Instructor Information: Bill Long, STEM Building, Room 312M, (936) 468-1765, wlong@sfasu.edu

Office Hours (subject to change): MW 3:15-4:45 PM & TR 10:45 AM -12:00 PM; or By Appointment. Zoom links posted on D2L. I am frequently available outside of the office hours listed above, including evenings and weekends. These hours are just a starting point. Email me at wlong@sfasu.edu from your mySfa @jacks email account if you need to meet at a different time and give me some options that I can work with. Be sure to tell me which course and section you are in.

Required Access: You must have reliable access to the Internet including Brightspace by D2L (d2l.sfasu.edu) and all other student campus resources. You must successfully use Microsoft Visual Studio, Adobe Acrobat, Microsoft Word and Microsoft Excel.

Optional Materials (not required) – only listed as a courtesy for those few students who would like additional references):
Starting Out With C# (pick any version from the 2nd,6th Editions), Gaddis

Supplemental Instruction: This course requires a minimum of 150 minutes of asynchronous activity that will be posted in the Brightspace (D2L) Content tab. Additional online resources will also be available to supplement your instruction.

Course Calendar/Timeline:
http://www.sfasu.edu/academics/colleges/sciences-math/computer-science/about/faculty-resources

<table>
<thead>
<tr>
<th>General Topic</th>
<th>Approximate % of course</th>
</tr>
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<tbody>
<tr>
<td>Integrated Development Environment (IDE)</td>
<td>11%</td>
</tr>
<tr>
<td>Data Types and Elementary Data Structures</td>
<td>11%</td>
</tr>
<tr>
<td>Objects</td>
<td>22%</td>
</tr>
<tr>
<td>Program Structure</td>
<td>22%</td>
</tr>
<tr>
<td>Files</td>
<td>7%</td>
</tr>
<tr>
<td>Problem Solving and Algorithm Design</td>
<td>20%</td>
</tr>
<tr>
<td>Exams (plus final)</td>
<td>7%</td>
</tr>
</tbody>
</table>

Grading Policy:

Exams: (80% of the course grade). Class exams must be taken face-to-face.
   - Test 1 (20%) Ch. 1-4
   - Test 2 (25%) Ch. 5-8
   - Final (35%) Comprehensive including Ch. 10-11

All exams will include material not covered in the textbooks and will include information from previous tests. There are no exemptions for the final examination. Check the final exam time. If the final exam time is a problem then you need to drop this course.

Assignments: (20% of the course grade)
   - Visual Studio projects (20 points each)
   - Extra-credit assignments may be given (varying weight)
   - Quizzes may be given (varying weight)

At the instructor's discretion, some assignments may not be graded, in whole or in part

Note: you may be given assignments during the last five days of the semester (dead week).

Note: A grade of QF will be assigned to students that are failing due to non-participation in the course.

Course Credit and Contact Hours: SFA HOP 02-207 defines the credit hour as an amount of work represented in intended learning outcomes and verified by evidence of student achievement that is an institutionally established equivalency that reasonably approximates: Not less than one hour of classroom or direct faculty instruction and a minimum of two hours out-of-class student work each week for approximately fifteen weeks for one semester or trimester hour of credit, or 10 to 12 weeks for one quarter hour of credit, or the equivalent amount of work over a different amount of time.” So, for instance, a 3 credit hour face-to-face (or Livestream) course should approximate 3 hours of classroom time/direct instruction and at least 6 hours of out-of-class work per week. Courses designed to meet more or less than 3 hours per week should have their out-of-class work adjusted proportionally (e.g. summer courses).
Course Syllabus

Credit Hours: 3

Prerequisites: CSCI 1302

Grade Reminder: Must have a grade of C or better in each prerequisite course.

Catalog Description
Emphasis on problem analysis, solution design, and programming methods. Implementation of commercial applications.

Purpose of Course
To acquaint the student with computer problem solving using a visual development environment through the assignment of a variety of problems requiring solution development, program implementation, and documentation.

Educational Objectives
Upon successful completion of the course, students should be able to:
1. Create well-designed programs.
2. Demonstrate familiarity with elementary information systems concepts.
3. Demonstrate familiarity with visual and event-driven programming concepts and techniques.
4. Demonstrate familiarity with the basic concepts of object-oriented programming.
5. Demonstrate familiarity with the tools and techniques for constructing attractive and useful user interfaces.
6. Develop complete programs that solve intermediate problems dealing with various data types, elementary data structures, and objects.

