Course Syllabus - Fall 2014

Course Title/Number: C# NET Programming / IST 303
Location: Prichard Hall 200
Times: MW 2:30 pm - 3:45 pm
Instructor: Dr. Alice Lin
Office: 346 Old Main
Phone: (304) 696-6418
E-Mail: lina@marshall.edu
Office hours: TR 10:30-12:00, 3:30 - 5:00
Other times by appointment

University Policies: By enrolling in this course, you agree to the University Policies listed below. Please read the full text of each policy by going to http://www.marshall.edu/academic-affairs and clicking on "Marshall University Policies." Or, you can access the policies directly by going to http://www.marshall.edu/academic-affairs/?page_id=802

Academic Dishonesty/ Excused Absence Policy for Undergraduates/ Computing Services Acceptable Use/ Inclement Weather/ Dead Week/ Students with Disabilities/ Academic Forgiveness/ Academic Probation and Suspension/ Academic Rights and Responsibilities of Students/ Affirmative Action/ Sexual Harassment

Course Description:
The course introduces basic programming concepts such as structure, decision making, looping, arrays, and method calling and enforces good style and logical thinking. Advanced topics cover inheritance, exceptions, GUIs, events, and files.

Textbook:
Microsoft® Visual C# 2012: An Introduction to Object-Oriented Programming, 5th Edition
Author: Joyce Farrell
ISBN-10: 1-285-09633-9
ISBN-13: 978-1-285-09633-9
Publisher: Cengage Learning
Publication Date: 2014

Credit:
The course is three (3) credit hours. It includes classroom lectures, exams and programming assignments.

Course Student Learning Outcomes:

- Create working C# programs using the Visual Studio environment.
- Learn about data and how to input, store, and output data in C#.
- Create GUI applications.
- Learn about the classic programming structures—making decisions, looping, and manipulating arrays—and how to implement them in C#.
- Complete a thorough study of methods, including passing parameters into and out of methods and overloading them.
- Understand the object-oriented concepts of classes, objects, data hiding, constructors, destructors, inheritance, and except handling.
- Learn about controls, how to set their properties, and how to make attractive, useful, graphical, and interactive programs.
- Understand the intricacies of handling events in your interactive GUI programs.
- Learn to save data to and retrieve data from files.
- Learn how to interact with databases in C# programs.

How Practiced in this Course:
In-class lectures, in-class examples, programming assignments and exams.

How Assessed in this Course:
Evaluation of student's performance will be based on the quality of your performance on programming assignments and exams.

Grading Policy:
Exams - 50%
Programming Assignments - 50%

Final letter grades are determined based on the following grading scale:

90-100%	A
80-89%	B
70-79%	C
60-69%	D
Below 60	F

The instructor reserves the right to change these values depending on the overall class performance and/or extenuating circumstances.

Attendance Policy:
Attendance is strongly encouraged. It is the student's responsibility to meet with instructor to discuss absences due to illness or other reasons. The university attendance policy will apply for excused absences.

Withdrawal Policy:
The University withdrawal policy is followed in this course. The last day to drop an individual course for the Fall Semester is October 31, 2014.

Course Schedule:
Please note this is a tentative schedule.

Week 1	8/25	Syllabus, CH 1
Week 2	9/1	Labor Day Holiday, CH 2
Week 3	9/8	CH 3, CH 4
Week 4	9/15	CH 5, CH 6
Week 5	9/22	CH 7
Week 6	9/29	CH 8
Week 7	10/6	CH 9
Week 8	10/13	Midterm Exam, CH 10
Week 9	10/20	CH 11
Week 10	10/27	CH 12
Week 11	11/3	CH 13
Week 12	11/10	CH 14
Week 13	11/17	CH 15
Week 14	11/24	Thanksgiving/Fall Break-Classes Dismissed
Week 15	12/1	Dead Week -Review
Week 16	12/8	Final Exam