

# VISUAL PROGRAMMING

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

3	Structure and application of decisions, loops in C# and their applications	
4	Numeric, alphanumeric, graphic, system commands in C# and their applications	
5	C# Forms	
6	Common control components in C# and their applications	
7	Common control components in C# and their applications	
8	Midterm Exam + General review	
9	Common control components in C# and their applications	
10	Dialog box and objects. Properties, events and applications	
11	Multimedia components in C#, properties, events and applications	
12	Operating system, Office applications, report components, properties, events and applications	
13	Network components, properties, events and applications	
14	Database components, properties, events and applications	

22	Textbooks, References and/or Other Materials:	<p>1. Sharp, J., Visual C# 2010, (çev. Tuğba Buldu), Arkadaş Yayınevi, 2011.</p> <p>2. Albahari, J., Albahari, B., C# 4.0 in Nutshell, Fourth Edition, O'reilly, 2010.</p> <p>3. Fahri Vatansever, "Algoritma Geliştirme ve Programlamaya Giriş", 13. baskı, Seçkin Yayıncılık, Ankara, 2017.</p>
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23	Assesment	
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TERM LEARNING ACTIVITIES	NUMBER	WEIGHT
Midterm Exam	1	40.00
Quiz	0	0.00
Home work-project	0	0.00
Final Exam	1	60.00
Total	2	100.00
Contribution of Term (Year) Learning Activities to Success Grade		40.00
Contribution of Final Exam to Success Grade		60.00
Total		100.00
Measurement and Evaluation Techniques Used in the Course		

24	<b>ECTS / WORK LOAD TABLE</b>	
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Activites	Number	Duration (hour)	Total Work Load (hour)
Theoretical	14	3.00	42.00
Practicals/Labs	0	0.00	0.00
Self study and preperation	14	3.00	42.00
Homeworks	0	0.00	0.00
Projects	0	0.00	0.00
Field Studies	0	0.00	0.00
Midterm exams	1	16.00	16.00
Others	0	0.00	0.00
Final Exams	1	20.00	20.00
Total Work Load			120.00
Total work load/ 30 hr			4.00
ECTS Credit of the Course			4.00

25	CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS															
	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ10	PQ11	PQ12	PQ13	PQ14	PQ15	PQ16
ÖK1	0	0	5	0	0	0	0	0	0	0	0	0	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
<b>LO: Learning Objectives PQ: Program Qualifications</b>																
<b>Contribution Level:</b>	<b>1 very low</b>		<b>2 low</b>			<b>3 Medium</b>			<b>4 High</b>			<b>5 Very High</b>				