**CS275.001 – Interaction Programming – Fall 11**

TR | 2:00 – 3:15p | EB 0012

Socratis Tornaritis

**Contact:**

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**Office Hours:**

MTWR | 09:30 – 10:30a | TR 12:30 – 01:30p

**Objective:**

Introduction to graphical user interfaces and event-driven programming; programming experience involving effective interface design, using Visual Basic; introduction to relational databases.

**Prerequisites:**

CS 150 – Introduction to Computing II (C or better)

**Textbook:**

"Visual Basic 2010 : How To Program", *Paul Deitel, Harvey Deitel.*

"Designing Interfaces", *Jenifer Tidwell*.

**Grading:**

Program 7 45%

Quiz 8 10%

Test 2 20%

Final 1 25%

A (>= 90%), B (>= 80%), C (>= 70%), D (>= 60%), F (< 60%)

**Programs:**

Programming assignments will be downloaded/uploaded using Moodle (classes.cs.siue.edu). Assignments will be posted on Fridays and collected on Fridays. Late assignments will not be accepted for any reason, without the instructor's prior approval, so please pay special attention to the due date, listed on the assignments and Moodle. VS2010 is the choice of compiler, and a free copy can be downloaded from ELMS (http://software.cs.siue.edu/), by login in using your eid. Programs are expected to function properly under Windows 7 or Vista and VS2010; any other configuration, will not be supported.

**Exception clause:**

No make-ups will be allowed for missed work unless you have a verifiable written notice, i.e. medical reason, traumatic family emergency or hardship. You must notify your instructor prior or as early as possible to arrange for a make-up (There will be no exceptions to this rule).

**Class Conduct:**

Students are expected to attend each class and participation is highly encouraged. Use of laptops is allowed during lectures, but if you decide to use one make sure there are no students sitting in direct view of your screen. This may require you to sit in the back of the room. All personal, handheld electronic devices should be disabled or muted and out of view. Food and drink, of any kind, in the classroom is strictly prohibited by University policy.

wk 01 Aug 22

UI 1 – Users

UI 2 – Content

**p01** (VB Intro) | Download: 8/26 | Upload: 09/09

wk 02 Aug 29

UI 3 – Navigation

VB 3 – Intro to VB

wk 03 Sep 05

VB 4 – Control Statements I

VB 5 – Control Statements II

**p02** (Control Statements) | Download: 09/09 | Upload: 09/23

wk 04 Sep 12

UI 4 – Page Layout

VB 6 – Methods

wk 05 Sep 19

UI 5 – Commands

**(t) HE1** (UI 1-4, VB 3-6)

**p03** (Methods) | Download: 09/23 | Upload: 10/07

wk 06 Sep 26

UI 6 – Complex Data

VB 7 – Arrays

wk 07 Oct 03

VB 8 – Files

UI 7 – Input

**p04** (File IO) | Download: 10/07 | Upload: 10/21

wk 08 Oct 10

UI 8 – Editor

UI 9 – Aesthetics

wk 09 Oct 17

VB 9 – OO: Classes and Objects

**p05** (Classes) | Download: 10/21 | Upload: 11/04

wk 10 Oct 24

VB 9 – OO: Classes and Objects

wk 11 Oct 31

VB 10 – OO: Inheritance and Polymorphism

**(t) HE2** (UI 5-9, VB 7-9)

**p06** (Inheritance) | Download: 11/04 | Upload: 11/18

wk 12 Nov 07

VB 11 – Intro to LINQ

VB 12 – Databases and LINQ

wk 13 Nov 14

VB 13 – Web Programming

**p07** (Database IO) | Download: 11/18 | Upload: 12/02

wk 14 Nov 21

***Thanksgiving Break!***

wk 15 Nov 28

VB 14 – Forms GUI

wk 16 Dec 05

VB 15 – Graphics

wk 17 Dec 12

**Final** (UI 1-9, VB 3-15) |Monday | 2:00 – 3:40p