

Syllabus

CSC 216 Introduction to C#

General Information

Date

July 12th, 2018

Author

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Department

Computing Sciences

Course Prefix

CSC

Course Number

216

Course Title

Introduction to C#

Course Information

Credit Hours

3

Lecture Contact Hours

3

Lab Contact Hours

0

Other Contact Hours

Catalog Description

This course is designed to present to the student the basic data structures necessary to design and write structured programs in C#. The topics covered DataTypes, Methods/Behaviors, Classes, Decisions, Looping Structures, Arrays, Collections, Windows Programming Events, Databases and Web-Based Applications.

Key Assessment

This course does not contain a Key Assessment for any programs

Prerequisites

CSC 115 with a grade of 'C' or better

August 7th, 2018 10:58 am 1/3

Co-requisites

None

Grading Scheme

Letter

First Year Experience/Capstone Designation

This course DOES NOT satisfy the outcomes applicable for status as a FYE or Capstone.

SUNY General Education

This course is designated as satisfying a requirement in the following SUNY Gen Ed category

None

FLCC Values

Institutional Learning Outcomes Addressed by the Course

None

Course Learning Outcomes

Course Learning Outcomes

- 1. Design and construct programs with methods/classes and to manipulate variables using structured programming techniques
- 2. Design and construct programs with appropriate Methods and/or Behaviors
- 3. Construct and use one and two dimensional arrays. They will be able to understand and use searching techniques, parallel arrays, copying and sorting techniques
- 4. Design and construct programs to run in a Windows environment
- 5. Construct programs to connect to a database or external file
- 6. Design and construct programs to be used in Web Applications

Outline of Topics Covered

- A. Data Types and Expressions
- B. Methods and Behaviors
- C. Classes
- D. Making Decisions

August 7th, 2018 10:58 am 2/3

- E. Arrays
- F. Collections
- G. Windows Programming
- H. Programming Based on Events
- I. OOP Features
- J. Exception Handling
- K. Working with Files/Databases
- L. Web-Based Applications

August 7th, 2018 10:58 am 3/3