SYLLABUS
CIS 2605: APPLICATIONS DEVELOPMENT USING VISUAL BASIC
SPRING 2010

Instructor: Jim Van Horn
Office: Ward Edwards 0622
Office Hours: 5:00pm – 6:00pm Monday (before class)
12:00 – 1:00 (by appointment – call or email to make and appointment)
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Web site: Blackboard

COURSE DESCRIPTION

This course introduces the fundamental concepts and implementations of programming using Visual Basic. Computers have become an integral part of the business today. As such, in this class we will emphasize the programming concepts relevant to business and we will focus on the development of applications used in a business environment.

In teaching information systems, we strongly believe in learning-by-doing. Students will be in a learning environment where they have to implement the programming concepts they learn. Students will be provided with hands-on instruction as well as lectures. Some of the topics to be covered in this course include the design of the interface, sequential, repetition and decision structures, writing object-oriented programs, and use of data files.

REQUIRED TEXT


SOFTWARE

Microsoft Visual Basic 2008 (available in the lab).

You can also get your copy of the software for free from Microsoft one of the following ways:


2) The Professional edition of Visual Studio 2008 can be downloaded from http://www.dreamspark.com/. This web site verifies your student status before allowing you to download the software.
COURSE OUTCOMES


Upon completion of this course, the student should be able to:

1. Have a general understanding of the fundamental concepts of programming and application development.
2. Know how to create a graphical user interface and write simple event procedures associated with the controls.
3. Be able to apply programming constructs such as sequence, decision structures, and repetition structures.
4. Be able to write reusable code using sub procedures and functions.
5. Be able to develop multiple form programs.
6. Know various ways to display output and how to format it.
7. Understand and apply arrays and structures.
8. Be able to develop applications that use data files.

2. Business knowledge

At the completion of the course, the student should be able to analyze both structured and unstructured business problems and develop Visual Basic applications to deal with them.

3. People skills

1. Through role playing exercises, with the instructor and/or peers playing the role of business customer, the students will learn:
   
   a. How to interact with customers in order to gather information requirements, such as asking questions, and creating prototypes for the user interface.
   
   b. How to interact with customers to demonstrate the developed application, by being able to explain and document its functionalities in a non technical language.

2. Working in group activities in class, students will learn how to interact with other programmers that are part of the team.
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**COURSE EVALUATION**

Exam 1  20 points  
Exam 2  20 points  
Final Exam  25 points  
Assignments  25 points  
Quizzes  5 points  
Class participation  5 points  
Total: 100 points

**Assignments**

Students are responsible for reading the assigned chapters from the book and completing the assigned homework. There will be a programming assignments for every major topic covered. All assignments should be turned in at the beginning of the class on the due date. Late assignments will be accepted, but subjected to the penalty of 10 percent off the possible points 12 hours (beginning the day the assignment is due, if submitted after due time).

**Assignment due dates will be announced in class and posted on Blackboard. Please pay attention in class and review Blackboard regularly.**

**Quizzes**

A quiz will be taken at the beginning of each class. Only students present at the start of class will be allowed to take the quiz.
**Exams**

There will be 3 exams as indicated in the class schedule. Exams will be a combination of a closed book objective portion and an open-book hands-on (computer-based) portion. Exams are based on reading assignments, lecture, lab sessions, assignments and various examples used in class. **It is very important to complete all lab and homework assignments in order to succeed in exams.**

If you must miss an exam, you **must** let me know about this **prior** to the exam.

**Class participation**

Students are expected to attend all sessions and come to class before it starts. All work and notes missed during a class absence are your responsibility. A student's grade will be dropped one letter grade for each 3 unexcused absences. Attendance will be taken at the beginning of each class via the class quiz.

During the semester there will be several class activities that allow you to exercise your programming skills and knowledge and also participate in class discussions. You will get points for working on class exercises. For most of these activities, points will be given based on the degree of completion of the assigned work.

**Electronic Devices**

No cell phones, PDAs or other electronic devices can be used in class and exams. Please keep all electronic devices in your pocket or bag during class and exams. If necessary, reset the computer clock when you log on and then put your phone away.

**Chat and Messaging Programs:**

No chat and messaging programs can be open during class or exams.

**ACADEMIC HONESTY**

Students who violate the University policy on academic honesty will not be tolerated in class. It is acceptable to discuss conceptual aspects of the projects with other people; however, do not key your assignment from someone else’s work, do not allow someone to key your assignment, do not allow anyone to dictate keystrokes to you, and do not copy another person’s project files onto your disk. All written work is to be unique to you. Any student who turns in work that is not their own or who is observed copying off another during a testing situation will be immediately reported and recommended for disciplinary action in addition to receiving a 0 for that work.

Below is the to link the HCBA code of conduct:

[http://www.ucmo.edu/heba/code](http://www.ucmo.edu/heba/code)