SAULT COLLEGE | 443 NORTHERN AVENUE | SAULT STE. MARIE, ON P6B 4J3, CANADA | 705-759-2554



Prepared: Bazlur Rasheed Approved: Corey Meunier

Course Code: Title	CSD331: ADVANCED C# AND .NET WEB APPLICATIONS
Program Number: Name	2090: COMPUTER PROGRAMMER
Department:	COMPUTER STUDIES
Semester/Term:	18W
Course Description:	This is the second course in C# and introduces Web Application development using the C# and .NET development environment. In addition to building on concepts introduced in the first course, this course will develop skills in the use of various technologies including, databases (ADO.Net), Web development using ASP.Net, Web forms, MVC (Model-View-Controller), Web application deployment, LINQ and other technologies. Develop and publish Web apps to Azure (cloud based services). Use Azure services such MSSQL and MySQL databases to create cloud based database Web Applications. Advanced Object oriented programming techniques will be discussed in this course and build on the concepts developed in another concurrently delivered OOP course. Students will develop Web applications using the Visual Studio IDE supporting Create, Read, Update and Delete (CRUD) operations on a database. This is a lab oriented course with heavy emphasis on databases and Web client and server technologies.
Total Credits:	5
Hours/Week:	4
Total Hours:	60
Vocational Learning Outcomes (VLO's): Please refer to program web page for a complete listing of program outcomes where applicable.	 2090 - COMPUTER PROGRAMMER #1. Use documented solutions to troubleshoot problems associated with software installation and customization. #2. Develop, test, document, deploy, and maintain secure program code based on specifications.
Essential Employability Skills (EES):	 #1. Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience. #2. Respond to written, spoken, or visual messages in a manner that ensures effective communication. #4. Apply a systematic approach to solve problems. #5. Use a variety of thinking skills to anticipate and solve problems. #6. Locate, select, organize, and document information using appropriate technology and

	information systems. #7. Analyze, evaluate, and apply releva #8. Show respect for the diverse opinio #9. Interact with others in groups or tea the achievement of goals. #10. Manage the use of time and other #11. Take responsibility for ones own a	ant information from a ins, values, belief sys ims that contribute to resources to comple actions, decisions, an	a variety of sources. tems, and contributions of others. effective working relationships and te projects. d consequences.
Course Evaluation:	Passing Grade: 50%, D		
Other Course Evaluation & Assessment Requirements:	To successfully pass this course, the student must receive passing grades for both the Test and Evaluation portion of the class and the Laboratory portion.		
	Grade Definition Grade Point Equivalent A+ 90 $\tilde{A}\phi\hat{a}$ '¬ 100% 4.00 A 80 $\tilde{A}\phi\hat{a}$ '¬ 89% B 70 - 79% 3.00 C 60 - 69% 2.00 D 50 $\tilde{A}\phi\hat{a}$ '¬ 59% 1.00 F (Fail) 49% and below 0.00 CR (Credit) Credit for diploma requirem S Satisfactory achievement in field /clin U Unsatisfactory achievement in field /clin U Unsatisfactory achievement in field/cl	nents has been award lical placement or nor linical placement or r ns with extenuating ci	ded. n-graded subject area. ion-graded subject area. rcumstances giving a student
	additional time to complete the requirer NR Grade not reported to Registrar's o W Student has withdrawn from the cou	nents for a course. ffice. rse without academic	e penalty.
Evaluation Process and Grading System:	Evaluation Type	Evaluation Weight	
	Lab Assignments	30%	
	Lecture Assignments and Attendance	10%	
	Quizzes	10%	
	Theory and Lab Tests	50%	
Books and Required Resources:	Beginning C# 6 Programming with Visu Hammer and Jon D. Reid Publisher: John Wiley & Sons, Inc., Wro ISBN: 978-1-119-09668-9	ial Studio 2015 by Be ox a Wiley Brand.	enjamin Perkins, Jacob Vibe
Course Outcomes and Learning Objectives:	Course Outcome 1.		
	Additional C# Techniques		
	Learning Objectives 1.		
	The : : Operator and the Global Names Custom Exceptions Events Attributes Initializers Type Inference	pace Qualifier	

Anonymous Types Dynamic Lookup Advanced Method Parameters Lambda Expressions

Course Outcome 2.

Collections, Comparisons, and Conversions

Learning Objectives 2.

Collections Comparisons Conversions

Course Outcome 3.

Generics

Learning Objectives 3.

What Are Generics? Using Generics Defining Generic Types Variance

Course Outcome 4.

Developing Web Application with ASP.NET

Learning Objectives 4.

Programming for the Web Creating ASP.NET Applications Web server Controls Designing Web Forms Application with Multiple Web Pages

Course Outcome 5.

Developing Database Desktop Applications with ADO.NET (MSSQL, MySQL server) Application

Learning Objectives 5.

Creating ADO.NET Applications Data-Bound Controls DataGridView Control Details view Application using TSQL querying a database file Application using TSQL querying a Microsoft SQL server Application using ANSI SQL querying a MySQL server

Course Outcome 6.

Developing Database Web Application (MSSQL, MySQL server) Web Application

Learning Objectives 6.

SqlDataSource Control GridView control Details Control Application using TSQL querying a Microsoft SQL server Application using ANSI SQL querying a MySQL server

Course Outcome 7.

Basic Cloud Programming

Learning Objectives 7.

Developing Web Application for Azure The Cloud, Cloud Computing Cloud Patterns and Best Practices Using Microsoft Azure C# Libraries Developing Database (MSSQL, MySQL server) Application for Azure Creating an ASP.NET Web Site

Course Outcome 8.

Advanced Cloud Programing and Deployment

Learning Objectives 8.

Creating an ASP.NET Web API Deploying and Consuming an ASP.NET Web API on Microsoft Azure Scaling an ASP.NET Web API on Microsoft Azure

Course Outcome 9.

Files

Learning Objectives 9.

ââ`¬Â¢ File Classes for Input and Output Streams Sequential Access Serialization

	Random Access Binary files
	Course Outcome 10.
	Introduction to LINQ and the List Collection
	Learning Objectives 10.
	Querying an Array of int values using LINQ Querying an Array of Objects using LINQ Introduction to Collections Querying the generic List collection using LINQ
	Course Outcome 11.
	Additional Techniques
	Learning Objectives 11.
	Windows Communication Foundation Universal Apps
Date:	Tuesday, January 2, 2018
	Please refer to the course outline addendum on the Learning Management System for further information.