

# Introduction to C# Programming

## Introduction to C# Programming

ITSE-1330

**CREDIT Spring 2016**  
01/19/2016 - 05/15/2016

## Course Information

**Section 001**  
*Distance Learning*  
ONL DIL  
[Rudy Martinez](#)  
rmartin6@austincc.edu  
(512) 223.4754

There was a problem retrieving the course information. If this error persists, contact the instructor.

**Section 003**  
*Distance Learning*  
ONL DIL  
[Rudy Martinez](#)  
rmartin6@austincc.edu  
(512) 223.4754

## Office Hours

- Email to confirm appointment.
- M W  
1pm - 1:30pm
- F  
8am - 11am



## Schedules



## COURSE DESCRIPTION & RATIONALE

### Blackboard course access 1st week of class

Students must access the course in Bb during the 1st week of class to be counted as "Attending". If a student does not access the course in Bb during the 1st week of class s/he will be classified as "Never Attended" and will be ineligible for financial aid.

### Course Description

Data types, control structures, functions, syntax, and semantics of the language, classes, class relationships, and exception handling. This course is an introduction to computer programming for Windows. Emphasis will be on the fundamentals of structured design, development, testing, implementation, and documentation, including language syntax, data and file structures, input/output devices, files, and databases. The following C# topics will be covered: C# syntax, basics of C# classes, interfaces, exception handling, assemblies, .NET collections, Windows Forms, and relational database programming. The Microsoft Visual Studio .NET IDE will be used for program development.

### Course Rationale

This is an introductory programming course using the C# language. It does not assume any prior programming experience. This course will prepare students for intermediate C# and ASP.NET courses. This is an optional course in the Local Area Network Administration and Microcomputer Applications Support AAS degrees, and in the Local Area Network Administration and Database

Certificates.

Prerequisite

None.

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# STUDENT LEARNING OUTCOMES/LEARNING OBJECTIVES

Competencies

With the use of the C# language and Visual Studio Professional, at the completion of this course the student should be able to:

- Recognize, diagram, and implement introductory programming concepts using C#
- Determine logical alternatives with C# decision structures utilizing iteration, class methods, fields, and properties.
- Assemble forms, classes, and controls into C# solutions utilizing arrays and file/database access methods

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# READINGS

Textbooks

Textbooks are not required for this course.

Course Content

Course content is derived primarily from this [site](#).

Additional Resources

A list of additional recommended resources can be located [here](#).

Downloading Visual Studio

Visual Studio can be downloaded directly from Microsoft or via DreamSpark.



*Click the DreamSpark logo to access free Microsoft development tools and operating systems. You should receive an email with access instructions during the first week of class.*

*User names and passwords are case sensitive. Check your ‘spam folder’ if you do not see the email in your inbox.*

*If you do not receive the email by the end of the third day of class, navigate to the site via the link above and “**Sign In | Register**” using your ACC email.*

*Students may ‘opt out’ of DreamSpark registration by sending an email to your professor by 8pm of the first day of class. Include ‘DreamSpark Opt Out’ in the email subject line. Be advised, opting out of registration prevents access to the free Microsoft products offered on the DreamSpark site.*

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# COURSE REQUIREMENTS

Welcome to ITSE 1330

Please note that learning to program is challenging. Furthermore, this course utilizes Microsoft Visual Studio, a sophisticated program development environment which introduces additional complexity.

Each semester at ACC many students successfully complete programming courses.

However, a considerable amount of time and effort are required for success.

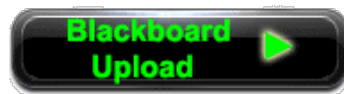
Therefore, it is essential that students understand the scope of the challenges and plan accordingly.

For grade and skill aquisition success, it is imperative that students understand and follow the course requirements in this section. If items are unclear, be sure to eliminate the ambiguity.

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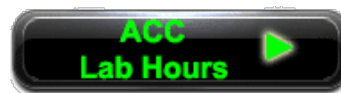
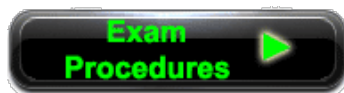
### Program Assignments:

1. All **Programs** must be constructed using **Visual Studio 2013/2015**. Download directly from Microsoft or via DreamSpark.
2. Submissions must be complete working **Solutions**.
3. Compress the **Solutions directory** into a .ZIP file. **AGAIN**, compress the **Solutions directory** which contains all files required by the solution. **See the 'Solutions Directory' link below for instructions.**
4. TEST the program before submitting. **TEST**. If it does not operate properly for you, it will not pass verification testing for credit.
5. Submit the **.ZIP** file to Blackboard under Assignments. Only use the **.ZIP** compression format. NOT .tar, .mar., .car, or .zar. Only use **.ZIP**.
6. Must be submitted in Blackboard **by 11:59pm** of the due date indicated.
7. **Note**: Assignment links are automatically/programmatically removed from Blackboard at 11:59pm of the due date. Therefore, **assignments cannot be submitted after the due dates**.
8. *Again, assignments cannot be submitted after the due dates since the submission links are automatically/programmatically removed from Blackboard.*
9. To receive credit, assignments must completely meet requirements **exactly** as specified.
10. Partial credit is not awarded for assignments that do not meet requirements.
11. The EC (Extra Credit) Program may be submitted to **replace** a Program 1-9 submission. It is due at 11:59pm of the last day of class.



### Exams:

1. All exams are administered in an ACC Academic Testing Center.
2. Exam content is extracted only from course [site](#). Content from linked sources is not on exams.
3. Exams consist of 40 questions which are a combination of multiple choice and T/F.
4. Exams appear in the "Assignments & Exams" section in Blackboard. Exam 1 is available on the first day of the course.
5. Exams 2 & 3 become available after the preceeding exam has been taken.
6. Exam Procedures at the link below must be followed step-by-step to successfully access the exams.
7. Print a copy of the Exam Procedures and take it with you to the Testing Center when taking an exam.
8. Some outlying centers may not support "Blackboard with Respondus" exams. Check with your center of choice.



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### Grade Policy:

A final grade is earned based on demonstrated conceptual understanding and practical application. An overall grade will be assigned on the following grading scale:

Item	Points Per	Percentage	Semester Grade	
Orientation Exam	100	6%	90% - 100%	A
Exams 1,2,3	100	47%	80% - 89%	B
9 Program Assignments	10	47%	70% - 79%	C
Total		100%	60% - 69%	D
			<=59%	F

**Note:** The course syllabus/schedule may be changed. Changes may be reflected on the schedule and/or other portions of the syllabus.

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## GENERAL COURSE POLICIES & WELCOME LETTER

[General Course Policies](#)

[Welcome Letter](#)

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## COURSE SUBJECTS

- Chapter 00 - Welcome to the Course
- Chapter 01 - Getting Started with C#
- Chapter 02 - .NET Framework
- Chapter 03 - C# Overview
- Chapter 04 - Object Orientation
- Chapter 05 - Introduction to Visual Studio
- Chapter 06 - Variables & Data Types
- Chapter 07 - Operators
- Chapter 08 - Making Decisions
- Chapter 09 - Arrays
- Chapter 10 - Iteration
- Chapter 11 - Classes & Objects
- Chapter 12 - Static & Parameters
- Chapter 13 - Structures & Interfaces
- Chapter 14 - File & Directory I/O
- Chapter 15 - Windows Forms
- Chapter 16 - Database Operations
- Chapter 17 - Resources

