ICPS 230

Alpha Number

Course Description

Introduces structured programming using the Object Oriented Program (OOP) Visual Basic programming language. Designing, writing, and customizing programs that run in the graphical user interface (GUI) environment of Microsoft Windows. Covers flowcharts, object identification, and algorithm development.

Course Prepared By: BIT Department

April 2007

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<tr>
<th>Lecture</th>
<th>Hours per Week</th>
<th>Number of Weeks</th>
<th>Total Hours</th>
<th>Credits</th>
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Total Credit Hours 3

Purpose of Course:

Degree Requirement

Degree Elective X

Certification

Developmental

Other

Prerequisite(s) B or better in ICS 101 and Instructor permission

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Ruth A. Alston 10/14/09
Signature, Curriculum & Assessment Chairperson

[Signature] 10/15/09
Signature, Dean of Academic Affairs

[Signature] 11/5/09
Signature, Vice President for Academic and Student Affairs

Last date reviewed or revised: May 2009
I. **Visual Basic Programming**

Course Title

II. Course Objectives

A. **General Outcomes**

Students who complete this course will:

1. Understand and explain the Object Oriented Programming language as applied to business related software (BIT 2, 3, 4)
2. Create computer programs to meet specific business needs (BIT 1, 2, 4)
3. Design, develop, test, and implement programs using Visual Basic 6.0 (BIT 2, 4, 5)

B. **Student Learning Outcomes**

Upon completion of this course, the student will be able to:

1. Identify and classify the objects in business programming environment
2. Design logic diagrams and flowcharts for a specific computer algorithm or program goal
3. Prepare a program using Visual Basic 6.0 code, including testing and debugging

III. Course Content

This course provides students with basic programming using Visual Basic for continued higher programming.

1. Professional ethics
2. Integrated development environment
3. Functions Visual Basic programming
4. Designing a program
5. Coding a program
6. Naming conventions
7. In-line documentation

IV. **Methods of Instruction**

1. Lecture with demonstrations
2. Hands-on practical experience
3. In-class projects and activities on Computer programming

V. **Equipment and Materials**

1. Computer lab with computer projector
2. Full version of Visual Basic 6.0 software on all lab computers
3. Internet access

VI. **Suggested Methods of Evaluation**

1. Lecture
2. In-class and take-home individual and team projects
3. Quizzes
4. Tests
5. Final examination

Letter grades will be assigned per CMI grading policy