

Computer Science 1 & 2
Syllabus
Visual Basic
Marc Long

Course Description

Visual BASIC.NET programming will be used in this course to provide students a sound foundation to build upon in computer science. Topics will include units through array processing, computer graphics, and file processing. Programming projects require students to work independently, pay attention to detail, use logical thinking, and apply problem-solving skills.

Course Objectives

After completing this course, students will be able to:

- Create a simple Visual Basic .NET based application based on the Windows Application template
- Use forms and controls to design a user interface.
- Create and use simple variables and arrays.
- Create and use Sub Procedures and Functions, including built-in functions.
- Implement decision structures and loops by using conditional expressions.
- Read and write to simple sequential files.
- Validate user input for fields, controls, and forms.
- Resolve syntax, run-time, and logic errors by using the debugger and structured exception handling.
- Create programs using the program development cycle.
- Enhance the user interface by adding menus, status bars, and toolbars. (as time permits)

Grading and Assessment

Students will be graded upon daily work, labs, tests, and notebooks. Students may view the website below for the weighting and grade scale.

Prerequisites

This is an entry point into the Computer Science curriculum and will serve as a springboard to other Computer Science courses. The user should have good keyboarding skills and a fair knowledge of basic Microsoft Office applications.

Course Credit

Successful completion of both semesters of this course satisfies the Computer Competency graduation requirement. This course counts as ½ of a math credit and ½ credit of occupational education or 1 credit of occupational education.

Student Tutorial Time

Students are encouraged to come in after school to work on difficult assignments and lab projects. This time ensures students the opportunity for individual questions to be answered.

Online Course Materials

The following materials are available for students to complete classroom assignments.

- Textbook—An electronic book is available for students
P:\Teacher READ ONLY\Marc.Long\VB.Net_VB.zip
- Assignments—See the KHS Computer Science web page (below)
- Overhead Notes—See the KHS Computer Science web page (below)
- Classroom Expectations—See the KHS Computer Science web site (below)

Student Leadership

Students are encouraged to participate in Robotics Technology And Computers. Students in the classroom will be expected to work with others in the classroom.

Employability

This class will prepare the student to pursue higher level classes at KHS or at the college level. Eventually, a student could receive a degree in the field of computer science or video game programming.

Classroom Expectations

<http://kehs.ksd.org/Classes/CompSci/vb/Publish/index.htm>

Computer Science VB Classroom Website

<http://kehs.ksd.org/Classes/CompSci/vb.htm>

Intellectual Property Statement

Any intellectual property developed as a part of this class is property of the Kennewick School District.