Faculty members are required to have the outline submitted to the Academic Affairs Office. The course outline is the form used for approval of new courses by the Academic Affairs and Standards Council.

DEPT. CSCI  COURSE NUMBER: 2200

NUMBER OF CREDITS: 4           Lecture: 4           Lab: 0

Course Title:
Visual Basic Programming

Catalog Description:
This course covers user interface applications through programming in Visual Basic. Topics covered are arithmetic statements, conditional statements, looping structures, data structures, sequential files, random files, design and graphics. Uses DDE, Dynamic Data Exchange, as a way of sharing electronic data between Windows applications and emphasizes problem solving using an OOED, Object-Oriented Event-Driven, approach.

FULFILLS MN TRANSFER CURRICULUM AREA(S)

Goal 1: Communication: ____ by meeting the following competencies:

Goal 2: Critical Thinking: ____ by meeting the following competencies:

Goal 3: Natural Sciences: ____ by meeting the following competencies:

Goal 4: Mathematics/Logical Reasoning: ____ by meeting the following competencies:

Goal 5: History and the Social and Behavioral Sciences: ____ by meeting the following competencies:

Goal 6: The Humanities and Fine Arts: ____ by meeting the following competencies:

Goal 7: Human Diversity: ____ by meeting the following competencies:

Goal 8: Global Perspective: ____ by meeting the following competencies:

Goal 9: Ethical and Civic Responsibility: ____ by meeting the following competencies:

Goal 10: People and the Environment: ____ by meeting the following competencies:

Prerequisites or Necessary Entry Skills/Knowledge:
CSCI 1102
### Topics to be Covered

- Designing an application
- Working with Controls
- Setting properties
- Applications with multiple forms
- Using color, menus, data control
- Sequence, selection and repetition in coding
- Building an application
- Creating the interface
- Writing code, testing and debugging
- Working with the Debug Window
- Applications with drag-and-drop functionality
- Sorting and arrays

### Student Learning Outcomes

- a) Employ various controls and code events to those controls.
- b) Use sequential programming structures.
- c) Use the repetition structure in code.
- d) Program using decision structures.
- e) Distinguish the difference and importance of variables and constants in a program.
- f) Incorporate elements of all the other outcomes into one or more cohesive and comprehensive programs.

### Is this course part of a transfer pathway:  Yes ☐  No ☒

Revised Date:  May 2020