

## COURSE OUTLINE OF RECORD

<b>Dept., Number</b>	CSC 2181	<b>Course Title</b>	BASIC Lab
<b>Semester Hours</b>	1		
<b>Year</b>	2006	<b>URL (if any):</b>	

**Current Catalog Description:**

This course introduces students to BASIC and Visual BASIC programming syntax. Prerequisites: CSC 1311

**Textbook:**

“Projects for Microsoft Visual Basic 6.0”, 1999; Paul Thurrott, Addison-Wesley

**Course Goal:**

To teach students to construct simple BASIC programs in an object-oriented, event-driven application environment.

**Prerequisites by Topic:** None

**Major Topics Covered in the Course (number of weeks):**

- Visual Basic Environment (1)
- Using Controls - Labels and Properties (1)
- Handling Events - Command Button Events (1)
- Finishing A Program - Text Box Properties (1)
- Performing Calculations - Data Types and Variables (1)
- Energy Calculator - Variable Scope, Local, and Global (1)
- Better Windows Applications - Adding Menu Bars (1)
- Creating A Slot Machine - Image Controls (1)
- Improving the Slot Machine - Random Number Generation (1)
- High Scores Database - Visual Data Manager and Databases (1)
- Creating a Web Browser – Using Web Browser Controls (1)
- Improving the Web Browser – Tool Bars and Error Handling (1)

**Estimate Curriculum Category Content (Semester hours)**

Area	Core	Advanced	Area	Core	Advanced
Algorithms			Data Structures		
Software Design			Prog. Languages	1	
Comp. Arch.					

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**Oral and Written Communication:**

Every student is required to submit at least 1 written report (not including exams, tests, quizzes, or commented programs) of typically 8 pages and to make 1 oral presentation of typically 10-15 minutes in duration.

**Social and Ethical Issues:**

Students are required to read at least two different articles for class review and discussion. Open class discussion is lead by instructor and all students are required to give input.

**Theoretical Content:**

Analog and digital signaling concepts, data Encoding techniques, circuit multiplexing methods, circuit and packet switching concepts, network systems and data routing, protocols and architectures.

**Problem Analysis:**

Students are asked to analyze the differences between asynchronous and synchronous communication models, circuit and packet switching systems, data encoding methods, error detection and correction methods, protocols, transmission media, and basic computer network technology.

**Open-Ended Design:**