AYDIN ADNAN MENDERES UNIVERSITY
COURSE INFORMATION FORM

Course Title	Visual Programming						
Course Code	BDT211		Couse Level	Short Cycle (Associate's Degree)			
ECTS Credit	4	Workload	100 *(Hours)*	Theory	3	Practice	0	Laboratory	0
Objectives of the Course	Recognizing Visiual C#.Net programming language and develooping applications, learning programming techiniques, solving problems by using programming language. In this lecture it is intended that students are able to use programming techniques in Visual C#.Net environment to solve problem, convert it to an application, develop programming logic, develop applications by the help of flow charts.						
Course Content	Algorithms and programming logic,flow charts,application developing environment and developing program by visual programming language						
Work Placement	N/A						
Planned Learning Activities and Teaching Methods				Demonstration, Discussion, Case Study, Individual Study, Problem Solving			
Name of Lecturer(s)	Lec. Ahmet Cumhur ÖZTÜRK						

Assessment Methods and Criteria

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

Recommended or Required Reading

1	Compulsory library research

Week	Weekly Detailed Course Contents	
1	Theoretical	Introduction to Visual C# Programming
2	Theoretical	Basic Concepts and Definitions
3	Theoretical	Constraints and Arithmetic Operations
4	Theoretical	Variable and Data Types
5	Theoretical	Visual C# Working Environment
6	Theoretical	Events and Event Routines
7	Theoretical	Properties
8	Theoretical	Midterm Exam
9	Theoretical	Loops
10	Theoretical	Subroutines
11	Theoretical	Functions
12	Theoretical	Data Structures
13	Theoretical	Graphics in Visual C#
14	Final Exam	Final Exam

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	1	3	56
Assignment	5	3	1	20
Midterm Examination	1	11	1	12
Final Examination	1	11	1	12
			Total Workload (Hours)	100
			[Total Workload (Hours) / 25*] = **ECTS**	4

*25 hour workload is accepted as 1 ECTS

Learning Outcomes

1	Knows the definition of algorithm and uses it for problem solving
2	Creates the algorithm and converts it to flow chart
3	Recognizes the C#.Net programming language and uses it in possible problems

4	Knows the conditional working and decision expressions and uses them
5	Knows the most commonly used controls in visiual programming and uses them.

Programme Outcomes *(Mechatronics)*

1	TECHNICAL FOREIGN LANGUAGE
2	BASICS OF MECHATRONICS
3	TECHNICAL DRAWING
4	DOING BASIC MECHANIC PROSESES
5	CHOOSE THE MATERIALS
6	DOING MECHANICAL SYSTEM DESIGN
7	SET UP A HYDRAULİC OR PNEUMATICSYSTEMS
8	DOING COMPUTER AIDED MECHANICAL DESİGN
9	USINGFLEXIBLE PRODUCING SYSTEMS
10	USINGCOMPUTER AIDEDMACHINE TOOLS
11	DOING ELECTRICAL AND ELECTRONICAL
12	SET UP ELECTRICAL AND ELECTRONICAL CIRCUITS
13	SET UP LOGICAL CIRCIUTS
14	DOING COMPUTER AIDED ELECTRONICAL CIRCUITSDESİGN
15	SET UP ELECTRICAL MOTORS
16	SET UP MICROCONTROLLER CIRCIUTS
17	SET UP CONTROL SYSTEMS
18	COMMUNICATE CONTROL SYSTEMS
19	DOING INDUSTRIAL ROBOTIC PROGRAMMINGAND MAINTENANCE
20	WRITING COMPUTER PROGRAMME
21	Ability to use the methods and techniques of career planning and discussing the effects of character traits on career preferences.
22	Ability to plan a career in their own profession.

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

	L1	L2	L3	L5
P16	5	5	4	
P20	4	4	4	5