Syllabus

CSC 216 Introduction to C#

General Information

Date
July 12th, 2018

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Department
Computing Sciences

Course Prefix
CSC

Course Number
216

Course Title
Introduction to C#

Course Information

Credit Hours
3

Lecture Contact Hours
3

Lab Contact Hours
0

Other Contact Hours

Catalog Description
This course is designed to present to the student the basic data structures necessary to design and write structured programs in C#. The topics covered DataTypes, Methods/Behaviors, Classes, Decisions, Looping Structures, Arrays, Collections, Windows Programming Events, Databases and Web-Based Applications.

Key Assessment
This course does not contain a Key Assessment for any programs

Prerequisites
CSC 115 with a grade of 'C' or better
Co-requisites
None

Grading Scheme
Letter

First Year Experience/Capstone Designation
This course DOES NOT satisfy the outcomes applicable for status as a FYE or Capstone.

SUNY General Education
This course is designated as satisfying a requirement in the following SUNY Gen Ed category
None

FLCC Values

Institutional Learning Outcomes Addressed by the Course
None

Course Learning Outcomes

Course Learning Outcomes

1. Design and construct programs with methods/classes and to manipulate variables using structured programming techniques

2. Design and construct programs with appropriate Methods and/or Behaviors

3. Construct and use one and two dimensional arrays. They will be able to understand and use searching techniques, parallel arrays, copying and sorting techniques

4. Design and construct programs to run in a Windows environment

5. Construct programs to connect to a database or external file

6. Design and construct programs to be used in Web Applications

Outline of Topics Covered

A. Data Types and Expressions
B. Methods and Behaviors
C. Classes
D. Making Decisions
E. Arrays
F. Collections
G. Windows Programming
H. Programming Based on Events
I. OOP Features
J. Exception Handling
K. Working with Files/Databases
L. Web-Based Applications