
	Bakı Mühəndislik Universiteti	Fənn sillabusu		
Sənədin kodu: BEU-FR-001-EN	Təsdiq tarixi:	Revizya olunma № / Tarixi:	Səhifə № 1/3	

SYLLABUS


Approved by
Head of department

" ____ " ____ 20

Course Content	Faculty:	Engineering				
	Department:	Computer and Information Technology				
	Speciality(ies)/Course(s):	Computer Engineering, Information Technologies				
	Subject code and name:	Visual Programming				
	Education Year -Semester	2022-2023 / I				
	Level:					
	Language:	English				
	Compulsory / Elective:	Compulsory				
	Prerequisite:					
	Instructors:	Rasim Mahmudov				
	Email:	ramahmudov@beu.edu.az				
	Phone:	+9945557059289				
Consulting Hours and place:	Friday 11:00 – 13:00; main building, room 312					
Subject hours				Credits		
Theory	Seminar	Laboratory	Total	Credit	ECTS	
30	15		45			
Learning Objectives:		This course will provide a managerial perspective of information systems and what role they play in an organization. Student learn about the modern technologies and how organizations can use these technologies for their growth.				
Learning Outcomes and Competences:		<ul style="list-style-type: none">• Knowledge: Use the different elements of a visual programming language as building blocks to develop correct, coherent programs.• Application: Program using the fundamental software development process, including design, coding, documentation, testing, and debugging.• Analysis: Analyze problems, develop conceptual designs that solve those problems, and transform those designs to Visual Programs with .NET (C#).				
Text books and/or References:		Deitel and Deitel, "Visual C# : How to Program", 6/e Edition, Prentice Hall / Pearson Education, 2017, ISBN 978-0-13-650154-0.3. https://www.w3schools.com/				
Assessment Criteria		Student workload		Methods	Percent	
		Midterm Activity -1		Assignment	15%	
		Midterm Activity -2		Assignment	15%	
		Attendance			10%	
		Midterm Individual Activity		Project	10%	
		Laboratory Work				
		Final Exam		Written	50%	
		Other				
Week	Subjects			Theory	Seminar	Laboratory
1.	Introduction to Visual Programming * Different type of Visual Programming * Graphical User Interface * The need of Visual Programming * Advantages of Visual Programming * Disadvantages of Visual Programming			2	2	
2.	Introduction to .NET * Discuss the transformation in computing, internet and application development * Identify the need for .NET * Explain the role of CLR and Intermediate Language * Describe the core components of Microsoft .NET			2	2	

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3.	Introduction to Visual Studio .NET * Features of VS.Net * Shared IDE * Introduction to C#	2	2	
4.	Operators * Unary, Postfix, Prefix * Ternary * DateTime struct * switch-case	2	2	
5.	Working with WinForms and Controls * Introduction to Class Libraries * Properties and Methods * Events and Event Handlers * Winforms GUI * Form (Properties, Methods and Events) * Controls in Winform	2	2	
6.	C# Toolbox components, types and properties * TextBox, RichTextBox, FastColoredTextBox * Label, GroupBox, Panel * NumericUpDown, Button, MessageBox	2	2	
7.	Advanced User Interface Enhancement * Dialog Boxes * Types of Dialog Boxes Visual Effect in Winform	2	2	
8.	Error Handling in Winforms * Exception * Types of Errors * Exception Classes * Properties of Exceptions * Handling Exceptions * ErrorProvider Control	2	2	
9.	Visual Game Development * Win Controls * Panel * PictureBox * Creating a visual game using C#	2	2	
10.	Advanced User Interface Enhancement * Dialog Boxes * Types of Dialog Boxes * Console screens * Custom UI controls * Nuget	2	2	
11.	Services in C# * Services in Windows * How services works in windows * Implementing a simple service in C# * How to implement UML class diagram through DLL	2	2	
12.	HTTP requests * WebClient class	2	2	

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	* Upload files to the server * Download files from the server * Sending/Receiving data			
13.	Data handler, special files – XML, INI * IniFile class * XmlWriter class * XmlReader class * XmlDocument class	2	2	
14.	.NET with Database * Installing and configuring database * MySql, Sql Server, Oracle * Connection string * DataTable, DataGridView * All CRUD operations	2	2	
15.	Introduction to ASP.NET * Web forms * Core MVC * Request/Response Programming * HTTP Collections * Redirection * JavaScript	2	2	

Evaluation criteria:

91 – 100 grades	excellent	A
81 – 90 grades	Very good	B
71 – 80 grades	good	C
61 – 70 grades	sufficient	D
51 – 60 grades	satisfactory	E
<51 grades	unsufficient	F

Instructor: Rasim Mahmudov
(Name, surname, middle name)

Signature: _____
Date: 07.09.2022