

CS 160.01

Visual Computing

Instructor: Rekha Bhowmik
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Course Purpose/Objectives:

This course is an introduction to programming using the visual paradigm, aimed at students with little or no background in programming. The core notions of problem solving through programming are introduced, following an object-oriented approach to visual programming.

The student will learn to visually design a Windows application using the Visual Basic .NET tools and provide the application with the algorithms that control its responses to a user. In order to achieve the latter, the student will learn a useful subset of the Visual Basic programming language. In addition, the student will have an opportunity to learn good user interface design and problem solving skills.

Prerequisites:

Basic computer skills (some familiarity with e-mail and web browsing, at least).

Text/Materials:

Required Text Book: *Visual Basic .NET Comprehensive Concepts and Techniques* by Shelly, Cashman, Quasney. Course Technology, ISBN: 0-7895-6549-8

Visual Basic .NET - Visual Basic programs can only be developed and tested using Microsoft's Visual Basic programming environment. Students wishing to work on assignments at home must purchase the software, either at an educational discount (ask at the bookstore or search on the web) or packaged with a textbook. Students who find the textbook difficult to read or who intend to program in Visual Basic in the future should purchase another book on Visual Basic programming, possibly a reference book.

Attendance:

Attendance is required. We will complete in class assignments on a regular basis. If you are not in class when an in class assignment is done, then you will not receive credit for that assignment. Exceptions to this rule are on a case by case basis and must include a scheduled meeting with me. The same applies to absences.

Assignments:

Often, homework from the chapters or Blackboard or quizzes will be used to reflect important concepts and allow you to test your understanding of certain concepts. Some homework will be shared with the class and graded more as a class participation grade or extra credit. Lab exercises involving program design and programming will often be assigned every week or two; some of these will come directly from your textbook and some will be created on Blackboard.

Grading:

The different types of grades are : Tests, quizzes, labs, and homework.

Tests (2)	15% each
Quizzes	10%
Labs/ Homework	45%

Final exam 15%

Your final grade is computed as a percentage. The minimum percentage to earn an A is 90%, a B is 80%, a C is 70%, and a D is 60. Programs and lab assignments must be unique creations of individual students and free of syntax errors to be worth many points.

Location and time of class meeting: This class meets MWF from 1- 1:50 in AB1-215

Office Hours: M W F: 11:00 - 1:00
TH : 10:00 - 11:00, 3:00 - 4:00

Email:

Email communication is the best way to communicate with me outside of my office hours during the semester. Your email must include your name, and specifics of your question.

Exams:

There will be 2 exams plus a final with points awarded according to the above schedule. Cheating on exams or homework WILL NOT be tolerated. A grade of "F" for the course and appropriate disciplinary action will be awarded to any student caught cheating.

Academic Honesty:

All students are expected to engage in all academic pursuits in a manner that is above reproach. Students are expected to maintain complete honesty and integrity in t the academic experiences both in and out of the classroom. Any student found guilty of dishonesty in any phase of academic work will be subject to disciplinary action. The University and its official representatives may initiate disciplinary proceedings against a student accused of any form of academic dishonesty including but not limited to cheating on an examination or other academic work which is to be submitted, plagiarism, collusion and the abuse of resource materials.

Students will refrain from behavior in the classroom that intentionally or unintentionally disrupts the learning process and, thus, impedes the mission of the University. Cellular phones and pagers must be turned off before class begins. Students are prohibited from eating in class, using tobacco products, making offensive remarks, reading newspapers, sleeping, talking at inappropriate times, wearing inappropriate clothing, or engaging in any form of distraction. Inappropriate behavior in the classroom shall result in a directive to leave the class. Students who are especially disruptive also may be reported to the Dean of Students for disciplinary action in accordance with University policy.

Any situation which requires examination of possible academic dishonesty will be dealt with according to the policies and procedures set forth in Academic Policy Statement 810213.

Americans with Disabilities Act:

It is the Policy of Sam Houston State University that no otherwise qualified disabled individual shall, solely by reason of his/her handicap, be excluded from the participation in, be denied the benefits of, or be subjected to discrimination under any academic or Student Life program or activity. Disabled students may request assistance with academically related problems stemming from individual disabilities by contacting the Director of the Counseling Center in the Lee Drain Annex or by calling (936) 294-1720