

Computer Science 110

Mr. MacDonald

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2010 – 2011

Outline:

Unit 1: Computer Systems
Unit 2: Programming Languages
Unit 3: Anatomy of a Computer Program
Unit 4: Structured Programming
Unit 5: Windows-based Programming
Unit 6: Introduction to the Visual Basic Programming Environment
Unit 7: Your First Visual Basic Program
Unit 8: Introduction to Visual Basic Objects
Unit 9: Introduction to Visual Basic Events
Unit 10: Variables and Constants
Unit 11: Numbers and Strings
Unit 12: String Functions
Unit 13: Decision Structures & Program Flow
Unit 14: Looping Structures
Unit 15: Procedures
Unit 16: Graphics & Animation
Unit 17: Advanced Visual Basic Features
Unit 18: Arrays
Unit 19: Careers in Programming and Computer Science

At the end of most units, there is a multiple choice quiz and an assignment that must be completed before proceeding to the next unit. (note: We will not be completing all quizzes)

Evaluation:

Your final mark for the course will be calculated as shown:

Assignments	35%
Quizzes	35%
Final Exam	30%

Cheating: Cheating on assignments is not allowed and will result in 0. The following are examples of cheating:

- Copying someone else's assignment
- Taking someone else's assignment, making a few minor changes such as changing variable names and then submitting it as your own work
- Having someone else do the assignment for you

Have a great year!