The exam is open book and open notes. You may use your course text book and your notes and handouts for this class.

## **Topics**

## 1. Introduction

- a. Computer Systems Hardware and Software
  - i. CPU, ROM, RAM
  - ii. Generations
  - iii. Software
    - 1. Operating systems
    - 2. Software tools
    - 3. Computer languages
    - 4. Web applications
- **b.** The Internet
  - i. Internet
  - ii. WWW
  - iii. Hypertext, HTML
- c. Program Planning
  - i. Model Building Process
  - ii. Programming Process
  - iii. Algorithms
  - iv. Composing a computer program
  - v. 6 Elements of Programming

## 2. VB Controls and Events

- a. Why Visual Basic?
- b. VB Programs
  - i. Developing
  - ii. Running
- c. Program Planning and Flowcharts
  - i. Flowcharting
  - ii. Decisions
  - iii. Average Grade Problem
- d. Visual Basic Interface
  - i. VB Form
  - ii. VB Controls
    - 1. Picture box
    - 2. Text box
    - 3. List box
    - 4. Labels
    - 5. Buttons
  - iii. VB Events
    - 1. Forms & Controls
    - 2. Events
    - 3. Objects

- 4. Procedures
- 5. Code
- iv. Creating a VB Project
- 3. Computer Storage & Representing Numbers
  - a. Computer Storage
    - i. Numbers & Letters
    - ii. Bits
    - iii. Bytes
    - iv. Binary Numbers
  - b. Computer Storage and Number Representation
    - i. Integers
    - ii. Binary Math
    - iii. Chips and CPUs
    - iv. Words
    - v. Floating Point Numbers
- 4. Variables & Math Operators
  - a. Computer Memory & Variables
  - b. Data Types
    - i. Byte
    - ii. Integer & Long
    - iii. Single & Double
    - iv. String
  - c. Variable Names & Declaration
    - i. Naming rules
    - ii. Declaring Variables
  - d. Assignment Statements
  - e. Displaying Numbers
  - f. Constants
  - g. Arithmetic Operators & Math Functions
    - i. Modulo Division
    - ii. Integer Division
    - iii. Priority of Operators
  - h. String Variables
- 5. Input Output
  - a. Formatting Numbers
  - b. File names and Path names
  - c. Input From Files
  - d. Output To Files
  - e. Concatenation
  - f. Input Boxes
  - g. Text Boxes

- 6. Control Structures: Selection
  - a. ASCII (ANSI) Character Set
  - **b.** Relational Operators
  - c. Logical Operators
  - d. Order of Operations
  - e. Program Control Selection
    - i. If/Then
    - ii. If/Then/Else
    - iii. If/Then Variations
    - iv. Select Case