Department of Computer Science Program Learning Outcomes (Program Educational Objectives)
1. Graduates possess a broad-based general education and an in-depth understanding of computer science sufficient to provide a foundation for professional competence and advanced study in the computing field.
2. Graduates have sufficient knowledge, skills and insights to make important contributions in the computing field.
3. Graduates can think critically, communicate effectively and learn independently in the workplace or in graduate school.

Department of Computer Science Student Learning Outcomes (Student Achievement Outcomes)
1. An ability to analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
2. An ability to design, implement and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program’s discipline.
3. An ability to communicate effectively in a variety of professional contexts.
4. An ability to recognize professional responsibilities and make informed and equitable judgments in computing practice based on legal and ethical principles.
5. An ability to function effectively as a member or leader of a team engaged in activities appropriate to the program’s discipline

Course Calendar
This course meets for a minimum of 37.5 lecture contact hours during the semester. Students have significant weekly extracurricular assignments which may involve reading, watching videos, or engaging in other forms of preparation. Students are expected to complete 10-15 laboratory or programming assignments, and 2-3 periodic exams in addition to the final exam. Students are expected to prepare for any class assignments or quizzes over the material covered in class or the extracurricular assignments. Successful completion of these activities requires at a minimum six additional hours of outside of classroom work each week.
Course Syllabus (continued)

<table>
<thead>
<tr>
<th>Content</th>
<th>Hours</th>
</tr>
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<tbody>
<tr>
<td>Integrated Development Environment (IDE)</td>
<td>5</td>
</tr>
<tr>
<td>Controls; Debugging; Using help</td>
<td></td>
</tr>
<tr>
<td>Data Types and Elementary Data Structures</td>
<td>5</td>
</tr>
<tr>
<td>Objects</td>
<td>10</td>
</tr>
<tr>
<td>Classes; Properties; Methods; Encapsulation; Inheritance/reuse; Polymorphism</td>
<td></td>
</tr>
<tr>
<td>Program Structure</td>
<td>10</td>
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<tr>
<td>Control structures -- sequence, iteration, selection; Program modularity;</td>
<td></td>
</tr>
<tr>
<td>Interprogram communication: subprograms, functions, parameters, scope</td>
<td></td>
</tr>
<tr>
<td>Files</td>
<td>3</td>
</tr>
<tr>
<td>Problem Solving and Algorithm Design</td>
<td>9</td>
</tr>
<tr>
<td>Analysis; Specification; Design; Implementation; Testing; Maintenance</td>
<td></td>
</tr>
<tr>
<td>Exams (plus final)</td>
<td>3</td>
</tr>
<tr>
<td>TOTAL</td>
<td>45</td>
</tr>
</tbody>
</table>

REFERENCES
- Hoisington, Microsoft7 Visual Basic 2012 Comprehensive, Course Technology, 2014

Continued on the following pages…
Artificial Intelligence Fair-Use Policy: The emergence of generative AI tools (such as ChatGPT) has sparked interest among many students in our discipline. The use of these tools for graded work in this course is expressly forbidden.

Software Policy: Disciplinary action will be taken against individuals who perform unauthorized duplication of software or who are involved in the unauthorized use of duplicated software. Such action may make it impossible for you to successfully complete this course.

Computer Laboratory Usage: Students utilizing equipment in university computing laboratories are expected to read and abide by all posted policies for the laboratories. Please note that no children and no pets are permitted in university computing laboratories.

Drop Policy (Univ.): The official university add/drop policy is located at https://www.sfasu.edu/docs/hops/04-103.pdf. If you have questions concerning registration, add/drop, or the withdrawal process, please refer to the Registrar’s website.

Computer Account Policy: All assignments that require the use of the University Computer must be done under the computer account that is assigned to you in this class. You should NOT do other class assignments in this account, and you should NOT do assignments from this class in other accounts. Failure to abide by the above statements will mean that you will receive a grade of F in this course.

Code of Student Conduct and Academic Integrity (HOP 04-106)

The Code of Student Conduct and Academic Integrity outlines the prohibited conduct by any student enrolled in a course at SFA. It is the responsibility of all members of all faculty, staff, and students to adhere to and uphold this policy.

