

CPS 130-x311 (x=B,C,H,K,M)
Introduction to Programming (Visual Basic)
Fall Semester 2018

Section x311**Instructor:** *Mark S. Hall***Office:** 303**Lecture:** *Tue-Thur 2:00 –3:15 pm***Room:** *DE Node***Phone:** *1-715-261-6291 (W)**1-715-574-7910 (M)***Email:** mark.hall@uwc.edu**Business Skype:** [mark.hall@uwc.edu](https://www.skype.com/en/contacts/mark.hall@uwc.edu)**Skype:** [mark.hall.wi](https://www.skype.com/en/contacts/mark.hall.wi)**Office Hours:** *See schedule or arranged via appointment***Course Description**

Computer Science 130 is a programming course specifically designed for individuals with no prior computer experience. The primary topic covered in this class is *learning the basics of programming*. These classes and assignments are designed to limber up the participants critical thinking skills, while giving the participant a basic knowledge of programming.

Computer programming, or writing your own programs, is becoming equally important in a number of disciplines, although it can take on many forms, including:

- Writing Visual Basic scripts for Excel or Word documents
- Writing VBScript or JavaScript for HTML documents, or writing Java "applets"
- Writing search/sort routines for database operations
- Writing more "traditional" programs using java, C, C++, or some other language

The intention of this course is to provide you with an introduction in how to design and implement good programs. I assume that you have no or little prior experience in programming, but you should have used computers before! Probably the easiest part of learning how to program is learning how to say something in a computer language in such a way that the computer will understand you. Believe it or not, it's actually harder to figure out what you want to say in the first place. In this course, we'll try to focus on solving problems by breaking them down into smaller and smaller sub-problems. By doing this, we learn how to think about the problems in a way that makes it easy to phrase our answer so that it's easy to write the program that implements it. Learning how to solve problems (and write programs) like this isn't something that most people pick up right away.

An Introduction To Programming
Using Visual Basic 2012 (9th edition)

Schneider**ISBN-10:** 0-13- 337850-0**ISBN-13:** 978-0-13-337850-4

Grading & Point Assignments

Participation	5.0%	Attendance and Discussion in class		Grade	%
VB Homework	15.0%	Chapter Homework		A	92
VL & VB Programming	40.0%	Programming Assignments		A-	89
Exam 1	10.0%	VB.NET Chapters 1-3	Visual Logic	B+	87
Exam 2	10.0%	VB.NET Chapters 3-4-5	Visual Logic	B	82
Final Exam	20.0%	VB.NET Chapters 6-8	Visual Logic	B-	79
Total Possible	100.00%			C+	77
				C	72
				C-	69
				D+	67
				D	62
				D-	59
				F	0

The instructor reserves the right to give scheduled or unscheduled quizzes over material from lecture, assignments and textbooks. Exams will test material presented in lectures and the textbooks. Quizzes are also attendance markers; therefore, there are no make-ups for quizzes without a valid excuse.

Instructor Schedule

Fall 2018 Schedule

	Monday	Tuesday	Wednesday	Thursday	Friday
8:00					
8:50					
9:00	CPS 110 P2P		CPS 110 P2P		CPS 110 P2P
9:10	9-9:50 am		9-9:50 am		9-9:50 am
9:50	MTH/MSF	CPS 255 DE	MTH/MSF	CPS 255 DE	MTH/MSF
10:00		9:10 - 10:25 am		9:10 - 10:25 am	
10:25					
10:50					
11:00		CPS 130 DE		CPS 130 DE	
11:50		11-11:50 am		11-11:50 am	
12:00					
12:15		Common		Common	
13:15		Hour		Hour	
14:30		CPS 260 DE		CPS 260 DE	
15:45		2:30-3:45 pm		2:30-3:45 pm	

Programming Policy

This course emphasizes programming in Visual Basic .NET language.

Programming assignments comprise only 40% of a grade, however, programming techniques and Visual Basic language syntax will be tested on the exams. You can expect that ***"programming" activities will be approximately 100% of your grade.*** It is expected that programming assignments be done on an individual basis. If there is "group work", then the total points available for the assignment will be divided by the group size and that will be the score for each individual. That does not mean that students cannot ask other students for help. Each student must be actively working that assignment and NOT JUST copying the program and changing the name of the programmer. You can ask another student or instructor questions on how to do the assignment or help in debugging the program. We will also spend time programming as a group during class times.

Course Expectations

You will learn how to write good code:

- Must work
- Easy to Read
- Easy to Understand
- Easy to Maintain

Assessment

No assessment currently planned for this semester.

College-wide proficiencies assigned to the course:

- ✓ Analyze, synthesize, evaluate and interpret information and ideas.
- ✓ Select and apply scientific and other appropriate methodologies.
- ✓ Solve quantitative and mathematical problems.
- ✓ Integrate knowledge and experience to arrive at creative solutions.
- ✓ Evaluate situations of social responsibility.
- ✓ Read and listen with comprehension and critical perception.
- ✓ Develop a large and varied vocabulary.
- ✓ Gather information from printed sources, electronic sources, and observation.
- ✓ Use computer technologies for communication and problem solving.
- ✓ Learn independently, stimulating and satisfying intellectual curiosity.

Examination Policy

No make-up exams will be allowed without *prior* arrangements being made. Make-up exams must be taken when scheduled. *Attendance is taken on a daily basis and is part of your grade.*

Preparing for Examinations: Attend lectures, do the assignments and read the chapters. 100% of the questions are taken directly from the reading and lecture material.

In Case You Are Late or Absent: It is your responsibility to get the course notes, handouts, and laboratory assignments should you miss class or be late.

Appeals Policy

To appeal a grade, send an email to your instructor's email address within two weeks of the grade having been received. Overdue appeals will not be considered.

Student Conduct In Class Policy

Any acts of classroom disruption that go beyond the normal rights of students to question and discuss with instructors the educational process relative to subject content will not be tolerated, in accordance with the Academic Code of Conduct described in the Student Handbook.

Children In Class Policy

Only in extreme cases are children allowed in classroom or laboratory facilities, and then only with approval of the instructor prior to class.

Electronic Devices In Class Policy

Cellular phones, pagers, CD players, radios, and similar devices are prohibited in the classroom and laboratory facilities. Calculators and computers are prohibited during examinations and quizzes, unless specified. Reasonable laptop-size computers may be used in lecture for the purpose of taking notes.

Incomplete Policy

Students will not be given an incomplete grade in the course without sound reason and documented evidence as described in the Student Handbook. In any case, for a student to receive an incomplete, he or she must be passing and must have completed a significant portion of the course.

Cheating Policy

Students are expected to uphold the school's standard of conduct relating to academic honesty. Students assume full responsibility for the content and integrity of the academic work they submit. The guiding principle of academic

integrity shall be that a student's submitted work; examinations, reports, and projects must be that of the student's own work.

Disabilities Policy

In compliance with the Americans with Disabilities Act (ADA), all qualified students enrolled in this course are entitled to “reasonable accommodations.” Please notify the instructor during the first week of class of any accommodations needed for the course.

Welcome to the class!