

LABETTE COMMUNITY COLLEGE BRIEF SYLLABUS

SPECIAL NOTE:

This brief syllabus is not intended to be a legal contract. A full syllabus will be distributed to students at the first class session.

TEXT AND SUPPLEMENTARY MATERIALS USED IN THE COURSE (if any):

Please check with the LCC bookstore <http://www.labette.edu/bookstore> for the required texts for this class.

COURSE NUMBER: COMP 138

COURSE TITLE: VISUAL BASIC PROGRAMMING

SEMESTER CREDIT HOURS: 3

DEPARTMENT: Computer Science

DIVISION: General Education

PREREQUISITE: COMP 130 Introduction to Programming or
MATH 100 Intermediate Algebra with grade B or higher

COURSE DESCRIPTION:

This course provides the beginning programmer with a solid foundation in Visual Basic programming, using visualization and application. Designed for beginners with little or no previous programming experience, this course emphasizes solid programming principles and teaches the Visual Basic language in the process. By putting standard concepts, like input, output, selection, and repetition, at the forefront, instead of focusing solely on a specific language, students will gain knowledge and insight that is easily transferable to other languages.

COURSE OUTCOMES AND COMPETENCIES:

Students who successfully complete this course will be able to:

1. To understand the overview of the .NET initiative and prepare them to begin developing applications using Visual Studio.NET.

- Identify the components of the .NET initiative
- Explain the languages and application development steps
- Explain the startup features of Visual Studio.NET

2. Demonstrate an ability to use the Visual Basic language commands to code, enter, and test elementary Visual Basic programs and to manipulate Visual Basic program files.

- Explain the components of a windows form.
- Explain data binding and data manipulation.
- Explain the user assistance and accessibility
- To test, deploy, configure and support of a windows applications.

3. Design and write programs in a structured format that use small, easy-to-understand modules that apply the techniques of sequence, selection, iteration and case.

- Explain and develop windows forms and controls.
- Explain and develop exceptions, components and assemblies.
- Explain binding and manipulating data.
- Explain the differences between local and global variables.
- To test, deploy, and maintain Windows applications.

4. To use and develop file structures.

- To prepare for the Visual Basic Practice Exam 1.
- To prepare for the Visual Basic Practice Exam 2.
- To prepare for the Visual Basic Practice Exam 3.