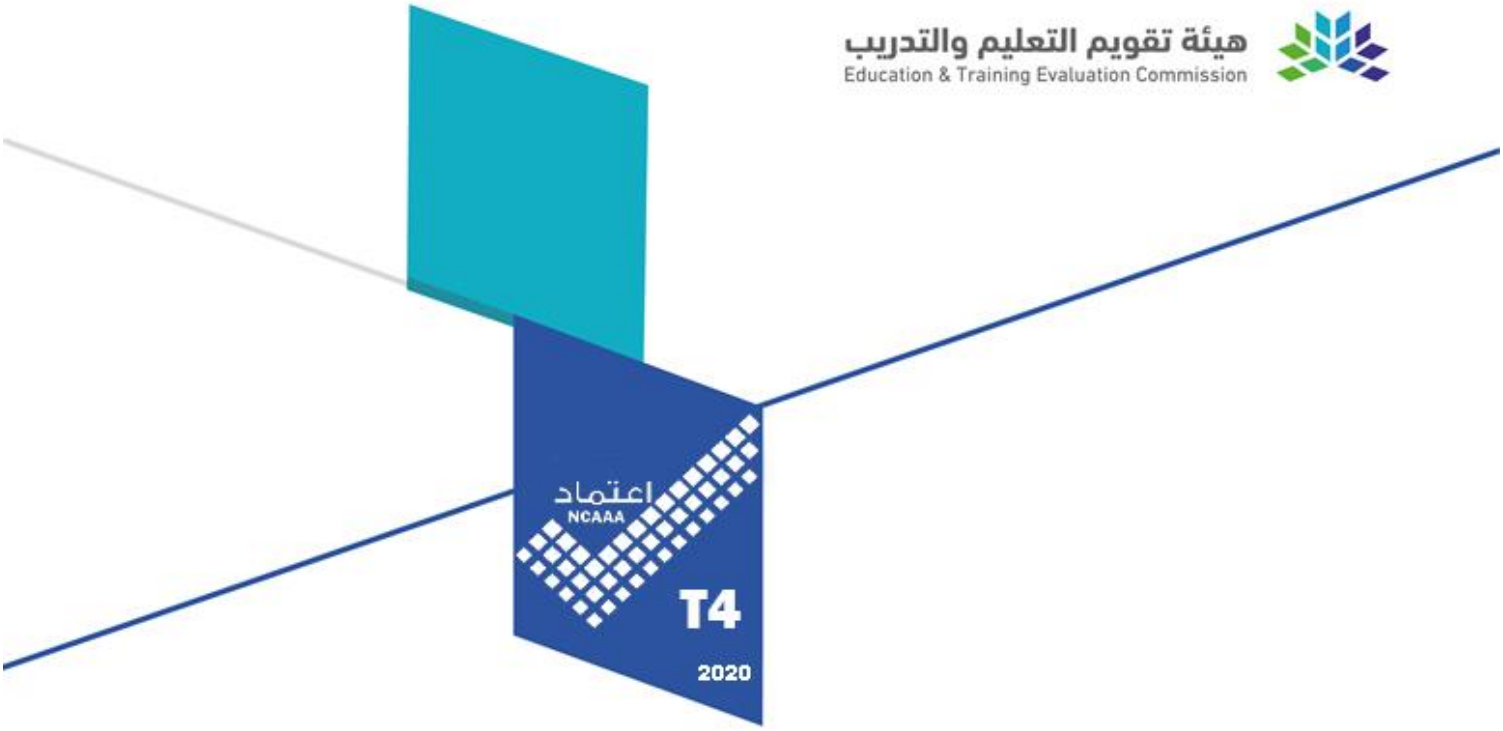
هيئة تقويم التعليم والتدريب
Education & Training Evaluation Commission



Course Specifications

Course Title:	Introduction to Programming
Course Code:	MIS211
Program:	Management Information Systems
Department:	Management Information Systems
College:	Business Administration
Institution:	Prince Sattam Bin Abdulaziz University

Table of Contents

A. Course Identification

1. Credit hours: 5
2. Course type **a.** University ☐ College ☐ Department ☒ Others ☐ **b.** Required ☒ Elective ☐
3. Level/year at which this course is offered: 8th level/third year
4. Pre-requisites for this course (if any)**:** MIS201- Management Information Systems
5. Co-requisites for this course (if any)**:**

6. Mode of Instruction (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	**Traditional classroom**	60	%100
2	**Blended**		
3	**E-learning**		
4	**Distance learning**		
5	**Other**		

7. Contact Hours (based on academic semester)

No	Activity	Contact Hours
1	**Lecture**	48
2	**Laboratory/Studio**	12
3	**Tutorial**	
4	**Others** (specify): Practical	
	Total	60

B. Course Objectives and Learning Outcomes

1. Course Description

This course is an introductory course in computer programming. It teaches problem solving techniques and focuses on the concepts needed to write programs using event-driven, object-oriented methodology. It uses the C# as a programming language and visual studio as an Integrated Development Environment (IDE).

2. Course Main Objective

The main objective of the course is to teach basic programming statements and concepts and implement them using the C# programming language. At the end of the course, the student should be able to create a simple visual C# application using the visual studio IDE.