Articles IV, VI, and VII of the new Code of Student Conduct and Academic Integrity outline the violations and procedures concerning academic conduct, including cheating, plagiarism, collusion, and misrepresentation. Cheating includes, but is not limited to: (1) Copying from the test paper (or other assignment) of another student, (2) Possession and/or use during a test of materials that are not authorized by the person giving the test, (3) Using, obtaining, or attempting to obtain by any means the whole or any part of a non-administered test, test key, homework solution, or computer program, or using a test that has been administered in prior classes or semesters without permission of the Faculty member, (4) Substituting for another person, or permitting another person to substitute for one’s self, to take a test, (5) Falsifying research data, laboratory reports, and/or other records or academic work offered for credit, (6) Using any sort of unauthorized resources or technology in completion of educational activities.

Plagiarism is the appropriation of material that is attributable in whole or in part to another source or the use of one’s own previous work in another context without citing that it was used previously, without any indication of the original source, including words, ideas, illustrations, structure, computer code, and other expression or media, and presenting that material as one’s own academic work being offered for credit or in conjunction with a program course or degree requirements.

Collusion is the unauthorized collaboration with another person in preparing academic assignments offered for credit or collaboration with another person to commit a violation of any provision of the rules on academic dishonesty, including disclosing and/or distributing the contents of an exam.

Misrepresentation is providing false grades or résumés; providing false or misleading information in an effort to receive a postponement or an extension on a test, quiz, or other assignment for the purpose of obtaining an academic or financial benefit for oneself or another individual or to injure another student academically or financially.

Withheld Grades Semester Grades Policy (HOP 02-206)

Ordinarily, at the discretion of the instructor of record and with the approval of the academic chair/director, a grade of WH will be assigned only if the student cannot complete the coursework because of unavoidable circumstances. Students must complete the work within one calendar year from the end of the semester in which they receive a WH, or the grade automatically becomes an F. If students register for the same course in future terms the WH will automatically become an F and will be counted as a repeated course to compute the grade point average. For additional information, go to https://www.sfasu.edu/docs/hops/02-206.pdf.
Students with Disabilities

To obtain disability-related accommodations, alternate formats, and/or auxiliary aids, students with disabilities must contact the Office of Disability Services (ODS), Human Services Building, and Room 325, 468-3004 / 468-1004 (TDD) as early as possible in the semester. Once verified, ODS will notify the course instructor and outline the accommodation and/or auxiliary aids to be provided. Failure to request services promptly may delay your accommodations. For additional information, go to http://www.sfasu.edu/disabilityservices/.

Student Wellness and Well-Being

SFA values students’ overall well-being, mental health and the role it plays in academic and overall student success. Students may experience stressors that can impact both their academic experience and their personal well-being. These may include academic pressure and challenges associated with relationships, emotional well-being, alcohol and other drugs, identities, finances, etc.

If you are experiencing concerns, seeking help, SFA provides a variety of resources to support students’ mental health and wellness. Many of these resources are free, and all of them are confidential.

On-campus Resources:

The Dean of Students Office (Rusk Building, 3rd floor lobby)
www.sfasu.edu/deanofstudents
936.468.7249
dos@sfasu.edu

SFA Human Services Counseling Clinic Human Services, Room 202
www.sfasu.edu/humanservices/139.asp
936.468.1041

The Health and Wellness Hub “The Hub”
Location: corner of E. College and Raguet St.

To support the health and well-being of every Lumberjack, the Health and Wellness Hub offers comprehensive services that treat the whole person – mind, body and spirit. Services include:

- Health Services
- Counseling Services
- Student Outreach and Support
- Food Pantry
- Wellness Coaching
- Alcohol and Other Drug Education

www.sfasu.edu/thehub
936.468.4008
thehub@sfasu.edu

Crisis Resources:

- Burke 24-hour crisis line: 1.800.392.8343
- National Suicide Crisis Prevention: 9-8-8
- Suicide Prevention Lifeline: 1.800.273.TALK (8255)
- Crisis Text Line: Text HELLO to 741-741
**Department of Computer Science**

**Department Information:** STEM Building, Suite 312  
(936) 468-2508  
P.O. Box 13063, Nacogdoches, TX 75962

**College Information:**  
STEM Building, Suite 406  
(936) 468-2805  
P.O. Box 13034, Nacogdoches, TX 75962

**Examination Policy:** All class examinations are considered to be a major part of the course work upon which a large part of the course grade depends. Class examinations will be announced at least two classes prior to the examination. If you have a conflict with another university event, you must contact me well in advance of the examination. In case of an extreme emergency, contact me before the scheduled examination. Failure to do so may result in an examination grade of zero. Make-up exams tend to be much harder than the original!

**Computer Account Policy:** All assignments that require the use of the University Computer must be done under the computer account that is assigned to you in this class. You should NOT do other class assignments in this account, and you should NOT do assignments from this class in other accounts.

