# COURSE SYLLABUS

**Course Title:** Programming Logic & Design with Visual Basic  
**Department:** Business and Technology  
**Curriculum:** Computer Information System  
**Date submitted:** Sept. 2014 AAC: 14-125

## Course Code:
CSC*126

## Course Type:
D/X

## Prerequisites:
None

## Elective Type:
G/LAS

## Credit Hours:
3

## Developmental:
No

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<tr>
<th>Lecture</th>
<th>1.5</th>
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<tbody>
<tr>
<td>Clinical</td>
<td>0</td>
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<tr>
<td>Lab</td>
<td>1.5</td>
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<tr>
<td>Studio</td>
<td>0</td>
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<tr>
<td>Other</td>
<td>0</td>
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<td><strong>TOTAL:</strong></td>
<td>3</td>
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## Class Maximum:
24

## Semesters Offered:
F/Sp/Su

## Contact Hours:

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## Catalog Course Description:
Acquaints students with the design, development, testing and documentation of Visual BASIC programs. Visual BASIC’s object oriented event driven interface is used to program sequential, conditional, and repetition structures. Students will develop multiple forms with menu and sub menu. Multiple objects and control arrays are used to gather input. Sequential data files are created and accessed in Visual BASIC programs.

## Topical Outline:

1. Introduction to Programming and Visual Basic  
2. Program Development Life Cycle  
3. Creating Applications with Visual Basic  
4. Variables and Calculations  
5. Making Decisions  
6. Lists and Loops  
7. Procedures and Functions  
8. Multiple Forms, Modules, and Menus  
9. Arrays and More  
10. Files Printing and Structures

## Outcomes:
Upon successful completion of this course, the student will be able to do the following:

**COURSE:**
that students should be able to demonstrate as evidence that they have mastered the course content.

1. declare variables, code counters and accumulators, work with relational and logical operators
2. write code incorporating the three major programming constructs: sequence, selection, and iteration
3. write interactive, real-time programs

**PROGRAM:** *(Numbering reflects Program Outcomes as they appear in the college catalog)*

3. solve computer-related problems
4. apply the use of the Program Development Life Cycle
5. practical knowledge of a high-level programming language such as Java, C++, or Visual Basic

**GENERAL EDUCATION:** *(Numbering reflects General Education Outcomes as they appear in the college catalog)*

2. Critical Analysis/ Logical Thinking - Students will be able to organize, interpret, and evaluate evidence and ideas within and across disciplines; draw reasoned inferences and defensible conclusions; and solve problems and make decisions based on analytical processes.

   **Demonstrates:** Identifies the issue(s); formulates an argument; explains and analyzes relationships clearly; draws reasonable inferences and conclusions that are logical and defensible; provides support by evaluating credible sources of evidence necessary to justify conclusions.

   **Does Not Demonstrate:** Identifies few or no issues; formulates an argument without significant focus; provides an unclear explanation of analysis and relationships; drawing few reasonable inferences and conclusions that are illogical and indefensible; provides little to no support using credible sources of evidence necessary to justify conclusions.

**Evaluation:**

List how the above outcomes will be assessed

Assessment will be based on the following criteria:

1. Students will write short programs to demonstrate basic skills.
2. Students will write at least two longer programs to demonstrate the ability to solve a complex problem.
3. One or more of these projects will be uploaded to ePortfolio.
4. Written examinations

**Instructional Resources:**

List library (e.g. books, journals, on-line resources), technological (e.g. Smartboard, software), and other resources (e.g. equipment, supplies, facilities) required and desired to teach this course.

**Required:**

1. Room will require Media Control System (Computer and multimedia projector)
2. Computer Lab
3. Microsoft Visual Studio (current version)

**Textbook(s)**

Textbook: Refer to current academic year printout