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 *(Computer - Aided Design and Animation)*	
1	Using the basic knowledge and skills acquired in the field, interpret and evaluate data, identify problems, to analyze, to have the ability to develop evidence-based solutions.
2	To select and effectivly use modern techniques that are for applications relevant to the filed
3	Gaining the application skill by examining the relevant processes in industrial and service sector
4	To find solution when encounters unforeseen situations in the field, to gain the ability to be able to take responsibility in a team or make individual research.
5	To gain the awareness of the need for lifelong learning, continuous self-renewal monitoring and awareness of developments in science and technology
6	To gain the ability to use computer software and hardware required by the basic level of the field.
7	To be conscious about occupational safety, occupational health, environmental protection and quality.
8	Effective communication and follow the innovations in the field.
9	In mathematics, science and engineering directed to his/her field of basic theoretical and practical knowledge.
10	Having the planning skills related to Computer Aided Design and Animation program to meet the needs of the sector.
11	Gaining skills on technical drawing, computer-aided drafting, design using simulation programs in the field of making and using a variety of software systems and components to choose, to calculate the basic sizing, draw plans and projects.
12	Ability to use the methods and techniques of career planning and discussing the effects of character traits on career preferences.
13	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	L4	L5
P1		3	3	3
P4	5	3	3	