

Course: 420-315-DW, Programming IV ó Advanced C# and .NET Programming

F-2. Sample assignment: In-Class Writing and Reflection

I carried out a number of assignments like this in two different courses. Here is a single example from course 420-315, given Monday February 7, 2011 (course week 3).

Objectives: (a) (As part of learning to work in a given programming language), Learn to use the available documentation resources to research programming methods and useful constructs, i.e. Carry out information research related to the assigned programming task; (b) Learn to distinguish between good and bad information sources; (c) Apply critical thinking; (d) Recognize ethical issues relevant to the field of study; (e) Analyze and produce various forms of discourse; (f) Communicate in the forms of discourse appropriate to (the) field of study, using all four modes of language i.e. reading, writing, listening and talking; (g) organize and use data (specifically, currency values). , us40{, us)9oDicicic, 205BT1 0 0 1 72.024 615.58 T,a)

Explain that the .NET CLS Decimal data type may be used to accurately represent a currency amount, but that the type of currency is not stored. Have students carry out an assignment to develop a Currency class in C# that can be used to represent currency amounts, including magnitude and type.

F-4. Sample assignment: Peer Teaching Activity

This activity took place over a ten week period, weeks 5 through 15 of the semester, from February 24 to May 12, 2011. In addition to classroom and lab activities, a field trip was organized on April 14 2011 to give students direct experience with project subject matter (Koi fish) and with examining the information systems of an external organization.

Objectives: (a) use an object-oriented development environment; (b) develop and design applications in a graphical environment; (c) organize data; (d) develop conceptual models using a structured approach; (e) produce and manage design documentation; (f) analyze, design, program and implement an application; (g) carry out all objectives in a collaborative, jigsaw-style project structure, which implies interacting and

Follow-On Activity:

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