GROSSMONT COLLEGE

Official Course Outline

COMPUTER SCIENCE INFORMATION SYSTEMS 291 - INTERMEDIATE C# PROGRAMMING

1. Course Number Course Title Semester Units Semester Hours

CSIS 291 Intermediate 4 3 hours lecture: 48-54 hours

C# Programming 3 hours lab: 48-54 hours

96-108 outside-of-class hours

for lecture

2. Course Prerequisites

A “C” grade or higher or Pass in CSIS 290 or equivalent.

Corequisite

None

Recommended Preparation

A “C” grade or higher or Pass in CSIS 132 or equivalent.

3. Catalog Description

This course is designed to provide students with intermediate problem-solving and computer program design, primarily in a Web-based environment using Microsoft C# and ASPX.

4. Course Objectives

The student will:

1. Receive an overview of ASP.NET web programming
2. Develop a one-page web application with C#
3. Develop a multi-page web application with C#
4. Test and debug an C# ASP.NET application
5. Synthesize Basic ASP.NET skills
6. Review HTML
7. Identify server controls
8. Develop validation controls with C#
9. Manage state
10. Implement master pages
11. Perform site navigation with C#
12. Develop themes
13. Synthesize and merger ASP.NET and databases
14. Develop SQL data sources
15. Implement the GridView control with C#
16. Synthesize the DetailsView and FormView controls
17. Identify the ListView and DataPager controls
18. Create object data sources
19. Integrate LINQ data sources with C#

5. Instructional Facilities

Computer lab with Internet access and appropriate software

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6. Special Materials Required of Student

None

7. Course Content

1. Introduction to ASP.NET web programming
2. Develop a one-page web application using C#
3. Develop a multi-page web application using C#
4. Test and debug an ASP.NET application
5. Basic ASP.NET skills
6. Crash course in HTML
7. Server controls
8. Validation controls
9. Manage state using C#
10. Create master pages
11. Site navigation using C#
12. Themes
13. ASP.NET database programming
14. Introduction to database programming
15. SQL data sources using C#
16. GridView control
17. DetailsView and FormView controls
18. ListView and DataPager controls
19. Object data sources using C#
20. LINQ data sources using C#

8. Method of Instruction

a. Lecture and hands-on instruction will present basic concepts of the language.

b. Projects will be assigned to illustrate the language capabilities listed above.

c. Student will design a working project in an area of his/her greatest interest using a number of the capabilities learned in this class.

9. Methods of Evaluating Student Performance

a. Several tests will be administered as well as graded project assignments. The combination of these two elements will be the basis on each student's evaluation.

b. Final objective examination written or performance.

11. Texts

Murach's C# 2015, by Anne Boehm and Joel Murach, Mike Murach and Associates, 2016

Addendum: Student Learning Outcomes

Upon completion of this course, our students will be able to do the following:

1. Identify the elements of the programming environment.

b. Identify the process of program design and development.

c. Create and debug computer programs in the assigned language.

Date approved by the Governing Board: May 17, 2017