جامعة فيلادلفيا Philadelphia University	اسم النموذج : خطة المادة الدراسية	رمز النموذج : QFO-AP-VA-008
	الجهة المصدرة: نائب الرئيس للشؤون الأكاديمية	رقم الإصدار: (Rev) 2
	الجهة المدققة : اللجنة العليا لضمان الجودة	تاريخ الإصدار: 2021-5-4
		عدد صفحات النموذج : 4

Course Title: Visual Programming				**Course code: 0216202**	
Course Level: 3				**Course prerequisite (s): 0721223**	
Lecture Time: 12:40 – 13:30				**Credit hours: 3**	
	UR ☐	**FR** ☑	**DR** ☐	**C** ☐	**E** ☐

Academic Staff Specifics

Name	Rank	Office Location	Office Hours	E-mail Address
Enas Abusamra	**Lecturer**	**IT 313**	**11:00 – 12:30 Sat, Mon** **9:30 – 11:00 Sun, Tue**	eabusamra@philadelphia.edu.jo

The Learning Style Used in Teaching the Course			
Blended Learning ☑			
Electronic Learning ☐			
Face-to-Face Learning ☐			
Face-to-Face	**Electronic**	**Blended**	**Percentage**
67%		**33%**	

Course Description:

The course provides the features that are most important to windows programmer, such as object-oriented programming, graphics, graphical-user-interface (GUI) components, prepackaged data structures, database processing, Event-Driven programming, decision statements, repetitions, and strings in visual programming. Also, the students should learn topics about functions procedures and connecting the visual basic with databases. The language is appropriate for implementing Internet and World-Wide-Web-based applications.

Course Objectives:

This course aims to provide students capabilities to design and implement the applications using visual programming through Microsoft Visual Studio .Net. and C# to develop different types of applications using .Net platform.

Course Components

- Textbook:

"The Best Tutorial to Learn Database Programming with C# GUI, MariaDB, and SQL Server. ", Siahaan, V., & Sianipar, R. H. (2020).

" Visual C# How to Program", H. M. Deitel & J. Deitel, 2017 sixth edition .

In addition to the above, the students will be provided with handouts by the lecturer

- Support material (s)

Power point Slides

Teaching Methods:

Duration: 16 weeks, 60 hours in total

(3h) lectures (1 per week) + (1h) Mid Exam enrollment + (3h) homework enrollment + (6h) assignments and quizzes enrollment + (2h) Final Exam enrollment

Learning Outcomes:

A. ***Knowledge and understanding***

A1. Know a wide range of components and containers available to graphical user interfaces (GUI) design and their implementation and hands-on experience implementing an IDE.

A2. Discuss several topics of database and connect it with C# Forms.

B. ***Cognitive skills (thinking and analysis)***

B1. Solve a wide range of GUI programs (analyze, design, implement, test, and debug) that respond to user events using C#.

C. Practical skills

C1. Strike the balance between self-reliance and seeking help, when necessary, in new situations.

C2. Display personal responsibility by working to multiple deadlines in complex activities.

D. Transferable Skills

D1. Prepare and deliver coherent and structured verbal and written technical reports.

Learning Outcomes Achievement:

A1, A2, and B1 are achieved through lectures and assessed by exams.

B1, C1, C2, D1 are achieved and assessed through homework, assignments, and quizzes.

Assessment instruments

Allocation of Marks	
Assessment Instruments	**Marks**
MID examination	**30**
Final examination	**40**
Quizzes & Home works	**30**
Total	**100**

** Make-up exams will be offered for valid reasons only with consent of the Dean. Make-up exams may be different from regular exams in content and format.*

Practical Submissions

The assignments that have work to be assessed will be given to the students in separate documents including the due date and appropriate reading material.

Documentation and Academic Honesty:

Submit your homework covered with a sheet containing your name, number, course title and number, and type and number of the home work (e.g. tutorial, assignment, and project).
Any completed homework must be handed in the class on the due date. After the deadline "zero" will be awarded. You must keep a duplicate copy of your work because it may be needed while the original is being marked.

You should hand in with your assignments:

1- A brief report to explain your findings.
2- Your solution of questions.

For the research report, you are required to write a report similar to a research paper. It should include:

- **Abstract**: It describes the main synopsis of your paper.
- **Introduction**: It provides background information necessary to understand the research and getting readers interested in your subject. The introduction is where you put your problem in context and is likely where the bulk of your sources will appear.
- **Methods (Algorithms and Implementation)**: Describe your methods here. Summarize the algorithms generally, highlight features relevant to your project, and refer readers to your references for further details. Information from sources must be rephrased in own words, "copy-and-paste" from documents, found for example on the Internet, is NOT allowed. It is allowed to use short quotations, or figures, from other documents, but then the source MUST be clearly stated in the reference list (please check copy rights). Papers not fulfilling these rules will be failed.
- **Results and Discussion (Benchmarking and Analysis)**: This section is the most important part of your paper. It is here that you demonstrate the work you have accomplished on this project and explain its significance. The quality of your analysis will impact your final grade more than any other component on the paper. You should therefore plan to spend the bulk of your project time not just gathering data, but determining what it ultimately means and deciding how best to showcase these findings.
- **Conclusion**: The conclusion should give your reader the points to "take home" from your paper. It should state clearly what your results demonstrate about the problem you were tackling in the paper. It should also generalize your findings, putting them into a useful context that can be built upon. All generalizations should be supported by your data, however; the discussion should prove these points, so that when the reader gets to the conclusion, the statements are logical and seem self-evident.
- **Bibliography:** Refer to any reference that you used in your assignment. Citations in the body of the paper should refer to a bibliography at the end of the paper.