**Software Policy:** Disciplinary action will be taken against individuals who perform unauthorized duplication of computer software or who are involved in the unauthorized use of duplicated software.

**Cheating Policy:** If in my judgement a student is found cheating on an examination, a grade of zero will be assigned as the examination grade and a minimum of one (1) letter grade will be lost in the course grade. A course grade of F may be assigned depending on the situation. A student found cheating on an examination may not drop the course.

All other class assignments are to be done INDEPENDENTLY. If in my judgement two or more people hand in assignments that I judge to be the same, a grade of zero will be awarded to all involved assignments and a minimum of one letter grade may be lost in the course grade. A recurrence of this by any individual will result in a grade of F in the course. Students should save all developmental copies of their assignments so that individual development can be verified to me if I think it is necessary. **DO YOUR OWN WORK!!!!!!**

Academic integrity is a core value of this course, and any form of academic dishonesty, including using artificial intelligence (AI) to cheat, will not be tolerated. Cheating with AI includes, but is not limited to, using AI-generated content for assignments or exams, using AI chatbots to communicate with others during exams, or using AI tools to generate responses to exam questions. Any student caught engaging in academic dishonesty using AI will face serious consequences, including but not limited to, failing the course and being reported to the appropriate academic authorities. It is important to remember that AI is a tool to assist in learning and not to replace it, and that academic dishonesty undermines the learning experience for everyone."

**Computing Laboratory Usage:** Students who utilize equipment in university computing laboratories are expected to read and abide by all posted policies for the laboratories.

**Identification:** A valid student I.D. card AND driver license must be available on each examination day. (No I.D. = Grade of zero)
Acceptable Student Behavior

Classroom behavior should not interfere with the instructor's ability to conduct the class or the ability of other students to learn from the instructional program (see the Student Conduct Code, policy D-34.1). Unacceptable or disruptive behavior will not be tolerated. Students who disrupt the learning environment may be asked to leave class and may be subject to judicial, academic, or other penalties. This prohibition applies to all instructional forums, including electronic, classroom, labs, discussion groups, field trips, etc. The instructor shall have full discretion over what behavior is appropriate/inappropriate in the classroom. Students who do not attend class regularly or who perform poorly on class projects/exams may be referred to the iCare Early Alert Program. This program provides students with recommendations for resources or other assistance that is available to help SFA students succeed.

Continued on next page
## CSIT 2311 Tentative Schedule

The tentative test and quiz, lecture materials coverage, and assignment due dates are listed below. Unless otherwise instructed, the tests and quizzes must be taken on the dates listed below. On most class days, you will be given detailed assignment instructions during the class lecture. During the test reviews, some assignment instructions may be covered. The majority of the specified assignments instructions are scheduled to be given on the date(s) listed below. However, due to class participation and other considerations, the bulk of the instructions for a specified assignment may be shifted forward or backward in time. Note that this is a tentative schedule, therefore the selected dates from all columns including the SFASU Academic Calendar and Final Exam dates and times may change. Please refer to the official on-line SFASU calendars, class notes, and your @Jack's email for changes to any and all dates and times listed below.

