



ITE 365 – Visual Application Development

CRN 31638

3 Semester Hours

Summer, 2018

On-Line

Instructor: Adam Lewis

Office: Waters Hall S103B

Telephone: 256-233-6505

Email: Adam.Lewis@athens.edu

Class website on Blackboard

Class times:

On-line Lab Sessions

TBD

(Every two weeks)

Office hours:

M: 3:30 p.m. - 5:30 p.m.

T: 1:30 p.m. - 5:00 p.m.

W: 3:30 p.m. - 4:30 p.m. (@ RSA)

Th: 1:30 p.m. - 5:00 p.m.

Other times by appointment.

1 Course Description

This course introduces students to programming in visual, event-driven environments. Students learn concepts of visual programming and underlying design principals used in developing applications in visual programming environments. An emphasis will be placed on design of user interfaces, on-line documentation, input, and output components including menus, forms, queries, and reports.

2 Prerequisites

Prerequisite: CS318 (Computer Science II).

3 Learning outcomes

Upon successful completion of this course, students will have the ability to:

- Describe the .NET Framework and how it relates to programming languages and the Windows operating system,
- Develop programs in the C# programming language with an emphasis on event-driven applications in the Windows environment,
- Describe the similarities and differences of the Visual Studio IDE as compared to other development environments,
- Demonstrate the ability to use the tools in the IDE to be more efficient in developing and debugging software.

3.1 Texts and Materials

Textbook: **C# 6.0 and the .NET 4.6 Framework**, 7th ed.
Troelsen and Japikse,
ISBN: 978-1-4842-1332-2

C#7.0 In a Nutshell
Albahari & Albahari,
ISBN: 978-1491987650

Additional **Lecture notes & Additional reading**
References: As published on class website on Blackboard.

4 Class policies

4.1 Department General Course Standards (GCS)

The Department of Mathematical, Natural and Computer Sciences is committed to a level of course rigor commensurate with those of (1) colleges and universities offering similar mathematics or computer science programs as Athens State University, (2) other Colleges within AthensState University and (3) other departments within the College of Arts and Sciences. The Department of Mathematics and Computer Science supports the content standards, overall quality, and academic integrity for each traditionally delivered, blended or online course within the curriculum according to the general course workload standards delineated below:

1. Reading
2. Writing
3. Course Assessments
4. Class Interaction

4.2 Class Meetings

There will be two type of on-line meetings during the lecture/exam period: weekly on-line lecture and lab discussions and single subject presentations.

There will a number of recorded on-line presentations on Blackboard. These presentations will discuss a single topic of interest of the class and will be anywhere from 10 to 20 minutes in length. There will be a required quiz at the end of each set of presentations. There will be no set schedule for these presentations; however, they must be completed before the next scheduled on-line lab meeting.

There will be on-line lab sessions where we will introduce a set of materials, discuss the material presented via Tegrity in the prior period, and demonstrate the solutions to that week's lab.

We will use Blackboard Collaborate and Tegrity during the lab sessions to present technical topics of interest to the class and to discuss course topics. Lecture agenda and materials will be placed on Blackboard at least 24 hours before the meeting.

4.2.1 Attendance

If you should be absent for unavoidable reasons (for example, your employer needs you to travel for an extended period), you **must** check with me before I will consider allowing **any** make-up work. This includes exams, homework, and project reports. If you miss a class, you are responsible for getting any material you may have missed.

4.3 Course Grading Scale and Evaluation

A total of 1000 points will be awarded in this course.

Grading Scale:	From 900 pts. or above	A
	From 800 pts. to 899 pts.	B
	From 700 pts. to 799 pts.	C
	From 600 pts. to 699 pts.	D
	Below 600 pts	F

The points will be distributed as follows:

Exam #1	200
Exam #2	200
Programming Assignments	450
Practice Assignments	75
Lab Assignments	75

Grades will be posted on Blackboard. Keep track of all your grades. It is your responsibility to make sure they are correctly posted. Any disputes concerning how an assignment has been graded must be brought to my attention no later than the class meeting following the return of the graded assignment.

As some components of your final grade will be computed based upon a scaled score, the points total on Blackboard may not accurately reflect the total number of points you have collected to date. Please contact the instructor if there are any comments, questions, or concerns about this policy.

4.3.1 Exams

There will be two exams over the course of the semester: a mid-term exam and a final exam. The final exam will *not* be cumulative; i.e., it will cover only the material presented during the final half of the class. The exams will reflect the material presented in class and programming assignments.