✓**Protection by copyright**

1. Coursework, laboratory exercises, reports, and essays submitted for assessment must be your own work, unless in the case of group projects a joint effort is expected and is indicated as such.
2. Use of quotations or data from the work of others is entirely acceptable, and is often very valuable provided that the source of the quotation or data is given Failure to provide a source or put quotation marks around material that is taken from elsewhere gives the appearance that the comments are ostensibly your own. When quoting word-for-word from the work of another person quotation marks or indenting (setting the quotation in from the margin) must be used and the source of the quoted material must be acknowledged.
3. Sources of quotations used should be listed in full in a bibliography at the end of your piece of work.

✓**Avoiding plagiarism.**

1. Unacknowledged direct copying from the work of another person, or the close paraphrasing of somebody else's work, is called plagiarism and is a serious offence, equated with cheating in examinations. This applies to copying both from other students' work and from published sources such as books, reports or journal articles.
2. Paraphrasing, when the original statement is still identifiable and has no acknowledgement, is plagiarism. A close paraphrase of another person's work must have an acknowledgement to the source. It is not acceptable for you to put together unacknowledged passages from the same or from different sources
   linking these together with a few words or sentences of your own and changing a few words from the original text: this is regarded as over-dependence on other sources, which is a form of plagiarism.
3. Direct quotations from an earlier piece of your own work, if not attributed, suggest that your work is original, when in fact it is not. The direct copying of one's own writings qualifies as plagiarism if the fact that the work has been or is to be presented elsewhere is not acknowledged.
4. Plagiarism is a serious offence and will always result in imposition of a penalty. In deciding upon the penalty, the Department will take into account factors such as the year of study, the extent and proportion of the work that has been plagiarized, and the apparent intent of the student. The penalties that can be imposed range from a minimum of a zero mark for the work (without allowing resubmission) through caution to disciplinary measures (such as suspension or expulsion).

Course Academic Calendar:

Week	Basic and support material to be covered	Learning Outcome	Learning Style
(1)	**-Introducing the Microsoft .NET Platform Visual Studio.NET** Introduction, Visual Studio .NET (IDE) Overview, Menu Bar, Toolbar, Visual Studio .NET Windows, Solution Explorer, Toolbox, Properties Window, Simple Program.	**A1**	**Lecture:** Face to Face (2h) Tutorial Async: (1h)
(2, 3)	**- Graphical User Interface Concepts:** Introduction, Windows Forms, Event-Handling Model, Basic Event Handling,	**A1, B1**	**Lecture:** Face to Face (2h) Tutorial Async: (1h)
(4, 5, 6)	**-Graphical User Interface Controls (Part 1):** Labels, TextBoxes Buttons, GroupBoxes, Panels, CheckBoxes RadioButtons, PictureBoxes, -Font Class -Message Box	**B1, C1, C2**	**Lecture:** Face to Face (2h) Tutorial Async: (1h)
(7)	**Midterm Exam**	**A1, B1, C2**	**Face to Face**
(8, 9, 10)	**-Graphical User Interface Controls (Part 2):** NumericUpDown, Tooltip, LinkLabel, Menus. -Mouse Event Handling -Keyboard Event Handling	**B1, C1, C2**	**Lecture:** Face to Face (2h) Tutorial Async: (1h)
(11, 12, 13)	**-Graphical User Interface Controls (Part 3):** ComboBoxes, ListBoxes, TreeViews, ListViews, Image List	**B1, C1, D1**	**Lecture:** Face to Face (2h) Tutorial Async: (1h)
(14, 15)	**-Access Database:** Dealing with mysql, build database, connect your program with database.	**A2**	**Lecture:** Face to Face (2h) Tutorial Async: (1h)
(16)	**Final Exam**	**A2, B1, C2, D1**	**Face to Face**

T &L Methods: PU E-Learning System (Moodle + Teams).

Expected Workload:
On average students need to spend 2 hours of study and preparation for each 50-minute lecture/tutorial.

Attendance Policy:
Absence from lectures and/or tutorials shall not exceed 15%. Students who exceed the 15% limit without a medical or emergency excuse acceptable to and approved by the Dean of the relevant college/faculty shall not be allowed to take the final examination and shall receive a mark of zero for the course. If the excuse is approved by the Dean, the student shall be considered to have withdrawn from the course.

Module References:

Students will be expected to give the same attention to these references as given to the Module textbook(s)

Books:
1. A.Turtschi et.al. " Mastering Visual C# .Net", Sybex 2002.Eric Gunnerson, "A Programmer's
2. Introduction to C#", Apress 2000.
3. Anders Hejlsberg et.al. " C# Language Reference", Microsoft Corporation 2000.Erric Buttow et al.
4. "C#, your visual blueprint for building .Net application", Hungry Minds 2002. Charles Carroll
5. "Programming C#", O'Reily & Associates 2000.
6. Karh Watson "Beginning C#" Wrox Press 2001.
7. " Visual C# How to Program", H. M. Deitel & J. Deitel, Prentice Hall, 2008 third edition

Websites:
www.deitel.com
www.csharpe.com