

COMP 4/6001 Computer Programming – Fall, 2008

Daniel C. Sweeney, Instructor

Contact Information:

Department Office: 209 Dunn Hall
Department Phone: 678-5465
E-mail: dsweeney@memphis.edu

Office Hours:

By Appointment

Course Description:

Basic concepts in computer programming using Visual Basic. Incorporates object oriented concepts (objects, properties, events, methods), user interface design, data types, assignment statements, flow control statements, arrays and collections, file processing, timers, debugging and testing, to create Windows applications that range from business forms and reports to games. NOTE: Computer Science majors may not use this course to fulfill degree requirements. PREREQUISITE: MATH 1710 or permission of instructor.

Resources:

Required Text

Simply Visual Basic 2008, Third Edition by Deitel.

Other

The course home page is located at <http://classweb.cs.memphis.edu/~dsweeney/6001/>

Course news for microbrowsers is located at <http://classweb.cs.memphis.edu/~dsweeney/6001/news.php>

Evaluation:

Your grade for the course will be based on your performance on 5 multiple choice quizzes (worth 16 points each) and 5 homework assignments (worth 4 points each). You may also do a special project for up to 10 points of extra credit. All special projects must be approved by the instructor before submission and are due by the end of the last class for the semester. Students taking the course at the 6001 level are required to present at one of the homework review sessions. Students taking the course at the 4001 level may present at a homework review session for extra credit.

Grading Scale:

Typical grading is A+ for a total point score greater than 100, an A for a score between 92 and 100 inclusive, an A- for a score of 90 or 91, a B+ for a score of 88 or 89, a B for a score between 82 and 88 inclusive, etc.

Course Policies:

Attendance is optional, but is strongly encouraged.

Plagiarism/Cheating Policy:

Plagiarism or cheating behavior in any form is unethical and detrimental to proper education and **will not be tolerated**. All work submitted by a student (projects, programming assignments, lab assignments, quizzes, tests, etc.) is expected to be a student's own work. The plagiarism is incurred when any part of anybody else's work is passed as your own (no proper credit is listed to the sources in your own work) so the reader is led to believe it is therefore your own effort. Students are allowed and encouraged to discuss with each other and look up resources in the literature (including the internet) on their assignments, but **appropriate references must be included for the materials consulted**, and appropriate citations made when the material is taken verbatim.

If plagiarism or cheating occurs, the student will receive a failing grade on the assignment and (at the instructor's discretion) a failing grade in the course. The course instructor may also decide to forward the incident to the University Judicial Affairs Office for further disciplinary action. For further information on University of Memphis code of student conduct and academic discipline procedures, please refer to: <http://www.people.memphis.edu/~jaffairs/>

Course Syllabus:

Class	Date	Topic	Textbook
1	8/25	Introduction to Computer Programming	Tutorial 1
2	8/27	Integrated Development Environment	Tutorial 2
3	9/3	Requirements and First Program	Tutorial 3
4	9/8	Homework and Review	
5	9/10	Quiz #1	
6	9/15	Design and Graphical User Interfaces	Tutorial 4
7	9/17	Construction and Events	Tutorial 5
8	9/22	Testing and Variables	Tutorial 6
9	9/24	Homework and Review	
10	9/29	Quiz #2	
11	10/1	Algorithms	Tutorial 7
12	10/6	Dialogs and Edit Checking	Tutorial 8
13	10/8	Looping, Part 1 Looping, Part 2	Tutorial 9 Tutorial 10
14	10/15	For...Next Repetition	Tutorial 11
15	10/20	Security and Select Case Statements	Tutorial 12
16	10/22	Homework and Review	
17	10/27	Quiz #3	
18	10/29	Reuse and Procedures	Tutorial 13
19	11/3	Dates and Timers	Tutorial 14
20	11/5	Variables, Part 2	Tutorial 15
21	11/10	Homework and Review	
22	11/12	Quiz #4	
23	11/17	Random-Number Generation	Tutorial 16
24	11/19	One-Dimensional Arrays	Tutorial 17
25	11/24	Two-Dimensional Arrays	Tutorial 18
26	11/26	No class	
27	12/1	Homework and Review	
28	12/3	Quiz #5	