

# Computer Science 110

Mr. MacDonald

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2015

## 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.

## Evaluation:

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

Assignments	55%
Quizzes	15%
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