College of Micronesia – FSM IS 220

Computer Science & Programming Course Outline

A. General Objectives

The purpose of this course is to provide an introduction to Computer Science programming through the use of an object-oriented programming language (especially Visual Basic). It aims at presenting programming concepts, and then a series of hands-on, step-by-step activities to reinforce learning through practical applications in the business environment.

B. Specific Objectives

By the end of the course, the student will be able to:

- 1. Describe the basics of the programming languages syntax and semantics, three types of basic instructions, flowcharting, Pseudocode and documentation basics.
- Demonstrate an introductory knowledge of Computer Science and the historical development of programming languages, structured programming and object-oriented languages.
- 3. Describe the basic environment for creating forms and controls.
- 4. Create programs using the top-down approach.
- 5. Develop programs using loops, subroutines, and functions.
- 6. Demonstrate knowledge of debugging techniques and diagnostic methods for correcting errors.

C. Textbook:

An Introduction to Programming Using Visual Basic 6.0, 4th edition, David I. Schneider: Prentice Hall, 1999.

D. Methods of Instruction:

Lecture and demonstration will be combined with daily individual assignments and larger projects.

E. Course Content:

- I. Introduction to programming environment.
- II. Forms & controls
- III. Structures, loops, subroutines/Functions, Built-in Functions
- IV. Debugging
- V. Advanced Controls
- VI. Comprehensive individual projects
- VII. Comprehensive group project

E. Evaluation:

Grades will be assigned based on the following percentage of total points received from assignments, quizzes, the mid-term, and final exam.

A	90% to 100%
B	
C	70% to 80%
D	60% to 70%
F	59% and below

F. Attendance Policy:

The standard COM-FSM Attendance Policy will apply to this course.