

The University of Texas at Tyler
Bachelor of Science in Computer Information Systems

Syllabus

Course Number:	COSC 1308																																																												
Course Title:	Introduction to Visual BASIC																																																												
Course Description:	This course introduces the fundamental concepts of programming including data types, control structures, subprograms, arrays, and simple graphical user interfaces using the Visual BASIC language.																																																												
Pre-requisites:	none																																																												
Credits:	3 semester hours																																																												
Text(s):	<i>An Introduction to Programming Using Visual Basic 2005</i> , Schneider. Pearson Prentice Hall, 2006, ISBN 0-13-030654-1/																																																												
Languages Used: (if applicable)	Visual Basic 2005																																																												
Topics:	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 5%;"></th> <th style="width: 20%;">Chapter</th> <th style="width: 60%;">Topics</th> <th style="width: 15%;">Hours</th> </tr> </thead> <tbody> <tr> <td>1.</td> <td>1, 2</td> <td>Introductory Material and Algorithms</td> <td>2</td> </tr> <tr> <td>2.</td> <td>3.1 – 3.1</td> <td>Even-Driven Concepts</td> <td>2</td> </tr> <tr> <td>3.</td> <td>3.3</td> <td>Data Types</td> <td>4</td> </tr> <tr> <td>4.</td> <td>3.4 – 3.5</td> <td>Strings and I/O</td> <td>2</td> </tr> <tr> <td>5.</td> <td>4.1 – 4.2</td> <td>Sub Programs</td> <td>3</td> </tr> <tr> <td>6.</td> <td>4.3</td> <td>Functions</td> <td>3</td> </tr> <tr> <td>7.</td> <td>4.4</td> <td>Modular Design</td> <td>1</td> </tr> <tr> <td>8.</td> <td>5.1</td> <td>Relational and Logical Operators</td> <td>1</td> </tr> <tr> <td>9.</td> <td>5.2, 5.3</td> <td>Decision Structures</td> <td>5</td> </tr> <tr> <td>10.</td> <td>6</td> <td>Repetition Structures</td> <td>5</td> </tr> <tr> <td>11.</td> <td>7.1 – 7.3</td> <td>One-Dimensional Arrays</td> <td>3</td> </tr> <tr> <td>12.</td> <td>7.5</td> <td>Multidimensional Arrays</td> <td>3</td> </tr> <tr> <td>13.</td> <td>7.4</td> <td>Sorting and Searching</td> <td>1</td> </tr> <tr> <td>14.</td> <td>8.1 – 8.2</td> <td>File I/O</td> <td>2</td> </tr> </tbody> </table>		Chapter	Topics	Hours	1.	1, 2	Introductory Material and Algorithms	2	2.	3.1 – 3.1	Even-Driven Concepts	2	3.	3.3	Data Types	4	4.	3.4 – 3.5	Strings and I/O	2	5.	4.1 – 4.2	Sub Programs	3	6.	4.3	Functions	3	7.	4.4	Modular Design	1	8.	5.1	Relational and Logical Operators	1	9.	5.2, 5.3	Decision Structures	5	10.	6	Repetition Structures	5	11.	7.1 – 7.3	One-Dimensional Arrays	3	12.	7.5	Multidimensional Arrays	3	13.	7.4	Sorting and Searching	1	14.	8.1 – 8.2	File I/O	2
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Additional Materials:	Microsoft Visual Studio 2005 documentation																																																												

Evaluation Method: (only items in dark print apply)	
1. Examination/Quiz	2. Homework
3. Paper/Report	4. Computer Program
5. Project	6. Presentation
7. Class Participation	8. Peer Review
9.	10.

Course Objectives¹: By the end of this course students are expected to:
1. To understand the basic concepts of event-driven and structured programming [1, 2, 4, 5]
2. To master the fundamental principles of sequential, repetition, and decision structures [1, 2, 4, 5]
3. To master the fundamental principles of arrays, subprograms, and functions [1, 2, 4, 5]
4. To design and employ a simple graphical user interface with appropriate use of controls and events [4, 5]
5. To demonstrate basic skills in implementing the aforementioned concepts and principles to write and debug simple programs that accomplish a specified objective [4, 5]
6. To be able to interpret the meaning of written code and predict what output it will produce [1,2]
¹ Numbers in bracket refer to method(s) used to evaluate the course objective.

Relationship to Program Outcomes: (only items in dark print apply)²
This course supports the following Computer Information Systems Program Outcomes, which state that our students at the time of graduation are expected to:
1. Be prepared to contribute immediately as information systems professionals [1-6]
2. Be able to design and implement information systems that satisfy user requirements [1 – 5]
3. Demonstrate effective written, visual, and oral communication skills [4]
4. Understand the global context in which computer information systems are practiced including: <ul style="list-style-type: none"> a. Contemporary issues related to business and technology b. The impact of computers on society c. The role of ethics in the practice of information systems profession.
5. Be able to contribute effectively as members of systems development teams [5, 6]
6. Recognize the need to pursue continued learning throughout their professional careers
² Numbers in brackets refer to course objective(s) that address the Program Outcome.

Prepared By: Sara E. McCaslin	Date: 10/23/2007
	Revised: