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OFFICE HOURS: M 3:45-5:45 (Kent); T 1:30-5:45; W 2:00-5:45 (South)
COURSE: COP 2360, Spring 2010 (#319077)



COURSE DESCRIPTION (COP 2360)

This course is an introduction to programming in the C# programming language, in the Microsoft .NET environment. Students will learn to write programs in the C# language using the Microsoft Visual Studio .NET development environment. Emphasis will be on creating programs that use a Graphical User Interface. Student hands on programming projects will be an integral part of the course. (Prerequisite: COP 1000)

TEXTBOOK

📖 Murach, Joel, **Murach's C# 2008**, Mike Murach & Associates, Inc., US (2008) (ISBN 978-1-890774-46-2)

STORAGE DEVICES

💻 Memory stick, flash drive, or thumb drive

SOFTWARE

🖥️ Visual Studio .NET 2008 (Microsoft Visual C# .NET 2008 Professional Edition available through MSDAA)

🖥️ - OR - Visual Studio .NET 2008 (Microsoft Visual C# .NET 2008 Express Edition available from Microsoft)

🖥️ SQL Server 2005 (available through MSDAA)

EVALUATION

Student progress will be evaluated based on projects, tests, and discussion board participation. The following table describes the relationship to the final grade.

Component	Number	Percentage of Grade
Projects*	6	50%
Assessments*	4	50%

*Note: Individual project and assessment weights may vary.

- Projects will be evaluated based on correctness, completeness, and appearance.
- Projects are due on the due date, at the *beginning of class*. (Do not miss class to complete a project.)
- *Late* projects will **NOT** be accepted.
- **NO** makeup tests will be given. If you are unable to attend a scheduled test, please make arrangements *in advance* with the professor.

GRADING SCALE

Points	Grade
90-100	A
80-89	B
70-79	C
60-69	D
Below 60	F
Failure due to non-attendance	FN

GUIDELINES FOR STUDENT SUCCESS

- ✓ Each student is expected to attend class regularly and to participate in the discussions online.
- ✓ Keep good class notes of lectures and discussions, as test materials may come from lectures (it's not all in the book!).
- ✓ Read the assigned materials. Ask questions, if you don't understand a concept.
- ✓ When working on projects on the computer, *save* your work often. When you think it would be inconvenient to recreate your work, save your work.
- ✓ **Submit** projects on time. **Upload** an electronic copy of your project. **Print** the source code and output to turn in. Your name, course, and project number must be on each source file submitted.
- ✓ Create a portfolio of your work. Maintain a folder of your returned projects until term end.
- ✓ You may ask for assistance from your professor or another student; however *your work must be your own*. Students are expected to complete their own tasks. Evidence of academic dishonesty will be handled according to the appropriate college Board rule and may result in a failing grade for the project or assessment, or failure in the course. For more information refer to the *Procedures for Handling Alleged Academic Dishonesty* policy in the college catalog or <http://floridastatecollegecatalog.fscj.edu/content.php?catoid=11&navoid=684&bc=1&hl=dishonesty>.
- ✓ *Don't get behind in the course!* Make sure you plan plenty of time for studying/working on this course. If you "get stuck" on something that doesn't seem to work, don't "stay stuck". Call or email your professor or study friends.
- ✓ Electronic devices are to remain *silent* during class and lab time, as not to disturb the class.

PROPOSED COURSE SCHEDULE*

Date	Lecture Topics	Chapters	Projects	Tests
1/12	Get started with Visual Studio Design a Windows Forms application Code and test a Windows Forms application	1 2 3		
1/18	<i>SCHOOL CLOSED – ML King Day</i>			
1/19	<i>Drop Deadline (A16)</i>			
1/19	Numeric and string data Debug an application	4 11		
1/26	Create and use classes Organize and document your classes	12 16	1	
2/2	Control structures Test (1-4, 11) (5 chapters)	5		1
2/9	Methods and event handlers	6	2	
2/15	<i>SCHOOL CLOSED – President's Day</i>			
2/16	Handle exceptions and validate data	7		
2/23	Arrays and collections Dates and strings	8 9	3	
3/2	Windows forms and controls Enhance user interface Test (5-7, 12, 16) (5 chapters)	10 24		2
3/9	Database programming Data sources and datasets	17 18	4	
3/16	Bound controls and parameterized queries ADO.NET to write your own data access code	19 20		
3/23	Files and data streams XML files	21 22	5	
3/25	<i>Withdrawal Deadline (A16)</i>			
3/30	Test (8-10, 17-20, 24) (8 chapters)			3
4/2-4/4	<i>SCHOOL CLOSED – Good Friday/Easter</i>			
4/5-4/11	<i>SCHOOL CLOSED – Spring Break</i>			
4/13	LINQ	23		
4/20	Inheritance	14		
4/27	Deploy an application	25	6	
5/4	Final Test (14, 21-23, 25) (5 chapters)			4

* The instructor reserves the right to adjust the schedule as needed. Students will be provided an updated course schedule.