ESOGÜ Mathematics and Computer Sciences Department
COURSE INFORMATION FORM

SEMESTER	Fall

COURSE CODE	821613005	COURSE NAME	Visual Programming I

SEMESTER	WEEKLY COURSE PERIOD			COURSE OF			
	Theory	Practice	Labratory	Credit	ECTS	TYPE	LANGUAGE
3	3	0	0	3	5	COMPULSORY (X) ELECTIVE ( )	Turkish

COURSE CATAGORY		
Mathematics	Computer	Social Science
	X	

ASSESSMENT CRITERIA			
	Evaluation Type	Quantity	%
MID-TERM	1st Mid-Term	1	50
	2nd Mid-Term		
	Quiz		
	Homework		
	Project		
	Report		
	Others (……)		
FINAL EXAM		1	50

PREREQUIEITE(S)	None
COURSE DESCRIPTION	Introducing VC# and .Net, variables and expressions, type conversions, flow controls, arrays, methods, introduction to object-oriented programming, classes, structures and inheritance, namespaces, events, using windows form controls, deploying windows applications.
COURSE OBJECTIVES	The aim of the course is to introduce the concepts and techniques involved in the basic topics listed in this lecture and to develope skills in applying those concepts and techniques to the write computer program with VC#.
ADDITIVE OF COURSE TO APPLY PROFESSIONAL EDUATION	Gain the ability to develop software of computer by using VC#.
COURSE OUTCOMES	Give students basic information about VC# and to enable them to develop software of computer.
TEXTBOOK	Sefer Algan, Her Yönüyle C#, Pusula Yayıncılık, 2010.
OTHER REFERENCES	Volkan Aktaş, Visual Studio 2010 İle Her Yönüyle C# 4.0, Kodlab Yayıncılık, 3. baskı, 2011.
TOOLS AND EQUIPMENTS REQUIRED	Personal Computers.

COURSE SYLLABUS	
WEEK	**TOPICS**
1	Introducing C# and .Net
2	Basic Data Types
3	Type Conversions
4	Operators
5	Flow Kontrols
6	Flow Kontrols
7	Program Writing
8	Midterm
8	Arrays
9	Methods
10	Classes and Structures
11	Classes and Structures
12	Inheritance, Namespaces
13	Program Writing
14	Program Writing
15,16	Final Exam

NO	PROGRAM OUTCOMES	3	2	1
1	The ability to apply knowledges of Mathematics and Computer Sciences,	**X**		
2	To have sufficient theoretical and practical knowledge of Mathematics at international level,		**X**	
3	The ability of describing, modelling and solving of mathematical problems at Mathematics and related subjects,		**X**	
4	The skill to solve and design a problem process in accordance with a defined target,		**X**	
5	Skills to analyze data, interpret and apply to other datum and using these data on computer,	**X**		
6	The skill to use the modern techniques and computational tools needed for mathematical applications,	**X**		
7	The skill to make team work within the discipline and interdisciplinary,		**X**	
8	The ability to improve oneself by following the developments on other modern, scientific and technological subjects as well as Mathematics and Computer Sciences,		**X**	
9	The skill to communicate orally and in written way, in a clear and concise manner by having individual work skills and ability to independently decide and analytical thinking,		**X**	
10	The skill to have professional and ethical responsibility,		**X**	
11	The skill to have consciousness for quality issues and scientific research,		**X**	
12	The skill to be sensitive to environmental issues related with problems and development of living area and consistent in the social relations,		**X**	
13	Ability to solve problems in the working life faced to find an appropriate algoritms via mathematical modeling and to write computer programs,	**X**		
14	The skill to developed design of software systems at different complex levels,	**X**		
15	The credence of necessity of life-long learning and ability to apply the formation long-life learning.		**X**	
1:None. **2**:Partially contribution. **3**: Completely contribution.				

Instructor(s): Prof. Dr. Bülent SAKA

Signature: **Date:** 29.08.2022