Each exam will contain a mix of multiple choice, short answer, and/or essay questions. The exams will test your understanding of the material presented in the on-line portion of the course. Exams will be delivered and administered using Blackboard. (GCS 1,2,3)

4.3.2 Programming Assignments

There will be multiple programming assignments. You will be asked to solve from 1 to 3 programming problems inspired by the material covered in the previous class. Collaboration is not permitted on programming assignments. Each assignment will be graded on a 100 point scale. (GCS 1,2,3)

At the end of the semester, your score programming assignment score for the semester will be calculated using the following formula:

$$450 * (\text{total points earned} / \text{total points assigned})$$

4.3.3 Labs and Practice Assignments

Each Learning Module on Blackboard will have one or more on-line practice assignments associated with the module. These will take the form of on-line quizzes on Blackboard and will be composed of a collection of multiple choice, true/false, or short answer questions.

Practice assignments will be graded on a scale of two points per question with the practice assignment score for the semester being computed by the following formula:

$$75 * (\text{total points achieved} / \text{total points assigned}).$$

Lab sessions will be held on-line using Blackboard Collaborate. Lab sessions will occur on a two-week schedule. The schedule for the on-line sessions will be posted on the course page in Blackboard during the first week of classes.

Lab performance will be evaluated using assignments on Blackboard. Collaboration is permitted on lab assignments but each student must submit the assignment on Blackboard. (GCS 1,3,4)

Lab assignments will be graded on a pass/fail basis and your lab score for the semester will be computed with the following formula:

$$75 * (\text{total labs passed} / \text{total number of labs assigned}).$$

4.4 Submission of Assignments

Announced assignments **MUST** be completed on the day and time assigned. Late assignments will be accepted with a 25% deduction per day, up to 3 days late.

You will submit assignments using Blackboard. Assignment content (program source, documentation, and others as required) must be packaged into a single PDF file. This file will be uploaded as your submission for grading. Standards for content and format will be distributed with the first assignment. Failure to correctly submit files as instructed will result in deduction of points on the assignment.

4.4.1 Academic Misconduct

All acts of dishonesty in any work constitute academic misconduct. This includes, but is not limited to, cheating, plagiarism, fabrication of information, and/or abetting any of the above. Academic misconduct represents unethical behavior unbecoming to college students. **I have no tolerance for academic dishonesty in any form. Cheating on any assignment, lab, quiz, or exam will result in the student being assigned a grade of F for the course.**

If a student is suspected of cheating, the student will appear before the instructor, as well as other instructors in the computer science department, and explain the reason for the similarities of their code with other student(s) source code.

There are two cases that deserve special attention: Instructor Manuals & Web Sources. There will be times when you will be asked quiz questions or assigned programs from the textbook. Do not give into the temptation of getting a copy of the Instructor Manual for the textbook from dodgy sources on the Web. It is painfully obvious when people submit solutions from the Instructor Manual as their own work.

A similar warning applies to finding solutions on the Web. We know they are out there. You can be assured we have visited most of those sites. And... more often than not, the solutions posted on web are wrong! The information on the Web is a wonderful resource but please use it correctly. Always try to solve the problem yourself before looking for “assistance”. If you have to use a textbook, web page, or other source to help you solve a problem, then correctly cite the source in your submission and explain how used that source to help you write your program.

4.5 Disability Accommodation Statement

If you are in need of classroom or program accommodations, contact the Counseling and Career Services Office/Disability Services, at 256-233-8285 (voice) or 1-800-522-0272, extension 285, or visit the Sandridge Student Center, Room 230 or e-mail kari.allen@athens.edu or the Disability Services Office so that your needs can be assessed, documentation can be obtained, and accommodations can be provided/recommended.

4.6 Laboratory Fee

The “lab fee” charged for some Arts and Sciences courses is a fee that provides funding to support and enhance educational opportunities available to students.

5 In Conclusion: How to Succeed In This Course

Read this syllabus. Read the textbook, review any extra material on Blackboard, and review the lecture slides before coming to class. Be prepared to ask questions as I prefer class meetings to be a conversation rather than a monologue.

This course moves fast, so I encourage you to keep up with the reading and programming assignments. It can be difficult to catch up if you get behind. If you have any problems or questions, please come talk to me as soon as possible so that I can help.

There may be times when your background has holes relative to your classmates. In these situations, you should certainly seek extra help, but you will at times be expected to do a certain amount of reading and learning on your own.

There may be some of you for whom parts of this course are old material; if this is true, I encourage you to try some of the more advanced, optional parts of the assignments.

Help each other learn. One of the best ways to ensure that you understand a concept is to explain that concept to another person. Note that while you are not allowed to help each other write programs, I encourage you to discuss concepts that are presented in class and in the textbook. For example, a particular programming assignment might ask you to use a particular data structure; you are encouraged to discuss the properties and details of this data structure in the abstract but without looking at other student's code.

Finally, to succeed in this course, it is very important that you learn to think for yourself. For example, you will find that certain aspects of your programming assignments will be under-specified and it will be up to you to think about what the right thing to do is.