3. Course Learning Outcomes

CLOs		Aligned PLOs
1	**Knowledge and Understanding**	
1.1	Define the concept of programming and list the different types of programming languages.	PLO1.1
1.2	Recognize the need to compile, link, and convert a high-level language program to machine language.	PLO1.1 & PLO1.2
1.3	Introduce basic programming statements and concepts including variables, data types, operators, methods, selection, iteration, and arrays.	PLO1.1 & PLO1.2
1.4	Understand the main concepts involved in C# programming language: IDE, events, controls and properties,	PLO1.1 & PLO1.2
2	**Skills :**	
2.1	Write programs in C#.	PLO2.2 & PLO2.3
2.2	Use the Integrated Development Environment to compile and run a C# program.	PLO2.2
2.3	Use problem-solving techniques including modular programming.	PLO2.3 & PLO2.4
3	**Values:**	
3.1	Exhibit effective performance within a team environment	PLO3.1

C. Course Content

No	List of Topics	Contact Hours
1	**Chapter One:** Introduction, Low and high level languages, Problem solving.	8
2	**Chapter Two:** Working with variables, Operators, and Expressions.	9
3	**Chapter Three:** Using Decision Statements.	8
4	**Chapter Four:** Using iteration statements.	9
5	**Chapter Five:** C# Arrays	9
6	**Chapter Six:** Witting Methods and applying scope.	8
7	**Chapter Seven:** C# Graphical User Interfaces.	9
Total		60

D. Teaching and Assessment

1. Alignment of Course Learning Outcomes with Teaching Strategies and Assessment Methods

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
1.0	**Knowledge and Understanding**		
1.1	Define the concept of programming and list the different types of programming languages.	• Theoretical teaching through lectures. • Practical teaching through class labs • Discussion boards	• MCQ, TF,FB questions • Discussion board assignments
1.2	Recognize the need to compile, link, and convert a high-level language program to	• Theoretical teaching through lectures.	• Programming

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
	machine language.	• Practical teaching through class labs	assignments • Projects
1.3	Introduce basic programming statements and concepts including variables, data types, operators, methods, selection, iteration, and arrays.	• Theoretical teaching through lectures. • Practical teaching through class labs • Discussion boards	• MCQ, TF,FB questions • Programming assignments • Projects • Discussion board assignments
1.4	Understand the main concepts involved in C# programming visual programming: events, controls and properties,	• Theoretical teaching through lectures. • Practical teaching through class labs	• Programming assignments • Projects
2.0	**Skills**		
2.1	Write programs in C#.	• Theoretical teaching through lectures. • Practical teaching through class labs	• Programming assignments • Projects
2.2	Use the Integrated Development Environment to compile and run a C# program.	• Practical teaching through class labs	• Programming assignments • Projects
2.3	Use problem-solving techniques including modular programming.	• Theoretical teaching through lectures. • Practical teaching through class labs	• Programming • Assignments • Projects
3.0	**Values**		
3.1	Exhibit effective performance within a team environment	• Class discussions • Group assignments	• Evaluation of discussions and assignments

2. Assessment Tasks for Students

#	Assessment task*	Week Due	Percentage of Total Assessment Score
1	Midterm exam1	5th	15%
2	Midterm exam 2	10th	15%
3	Quizzes	4th, 8th, and 10th	10%
4	Assignments	4th, 7th, and 9th	10%
6	Mini Projects	11th	10%
7	Final Exam		40%

***Assessment task** (i.e., written test, oral test, oral presentation, group project, essay, etc.)

E. Student Academic Counseling and Support

Arrangements for availability of faculty and teaching staff for individual student consultations and academic advice :

4 office hours/week

2 academic advising hours/week

F. Learning Resources and Facilities

1.Learning Resources

Required Textbooks	John Sharp, Microsoft Visual C# Step by Step, 9th Edition, Pearson June 2018, SBN-13: 978-1509307760, ISBN-10: 1509307761.
Essential References Materials	• Tony Gaddis, Starting out with Visual C#, Global Edition, 4/E, Pearson Feb 2017, ISBN-10: 1292163216 , ISBN-13: 9781292163215. • John Sharp , Microsoft Visual C# 2008 Step by Step, Microsoft press, ISBN-10: 0735624305, ISBN-13: 978-0735624306. • Paul J. Deitel, Harvey Deitel, Visual C# How to Program (6th Edition) Pearson Publication, ISBN-10: 0134601548, ISBN-13: 978-0134601540. • Benjamin Perkins , Jacob Vibe Hammer , Jon D. Reid , Beginning C# 7 Programming with Visual Studio 2017 1st Edition, ISBN-10: 1119458684, ISBN-13: 978-1119458685.
Electronic Materials	• https://www.programiz.com/csharp-programming<a https://www.programiz.com/csharp-programming/keywords-identifiers. • http://www.infocodify.com/csharp/overview • https://docs.microsoft.com/en-us/dotnet/csharp/language-reference/index • https://docs.microsoft.com/en-us/dotnet/csharp • https://www.programiz.com/csharp-programming/variables-primitive-data-types • https://www.tutorialspoint.com/csharp/csharp_variables.htm
Other Learning Materials	Blackboard

2. Facilities Required

Item	Resources
Accommodation (Classrooms, laboratories, demonstration rooms/labs, etc.)	A laboratory with computer hardware and software
Technology Resources (AV, data show, Smart Board, software, etc.)	Blackboard software, smart board
Other Resources (Specify, e.g. if specific laboratory equipment is required, list requirements or attach a list)	Latest version of the visual studio or any other IDE that supports C# programming

G. Course Quality Evaluation

Evaluation Areas/Issues	Evaluators	Evaluation Methods

Evaluation Areas/Issues	Evaluators	Evaluation Methods
Effectiveness of teaching and assessment	Students	Direct
Extent of achievement of course learning outcomes	Quality and Development unit	Indirect
Self-assessment	Teacher	Direct
Quality of learning resources	Students	Direct

Evaluation areas (e.g., Effectiveness of teaching and assessment, Extent of achievement of course learning outcomes, Quality of learning resources, etc.)
Evaluators (Students, Faculty, Program Leaders, Peer Reviewer, Others (specify)
Assessment Methods (Direct, Indirect)

H. Specification Approval Data

Council / Committee	Department Council
Reference No.	2
Date	SEP 2022