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Computer Science 030
Visual BASIC programming
MWF 11:00 – 11:50

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Instructor: Dr. Stephen Hughes   Office Hours:
e-mail: stephen.hughes@uni.edu   Monday 1:00 – 2:00
                                            Friday 1:00 – 2:00
                                            By Appointment or Open Door.
                                            ITTC 317

COURSE DESCRIPTION

Computer Science 030 is designed to introduce students to fundamental concepts in computer science and programming.   Students will learn to plan, implement and debug programs using the Visual BASIC programming language.   This course offers broad coverage of language syntax, programming practice, and programming problems appropriate to the novice or end-use programmer using a personal computer.

COURSE CONTENT

Materials

Visual Basic 2008 How To Program, Deitel & Deitel . Prentice Hall ISBN-13: 978-0-13-215213-6

Grading

Lab Sessions (5%) Most weeks, we will use Friday's class time to meet in the computer lab (Wright 112) to work through a hands-on activity.   These sessions are intended to be collaborative – you will be encouraged to work with partners and discuss the concepts of the activity with your classmates. Unless otherwise specified in advance, the lab work must be completed during the lab session and submitted by the end of the session. Credit will be given for each lab session that is completed.

Programming Assignments (25%)   There will be weekly programming assignments that will generally mirror the concepts explored in the weekly lab sessions. These assignments are to be completed individually. Programming assignments are to be your own work. You may not get help on the specifics of the assignment from anyone but the instructor. You may not show your program to anyone, look at anyone else's program or share ideas with anyone about how to write the program.

Quizzes (10%) Short quizzes will be given regularly to assess your progress in the course.   These are designed to ensure that you are keeping up with the class and to give you a sense of the level of mastery that is expected. Quizzes will generally be given at the beginning of class and will *usually* be announced the class before.   No make-up quizzes will be offered.

Exams (50%) There will be 2 exams during the semester (15% each) and a comprehensive final exam (20%) administered on the university-schedule final exam time for this course (**May 3: 10:00–11:50**). Exam dates will be announced in class at least one week in advance

Final Project (10%) Students will have the opportunity to develop a software project on a larger scale than the weekly assignments to demonstrate their overall knowledge of Visual BASIC programming. You will have the option of working on an assigned topic or developing your own topic (pending instructor approval).

Letter grades will be assigned based on the following scale.

	$87 \leq$ B+ < 90	$77 \leq$ C+ < 80	$67 \leq$ D+ < 70	
$93 \leq$ A	$83 \leq$ B < 87	$73 \leq$ C < 77	$63 \leq$ D < 67	F < 60
$90 \leq$ A- < 93	$80 \leq$ B- < 83	$70 \leq$ C- < 73	$60 \leq$ D- < 63	

COURSE POLICIES

Prerequisite
There are no formal prerequisites for this course. Prior experience with programming is **not** necessary or expected.

Attendance Policy
Class attendance is vital to your success in this course; material covered during missed sessions is the responsibility of the student. Conversations held in class illuminate the published class materials and are subject to evaluation on subsequent exams.

Late Submissions
I understand that circumstances conspire against us all, and occasionally, deadlines cannot be met. If you need to hand in an assignment late, you must contact me 24 hours in advance of the due date to *negotiate* a new submission date. Any late submission without prior approval will be penalized 10% per day for the first week. Assignments submitted after one week will not receive credit.

Office Hours
Office hours are an opportunity for you to clarify details you may have missed in class. If you come to office hours with a problem on the assignment, you should come prepared to answer questions, as well as asking them. If you have questions regarding code, you also should come prepared with access to an electronic version of your work.

Academic Integrity
Honesty and integrity are qualities we value in ourselves and in others. Therefore, you are expected to be fully aware of your responsibility to maintain the highest degree of integrity in all of your work. It is accepted that you have read and understood the standards for academic integrity at the University of Northern Iowa, and will abide by these standards for this course.

Electronic Devices
As a courtesy to me and your peers, cell phones and other personal communication devices should be *turned off* prior to entering the classroom or lab. If you wish to use your laptop during class, be sure that it is being used for activities that are directly related to the classroom discourse. *I reserve the right to change this policy at any point during the semester*.

Special Services
If you have special academic or physical needs requiring accommodations, please meet with me during my regular office hours or schedule an appointment as soon as possible. We need to discuss any accommodations before they can be implemented.

End of Course
This course officially ends with the scheduled Final Exam session. No work for this class will be accepted beyond that point