

Syllabus Spring 2019

CSCE 204: Program Design and Development

Course Details

Course: CSCE 204
Credits: 3
Classroom: Swearingen 2A27
Lab: Swearingen 1D11

Contact Information

Instructor: Philip Conrad
Email: conradp@email.sc.edu
Office Hours: MW: 9:40am – 10:40am
MW: 9:40am – 10:40am
(Storey Innovation Center, Lab 2236)

Course Description

Fundamental algorithms and processes used in business information systems. Development and representation of programming logic. Introduction to implementation using a high-level programming language.

Prerequisites

CSCE 101 or MGSC 290

Required Text

Starting Out with Visual Basic, 7th edition, Tony Gaddis, Kip R. Irvine, Pearson, 2016

Learning Outcomes

- Create pseudocode that describes the intended operation and flow of an application.
- Specify and apply appropriate data types used in an application.
- Develop correct branching and looping constructs needed to perform specific computing processes.
- Create an appropriate user interface for an application.
- Debug a medium complexity software application, identifying logic and syntax errors, and apply appropriate changes to the code.
- Develop a non-trivial Visual Basic program.

Topics

- Understanding of, and ability to generate pseudocode
- Best practices in the creation of application, specifically:
 - Object/Variable naming
 - Use of comments
 - Encapsulation
 - Variable scope
- Development of a user interface
 - Forms, buttons, labels, textboxes, checkboxes, radio buttons, panels, groupbox
 - Ability to set basic properties of user interface elements
- Expressions
 - Addition, numeric data
- Non-numeric data, Strings
- Coding logic
 - Assignment statement
 - Branching statements
 - Looping statements
 - Executing code on startup
 - Form_Load event
 - Exception Handling
 - Try...Catch
 - Debugging skills
 - Break points
 - Auto and Local window
 - Diagnostic output
 - Watch variables
 - Creating subroutines and functions
 - Reading and Writing files
 - Working with multiple forms

Test Schedule

Tests must be taken during the timeslot. There are no late exceptions.

Test 1	Test 2	Final Exam
8:30am	8:30am	9:00am
Mon March 4th	Friday April 5th	Wed May 1st

Grading Policy

Quizzes & Exercises	10%
Programming Assignments:	60%
Tests (2):	20%
Final Exam:	10%

The grade is calculated using the standard curve:

Final Grade Range	Reported Grade
90 - 100%	A
87 - 89.9%	B+
80 - 86.9%	B
77 - 79.9%	C+
70 - 76.9%	C
67 - 69.9%	D+
60 - 66.9%	D
< 60%	F

Grade Discussion

Questions about any grades in this class must be addressed within 1 week of work being returned.

Late Work

No late items will be accepted.

Quiz Grades

The lowest quiz grade will be dropped.

Cheating Policy

Academic dishonesty undermines the educational mission of the course and reflects disrespect to your classmates and to your instructor. Therefore, you are expected to practice the highest possible standards of academic integrity. The minimum penalty for cheating is a zero on the assignment. Additional, more severe penalties may be levied for repeated or egregious

violations. This policy includes improper citation of sources, claiming another student's work as your own, and any other form of academic misrepresentation. Details on the University cheating policy can be found in the section on "Academic Responsibility" in the Carolina Community Handbook. If in doubt, ask first!

Syllabus Change Policy

This syllabus is a guide and every attempt is made to provide an accurate overview of the course. However, circumstances and events may make it necessary for the instructor to modify the syllabus during the semester and may depend, in part, on the progress, needs, and experiences of the students. Changes to the syllabus will be made with advance notice.

What Every Student Needs to Know

https://cse.sc.edu/~cmatthew/acad_response.htm