SYLLABUS

DIVISION: Business and Engineering Technology   **REVISED:** Fall 2014

CURRICULA IN WHICH COURSE IS TAUGHT: Programming

COURSE NUMBER AND TITLE: **ITP 234 – Visual C++ Programming II**

CREDIT HOURS: 4 **HOURS/WK LEC:** 4 **HOURS/WK LAB:** 0 **LEC/LAB COMB:** 4

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I.   **CATALOG DESCRIPTION:** Encompasses instruction in advanced concepts of foundation classes for graphical user interfaces.

II.   **RELATIONSHIP OF THE COURSE TO CURRICULA OBJECTIVES:**
- Overview of language fundamentals and syntax
- Create syntax using the language features
- Plan, design, and implement applications
- Produce manageable applications and ideas for applications

III.   **REQUIRED BACKGROUND:**   ITP 134 - Visual C++ Programming I

IV.   **COURSE CONTENT:**
- Develop ideas for applications
- Develop layout and color scheme for applications
- Design the applications
- Implement the applications
- Deploying applications

V. THE FOLLOWING GENERAL EDUCATION OBJECTIVES WILL BE ADDRESSED IN THIS COURSE.
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- **X**   Communication   **X**   Critical Thinking
- _____Cultural and Social Understanding   **X**   Information Literacy
- _____Personal Development   **X**   Quantitative Reasoning
- _____Scientific Reasoning

VI. LEARNER OUTCOMES	VII. EVALUATION
Program design Advanced topics • Understand the design aspects of applications • Understand layout and color • Understand what works for age groups • Understand the different types of applications • Understand the versatility of applications	Lab exercises In class assignments Project Test
Application Design • Pick colors, layout and text • Design a storyboard for the application • Start to put the application on the computer • What works	Lab exercises In class assignments Project Test
Programming Advanced Topics Using Visual C++ • Understand basic control structures • Understand variables and named constants • Understand declarations • Arithmetic Operators and Control Structures	Lab exercises In class assignments Project Test
Application Coding Cont... • Running the programs • testing the programs • putting programs into production	Lab exercises In class assignments Project Test
Application executables • Converting the files to executables • Polishing up the program • User input dos and donts	Lab exercises In class assignments Project Test