



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Visual Programming II							
Course Code		MTK564		Course Level		Second Cycle (Master's Degree)			
ECTS Credit	8	Workload	200 (<i>Hours</i>)	Theory	3	Practice	0	Laboratory	0
Objectives of the Course		This course aims to acquaint students with the fundamentals of visual programming							
Course Content		Introduction to Visual Programming, Procedures, Functions, Introduction to Database management systems, SQL, Debugging, Database design and ADO.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Discussion, Individual Study, Problem Solving					
Name of Lecturer(s)									

Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	30
Final Examination	1	50
Assignment	1	20

Recommended or Required Reading

2	İ. Karagülle ve Z. Pala, Borland C++ Builder, Türkmen Kitabevi, 2002
11	Herbert Schildt, Gregory L. Guntle, Herb Schildt, Borland C++ Builder: The Complete Reference, 2001

Week	Weekly Detailed Course Contents	
1	Theoretical	Introduction to Visual Programming
2	Theoretical	Procedures
3	Theoretical	Procedures
4	Theoretical	Functions
5	Theoretical	Functions
6	Theoretical	Introduction to Database management systems, SQL
7	Theoretical	Introduction to Database management systems, SQL
8	Theoretical	Introduction to Database management systems, SQL
9	Theoretical	Project I
10	Intermediate Exam	Midterm Exam
11	Theoretical	Debugging
12	Theoretical	Debugging
13	Theoretical	Database design and ADO.
14	Theoretical	Database design and ADO.
15	Theoretical	Project II
16	Final Exam	Final Exam

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	3	3	84
Assignment	1	20	2	22
Midterm Examination	1	40	2	42
Final Examination	1	50	2	52
Total Workload (Hours)				200
[Total Workload (Hours) / 25*] = ECTS				8

*25 hour workload is accepted as 1 ECTS

Learning Outcomes

1	To be able to use software development tools
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2	To be able to design software that can be used for scientific researches
3	To be able to define some concepts which are essential in his/her field
4	To be able to gain the skill of interpreting some interrelations among these concepts
5	To be able to use concepts in solving certain types of problems

Programme Outcomes (Mathematics Master)

1	To be able to have an adequate theoretical and practical domain knowledge.
2	To be able to comprehend the interdisciplinary interaction associated with Mathematics.
3	To be able to use theoretical and practical domain knowledge gained in the field of Mathematics.
4	To be able to interpret knowledge from different disciplines integrating knowledge in the field of mathematics and produce new information.
5	To be able to define, analyse, model and to solve the problems by scientific methods in Mathematics.
6	To be able to conduct a math related specialistic study independently.
7	To be able to develop new strategic approaches to solve problems occurred in unforeseen and complex math-related applications by taking responsibility.
8	To be able to lead in situations that require solving problems related to the mathematics.
9	To be able to criticize his/her knowledge and skills acquired in the field mathematics.
10	To be able to transfer his/her ideas and suggestions for solutions to problems by supporting quantitative or qualitative data verbally and in writing.
11	To be able to communicate both orally and written in a foreign language.
12	To be able to use computer hardware and information technologies with software required by Mathematics.
13	To be able to contribute to the solution of the social, scientific, cultural and ethical problems related to the Mathematics, and being able to support the development of social, scientific, cultural and ethical values.
14	To be able to develop mathematics-related strategies, policies and operational plans, and to evaluate the results obtained within the framework of quality processes.
15	To be able to use his/her knowledge in the field of mathematics and practical problem-solving skills in interdisciplinary studies.

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

	L1	L2	L3	L4	L5
P2	2	2	2	2	2
P3	2	2	2	2	2
P11	2	2	2	2	2
P12	5	5	5	4	4
P15	4	4	4	4	4

