper Due Review & Midterm Exam
3-2	Multiple Forms and Modal Forms Show/Close and Passing data between forms
4-1	Using Classes and ArrayLists with Forms Use a Class as a DataModel (Entity), Array of Objects
4-2	File Access with C# Read/Write files and create a Mock Database
5-1	Advanced Topics Delegates and Lambda Expressions (=>)
5-2	Individual Project Due + Presentation Review & Final Exam

PLAGIARISM

NOTE: IF YOU PLAGIARIZE ANY ASSIGNMENT, PAPER OR EXAM IN THIS CLASS, YOU WILL RECEIVE A FAILING GRADE FOR THE ENTIRE COURSE! NO EXCEPTIONS!

Plagiarism can be a difficult concept to define; however, simply put, plagiarism is using other people's ideas and words without clearly acknowledging the source of that information. It is important to note that in college we are continually exposed to other's ideas. We read ideas and words in textbooks, hear them in lectures, discuss them in class, and incorporate them into own writing. One must always keep in mind that you must give credit when credit is due.

In order to avoid plagiarism, you must give credit whenever you use:

- Another person's idea, opinion, or theory;
- Any facts, statistics, graphs, visual images (i.e.: drawings, videos, etc.) that are not common knowledge;
- Quotations of another person's spoken or written words; or
- Paraphrase of another's person's spoken or written words.

Students who are in violation of the Sanford-Brown College's plagiarism policy will be subject to the following:

- Dismissal from the course in which the plagiarism occurred and/or
- Receive a failing grade for the course
- Placed on academic probation for a quarter
- Dismissal from Sanford-Brown College

Plagiarism – 10/28/09