<table>
<thead>
<tr>
<th>Seq</th>
<th>Day</th>
<th>Date</th>
<th>Tests</th>
<th>Lecture Materials Coverage</th>
<th>Assignments Due; Course Information Quizzes</th>
<th>Asynchronous Minutes Module Quizzes (AMM#)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Mon</td>
<td>07/08/24</td>
<td>Class Policies</td>
<td>Schedule / Intro to C# State Sales Tax Calculator</td>
<td>Quiz C1: AMM1 - Course Information Quiz (extra credit) Quiz C2: AMM1 - Course Information Quiz (extra credit)</td>
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</tr>
<tr>
<td>2</td>
<td>Tue</td>
<td>07/09/24</td>
<td>State Sales Tax Calculator</td>
<td>Sammys Sales Tax</td>
<td>Quiz 01: AMM1 - Where'd Everything Go - Solution Explorer, Input and Export Settings, Layout Toolbar, Environment, Color Theme Quiz 02: AMM1 - Where'd My Form go - Deleting Unwanted Events</td>
<td></td>
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<tr>
<td>3</td>
<td>Wed</td>
<td>07/10/24</td>
<td>State Sales Tax Calculator</td>
<td>Sammys Sales Tax</td>
<td>Quiz 03: AMM1 - Where'd my Form go - Rename Objects &amp; Event Procedures Quiz 04: AMM1 - Submitting an assignment</td>
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<tr>
<td>4</td>
<td>Thu</td>
<td>07/11/24</td>
<td>Foreign Currency Exchange</td>
<td></td>
<td>Quiz 05: AMM1 - Leave vs LostFocus Events Quiz 06: AMM1 - Managing Properties and Adding Events</td>
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<tr>
<td>5</td>
<td>Mon</td>
<td>07/15/24</td>
<td>State Sales Tax Calculator</td>
<td>Visible</td>
<td>Quiz 07: AMM1 - List Event Procedures in Correct Order Quiz 08: AMM1 - Event Handlers Not Working</td>
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<td>6</td>
<td>Tue</td>
<td>07/16/24</td>
<td>Flipped Class; Test Review</td>
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<td>Quiz C3: AMM1 - Course Information Quiz (extra credit) Quiz 09: AMM1 - CheckChanged Events</td>
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<tr>
<td>7</td>
<td>Wed</td>
<td>07/17/24</td>
<td>Test Review; Loops &amp; Arrays</td>
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<td>Quiz 10: AMM1 - Windows protected your PC - Microsoft Defender SmartScreen Quiz 11: AMM1 - Load Event and Reset Method</td>
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<tr>
<td>8</td>
<td>Thu</td>
<td>07/18/24</td>
<td>Test 1 (20%)</td>
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<td>Quiz C4: AMM1 - Course Information Quiz (extra credit) Quiz 12: AMM2 - Files Intro</td>
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<tr>
<td>9</td>
<td>Mon</td>
<td>07/22/24</td>
<td>Loops &amp; Arrays</td>
<td>SalesByDepartment</td>
<td>Quiz 13: AMM2 - Files Intro Split Into Array Quiz 14: AMM2 - Search a Day of the Week Array</td>
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<tr>
<td>10</td>
<td>Tue</td>
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<td>SalesByDepartment</td>
<td>Calendar2D1MonthForSearch</td>
<td>Quiz 15: AMM2 - First Weekday of the Year Quiz 16: AMM2 - CalendarExtendFirstDayOfMonthToAnyMonth</td>
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<td>Wed</td>
<td>07/24/24</td>
<td>Calendar2D1MonthForSearch</td>
<td>SalesByWeekdayByMonth</td>
<td>Quiz C5: AMM1 - Course Information Quiz (extra credit) Quiz 21: AMM2 - SalesTeam Load Arrays</td>
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<tr>
<td>12</td>
<td>Thu</td>
<td>07/25/24</td>
<td>Daily4; TemperatureReport</td>
<td>Class over by 2.50 due to Orientation</td>
<td>Quiz 17: AMM2 - Calculate TemperatureReport Indexes Quiz 18: AMM2 - Composite Format Examples</td>
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<tr>
<td>13</td>
<td>Mon</td>
<td>07/29/24</td>
<td>SalesByWeekdayByMonth</td>
<td>Calendar3D1Year</td>
<td>Quiz 19: AMM2 - Grade MegaMillions2D with Key Spreadsheet Quiz 20: AMM2 - Order of Events - Windows Forms .NET</td>
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<td>14</td>
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<td>07/30/24</td>
<td>Flipped Class; Vessel</td>
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<td>Quiz C6: AMM1 - Course Information Quiz (extra credit) Quiz 21: AMM2 - SalesTeam Load Arrays</td>
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<td>15</td>
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<td>Quiz C6: AMM1 - Course Information Quiz (extra credit) Quiz 22: AMM2 - SalesTeam Sort &amp; Print Arrays</td>
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<td>08/01/24</td>
<td>Test 2 (25%)</td>
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<td>Quiz C7: AMM1 - Course Information Quiz (extra credit) Quiz 23: AMM3 - CalculateCommission - Multiple Forms</td>
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<td>17</td>
<td>Mon</td>
<td>08/05/24</td>
<td>Vessel; Review for Test</td>
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<td>Quiz C7: AMM1 - Course Information Quiz (extra credit) Quiz 23: AMM3 - CalculateCommission - Multiple Forms</td>
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<td>18</td>
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<td>08/06/24</td>
<td>Flipped Class; Test Review</td>
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<td>Quiz 24: AMM3 - C# Passing Arguments to Functions Video Quiz 25: AMM3 - C# Returning Values from Functions</td>
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<tr>
<td></td>
<td>Wed</td>
<td>08/07/24</td>
<td>Final (40%)</td>
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<td>All previously assigned work must be submitted before 5:00 PM</td>
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