



## AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Visual Programming - I							
Course Code		BPR106		Course Level		Short Cycle (Associate's Degree)			
ECTS Credit	4	Workload	100 ( <i>Hours</i> )	Theory	3	Practice	1	Laboratory	0
Objectives of the Course		Learning the basic principles of visual programming							
Course Content		Setting up and editing visual programming editor, forms and their properties, standard objects, dialogue windows, advanced objects, operators, functions, decision algorithms and loops, graphic applications, reporting applications							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Discussion, Project Based Study, Individual Study, Problem Solving					
Name of Lecturer(s)		Ins. Erkan GÜLER							

### Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	70

### Recommended or Required Reading

1	Visual Studio 2011, M.Mastar, Kodlab Yayınevi.
2	C#.net İle Nesne Tem. Prog. Giriş, Ö.Sebetci, Gazi Yayınevi.

Week	Weekly Detailed Course Contents	
1	Theoretical	Setting up and editing visual programming editor
2	Theoretical	Forms and their properties
3	Theoretical	Standard objects
4	Theoretical	Entrance and messaging windows
5	Theoretical	Dialogue windows
6	Theoretical	Advanced objects
7	Theoretical	
8	Theoretical	Operators
9	Intermediate Exam	Midterm exam
10	Theoretical	Functions
11	Theoretical	Decision algorithms and loops
12	Theoretical	
13	Theoretical	Arrays
14	Theoretical	Graphic applications
15	Theoretical	Reporting applications
16	Final Exam	Final exam

### Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	3	42
Lecture - Practice	14	0	1	14
Laboratory	8	0	4	32
Midterm Examination	1	5	1	6
Final Examination	1	5	1	6
Total Workload (Hours)				100
[Total Workload (Hours) / 25*] = ECTS				4

\*25 hour workload is accepted as 1 ECTS



**Learning Outcomes**

1	Setting up and editing visual programming editor
2	Working with forms
3	Performing basic applications
4	Performing advanced applications
5	List the principles of visual programming.
6	Will be able to encode visual programs using the Visual Basic environment.
7	Will be able to prepare various projects with the help of visual programming.

**Programme Outcomes (Computer Programming)**

1	Having knowledge and skills in web project preparation and publishing
2	Having the knowledge and skills necessary for proper use management of database applications
3	Having knowledge and skills for software development, testing and installation
4	Be able to use the hardware necessary for computer programming and solve the basic problems they have with hardware
5	To be able to use information and communication technologies at the level required by computer programming
6	To be able to produce solutions to problems encountered in the field
7	Having the competencies to make job planning in the profession
8	Communicating with colleagues and clients based on knowledge and skills
9	Be able to take responsibility as an individual or as a team member and to fulfill the responsibility
10	To be able to express written and oral expressions related to the study topic
11	Be able to adapt the winning information to new situations

**Contribution of Learning Outcomes to Programme Outcomes 1:Very Low, 2:Low, 3:Medium, 4:High, 5:Very High**

	L1	L2	L3	L4	L5	L6	L7
P1	2	2	2	2	5	4	4
P2	2	2	2	2	5	4	4
P3	5	5	5	5	5	4	4
P4	1	1	1	1	5	4	4
P5	2	2	2	2	5	4	4
P6	2	2	2	2	5	4	5
P7	1	1	1	1	5	4	5
P8	1	1	1	1	5	3	5
P9	1	1	1	1	5	3	5
P10	1	1	1	1	5	3	5
P11	1	1	1	1	5	3	5

