Spring 2004
Comp Sci-142 Visual BASIC .NET

Course: Comp Sci-142 Elementary Programming in Visual BASIC
Description: Introduction to computer programming using the Visual BASIC language.

Instructor: Wing Huen
Office: HS 215  Phone: 424-1324
Office Hours: MW 10:30-12:00; TR 1:00-2:30; or by appointment;
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Section 1:
Lectures: (HS212) MW 8:00-9:00 a.m.
Labs: (HS101C) F 8:00-9:00 a.m

Section 2:
Lectures: (HS212) MW 9:10-10:10 a.m.
Labs: (HS101C) F 9:10-10:10 a.m

Course Objectives:
The objectives of this course are to provide an introduction to computer programming using the Visual Basic language. It aims at learning the fundamentals in programming in a business oriented language. Students concentrate on the development of programming logic to solve business problems. Design tools such as flow charts and pseudo-code are introduced and used to develop programs. The basic of graphical user interfaces and the Visual Basic programming tools are included.

Brief Course Outline:
Topics covered include problem solving, algorithms, selection statements, repetition, arrays, functions, and sub-programs.

Topics Include:
I. Introduction to Problem Solving with VB - Chapters 1-3
II. Modular Design via Procedures - Chapter 4
III. Selection and Decisional Control Structures in VB - Chapter 5
IV. Repetition Control Structures in VB - Chapter 6
V. Arrays - Chapter 7

Optional topics:
VII. Additional Controls and Objects in VB - Chapter 9 (if time permits)

Course Grading:
Your grade for the course will be based on the following weighted factors:

- Programming Project assignments (3) 20%
- Weekly labs (10) 10%
- Unannounced Quizzes 10%
• Three exams (20% each) 60%
  • Wednesday, March 3rd
  • Wednesday, April 14th
  • Wednesday, May 12th

(Any changes to these exam dates will be notified approximately two weeks in advance.)
At the end of the term, your work in all of these areas will contribute to a numerical grade for the course based on a 100-point scale, which will then be converted to a letter grade. Additionally, you cannot pass the course without a passing score (that is, 60% or better) on at least one of the three exams.

The course grade will then be reduced by one letter grade (e.g., BC to C) for each unacceptable programming assignment. An assignment is unacceptable if:
1. it is not handed in by the final due date and time, or
2. it is not a reasonable attempt to solve the assigned problem, or
3. it is not your own work; an assignment has the same expectations of academic honesty as an in-class exam. Cheating will not be tolerated.

Cooperation & Collusion:
Other than team assignments, all programming assignments are to be the sole work of the individual student. It is acceptable (and encouraged) for students to discuss the assignments, but all programming and other written work must not involve collusion of any form. In particular, there must not be any sharing, borrowing or stealing of code (code segments or entire programs).

Make-up Exam:
If you are unable to take a scheduled exam, you may take a make-up exam provided that you do at least one of the following, which are subject to the instructor’s approval:
1. Make arrangements prior to the scheduled exam (for last minute emergencies, telephone me at 424-1324 or leave a message at the computer science office, 424-2068). No after-the-fact notifications will be accepted.
2. Have a written medical excuse signed by the attending physician.
3. Have a note from the Dean of Students Office.

Only one make-up exam will be given. It will be a comprehensive exam given in the last week of semester.
FAQ

What do I have to hand in for these labs and programming assignments and what if it's late?

Handing in a programming assignment requires that you submit (1) an electronic copy of your program handed to the shared directory and (2) a neatly stapled report, which will include a hard copy of your program, as well as notes (including pseudo-code or flowcharts) on how you solved the problem. Each assignment will carry with it a due date. The electronic copy of your assignment is due “at the bewitching hour” on the due date. The hard copy is due at or before the beginning of the first class meeting following the due date. The hard copy must completely match the electronic copy. Failure to submit either component on time means that your assignment is late. Late programming assignments will be accepted but will be penalized at the rate of 10% of point value the first day late, an additional 20% the second, an additional 30% the third (you get the progression…).

Is there any way I can carelessly lose points in the course?

Be late in handing in your work on assignments.

Don't "participate" in the class or lab and do poorly on the quizzes.

Come to your lab session late and unprepared.

What is this class participation stuff? How does one "participate" in a subject like this?

Do well in lab sessions. Prepare for the labs by completing the required reading.

Do well on the quizzes and participate in discussions.

"Research has demonstrated that after a lecture, students recall 62% of the information. However, only 45% is recalled by students after 3-4 days and in 8 weeks only 24% of the information is recalled. If a quiz or exam was administered after the lecture, recall was doubled at the 8-week period. It is interesting that many faculty members appear to ignore the potential impact which quizzes and tests can have upon learning." -- Bonwell C.C., Eison J.A.: Active Learning: Creating Excitement in the Classroom. Washington, DC: George Washington University, 1991.

Can I get an extension on work that is due on a specified date?

Only if you're gravely ill. Be sure that you have signed documents from a medical professional to verify the illness.

If I miss a test, can I make it up?

Only if you were gravely ill at the time of the test. Be sure that you have signed documents from a medical professional to verify the illness.
Can I work with others on programming assignments?
Other than team assignments, all the lab and programming assignments are to be the sole work of the individual student. You may help each other by discussing your approach or difficulties with other students but you should not share your program with others or copy the programs of other students. You are encouraged to seek the help of the instructor and the assigned tutors of this course.

Submitting an assignment that was not entirely done by you (and your partner in a team assignment) is considered academic dishonesty and will result in appropriate disciplinary action.

Can I do programming assignments on my own computer instead of using the computer systems in a university lab?
Sure, if you have your own Windows computer system and the Visual BASIC .NET (2002) software. Note that your submitted programming assignments will be graded and tested with the Visual BASIC .NET (2002) software. It is your responsibility to ensure that your programming assignments can “Build” and “Start” (i.e. compile and run) on the lab machines.