TEMPLATE FOR COURSE SPECIFICATION

HIGHER EDUCATION PERFORMANCE REVIEW: PROGRAMME REVIEW

COURSE SPECIFICATION

This Course Specification provides a concise summary of the main features of the course and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. It should be cross-referenced with the programme specification.

1. Teaching Institution	College of Computer Science & Information Technology
2. University Department/Centre	Computer Science
3. Course title/code	Visual Programming II
4. Programme(s) to which it contributes	
5. Modes of Attendance offered	Attendance
6. Semester/Year	Semester2
7. Number of hours tuition (total)	60
8. Date of production/revision of this specification	
9. Aims of the Course: The student's acquisition of the advanced topics of c# programming languages. Clarify the Complex aspects of C# language such as manipulation of objects collections. Working with characters, string, and regular expressions. Then, advanced topic such as structures, classes are clarified. Finally, constructed visual application using windows form applications	

10· Learning Outcomes, Teaching ,Learning and Assessment Method

A- Knowledge and Understanding

A1. Gain the ability and skill to build C# program and solving different problem.

A2- Acquire the skills of advance problem analysis.

A3- Acquire the skills of solving a complex mathematical concept and build a program for them.

B. Subject-specific skills

B1. summer training

B2. Graduate Research

B3. Scientific Reports

Teaching and Learning Methods

Quizzes and monthly test.
Exercises and activities in the classroom and Homework.
Guide students to some websites to benefit from them.

Assessment methods

- Participation in the classroom.
- Presentation of activities
- Semester and final exams and activities.

C. Thinking Skills

C1. Develop the ability of students to work on the Homework and deliver them on time.

C2. Analyze the problem Programmatically and find solutions based on the expected results.

C3. Development the ability of students for discussion.

Teaching and Learning Methods

- the lecture Management in an applied manner linked to the reality of daily life to attract the student to the topic of the lesson without moving away from the core of the topic so that the material is flexible and capable of understanding and analysis.
- Assigning the student some group activities and duties.
- Allocating a percentage of the grade for daily assignments and tests.

Assessment methods

- Effective participation in the classroom is evidence of the commitment and responsibility of students.
- Commitment to the final deadline to submit assignments and research.
- Quarterly and final exams reflect the commitment and achievement of knowledge and skills.

D. General and Transferable Skills (other skills relevant to employability and personal development)

D1. Develop the ability of students to deal with technical means.
D2. Develop the ability of students to deal with the Internet and multiple media.
D3. Develop the ability of students to deal with knowledge sharing.

11. Course Structure

Week	Hours	ILOs	Unit/Module orTopic Title	Teaching Method	Assessment Method
1	**4**	String and Characters	Fundamentals of Strings string Constructors Comparing strings Locating Characters and Substrings in strings	Theory+Practical	General questions and discussion
2	**4**	String	Extracting Substrings from strings Concatenating strings Miscellaneous string Methods	Theory+Practical	General questions and discussion or an exam
3	**4**	Characters	Fundamentals of Characters Char Methods	Theory+Practical	General questions and discussion
4	**4**	Advanced String	Regular Expressions	Theory+Practical	General questions and discussion
5	**4**	Advanced String	Complex Regular Expressions Regex Methods Replace and Split	Theory+Practical	Debate+quiz
6	**4**	Structures	Introduction to Structures Structures with Constructors Work with	Theory+Practical	General questions and discussion

			structures		
7	**4**	Collections	Introduction to Collections List Collection	Theory+Practical	General questions and discussion or an exam
8		Mid-Exam			Mid-Exam
9	**4**	LINQ Providers	Querying an Array of int Values Using LINQ Querying an Array of Employee Objects Using LINQ	Theory+Practical	group assignments
10	**4**	LINQ Providers	Querying a Generic Collection Using LINQ		General questions and discussion
11	**4**	Files	Computer Files Files Categories Input Files Outputs Files Append to Files	Theory+Practical	General questions and discussion
12	**4**	Windows Form Application	Form Buttons textbox LabelBox	Theory+Practical	General questions and Quiz
13	**4**	Windows Form Application	Checkbox RadioButtons Menu	Theory+Practical	group assignments
14	**4**	Classes	Introduction to classes Class with Constructors Work with classes	Theory+Practical	Debate
15	**4**	Final Exam			Final Exam

12. Infrastructure	
Required reading: · CORE TEXTS · COURSE MATERIALS · OTHER	Paul J. Deitel and Harvey Deitel. 2016. C# 6 for Programmers (6th Edition) (6th. ed.). Prentice Hall Press, USA.

Special requirements (include for example workshops, periodicals, IT software, websites)	
Community-based facilities (include for example, guest Lectures , internship , field studies)	

13. Admissions	
Pre-requisites	
Minimum number of students	10
Maximum number of students	34