VISUAL PROGRAMMING										
1	Course Title:	VISUAL	PROGRAMMING							
2	Course Code:	EEM4110								
3	Type of Course:	Optional								
4	Level of Course:	First Cyc	sle							
5	Year of Study:	4								
6	Semester:	8								
7	ECTS Credits Allocated:	4.00								
8	Theoretical (hour/week):	3.00								
9	Practice (hour/week):	0.00								
10	Laboratory (hour/week):	0								
11	Prerequisites:									
12	Language:	Turkish								
13	Mode of Delivery:	Face to	face							
14	Course Coordinator:	Prof. Dr.	FAHRİ VATANSEVER							
15	Course Lecturers:									
16	Contact information of the Course Coordinator:	E-posta: Tel: (224 Adres: E	fahriv@uludag.edu.tr 4) 294 09 05 :lektrik-Elektronik Mühendisliği bölümü, No:304							
17	Website:	http://home.uludag.edu.tr/~fahriv								
18	Objective of the Course:	Understanding concept of visual and object oriented programming (C#). To gain ability to develop software belongs to the different application areas								
19	Contribution of the Course to Professional Development:									
20	Learning Outcomes:									
		1	To gain software development ability in order to accomplish specific tasks							
		2	To gain the ability to develop, select, and use modern techniques and tools necessary for engineering applications							
		3	To gain the ability to use information technologies in an efficient way							
		4	To gain the ability to simulate experiments with developing software for engineering problems							
		5	To gain the ability to collect, analyses and interpret data with developing software for engineering problems							
		6								
		7								
		8								
		9								
		10								
21	Course Content:									
		Co	ourse Content:							
Week	Theoretical		Practice							
1	Introduction C# and NET Framework	K								
2	Basic of C#									

3	Structure in C# an	ation o licatio	of decis ns	sions,	loops												
4	Numeric, alphanumeric, graphic, system commands in C# and theirs applications																
5	C# Forms																
6	Common control components in C# and theirs applications																
7	Common control components in C# and theirs applications																
8	Midterm Exam + General review																
9	Common control components in C# and theirs applications																
10	Dialog b and app	ox and licatior	d objeo ns	cts. Pr	opertie	es, eve	ents										
11	Multimeo events a	dia cor nd ap	mpone plicatio	ents in ons	C#, pr	roperti	es,										
12	Operating system, Office applications, report components, properties, events and applications																
13	Network applicati	comp ons	onent	s, prop	perties,	, even	ts and	1									
14	Databas and app	Database components, properties, events and applications															
22	22 Textbooks, References and/or Other							1. Ya	1. Sharp, J., Visual C# 2010, (çev. Tuğba Buldu), Ar Yavınevi, 2011.						kadaş		
Activites						1	Number				Duration (hour)			Total Work Load (hour)			
Theore	Theoretical							Ar	Ankara, 2017.				3.00			42.00	
Practicals/Labs								(0			0.00			0.00		
Self3studkseeshnenperation									14			3.00			42.00		
Homeworks								(0			0.00			0.00		
Project	\$ -						•								0.00		
Field Studies								(0			0.00			0.00		
Midfern	Midferm exams											16.00	16.00			16.00	
Others								(0			0.00			0.00		
Final E												20.00			20.00		
Total Work Load								40.00					120.00				
Success Grade								.00					4.00				
ECTS Credit of the Course								.00						4.00			
Total								10	100.00								
Measur Course	rement ar	nd Eva	aluatio	n Tec	hnique	s Use	d in th	e									
24	ECTS /	/ WO	RK L	OAD	TAB	LE											
25	CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS																
	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ1	PQ11	PQ12	PQ1	PQ14	PQ15	PQ16	
ÖK1	0	0	5	0	0	0	0	0	0	0	0	0	3 0	0	0	0	
ÖK2	0	0	0	5	0	0	0	0	0	0	0	0	0	0	0	0	

ÖK3	0	0	0	5	0	0	0	0	0	0	0	0	0	0	0	0
ÖK4	0	0	0	0	5	0	0	0	0	0	0	0	0	0	0	0
ÖK5	0	0	0	0	5	0	0	0	0	0	0	0	0	0	0	0
LO: Learning Objectives PQ: Program Qualifications																
Contrib ution Level:	rib 1 very low n el:		2 low		3 Medium		4 High		5 Very High							