

Inver Hills Community College

CS 1114: Visual Basic Programming

A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: 0

OJT Hours/Week: *.*

Prerequisites:

CS 1110 - Computer Science I with Java; OR

CS 1119 - Computer Programming with C++

Corequisites: None

MnTC Goals: None

Continues study of Visual Basic programming language, emphasizing the VB controls and the programming interface and environment. Designed for students who are already experienced in an upper level programming language and who desire to learn Visual Basic. Topics include Event-Driven and Object-Oriented Programming, single and multiple forms, controls, properties, coding behaviors for events, writing code modules, adding graphics, and database access. The course will not include topics specific to MS Word or MS Excel, but will be a more general introduction to developing windows applications. Fall and Spring. Prereq: CS 1103, CS 1026, CS 1119, or experience in any high-level programming language.

B. COURSE EFFECTIVE DATES: 08/22/2003 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Adding graphics, more advanced controls and properties, and coding behaviors for events: 10%
2. Advanced features: multiple-document forms, API class OLE: 10%
3. Custom menus, multi-forms, and complete applications: 10%
4. Database access: 10%
5. Interacting with the Visual Basic development environment: 10%
6. Introduction to Even-Driven Programming: Forms, Controls, and Events: 10%
7. Program flow-of-control structures, strings, and arrays: 10%
8. Single Form Applications and the most common controls and properties: 10%
9. Testing and debugging: 10%
10. Writing more advanced behaviors for events and writing code modules: 10%

D. LEARNING OUTCOMES (General)

1. Demonstrate Visual Basic Programming code and the use of good programming practices
2. Design user-friendly interfaces as well as appropriate code for programming exercises
3. Demonstrate the concepts of Event-Driven programming and Client-Server applications
4. Learn appropriate design principles for user interfaces

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted