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Universitas Negeri Surabaya Faculty of Engineering, Electrical Engineering Undergraduate Study Program

Document Code

UNES	A											
				SEME	ESTER	LEAR	NIN	G F	PLA	\N		
Courses				CODE		Course F	amily	Cred	lit We	ight	SEMESTER	Compilation Date
Compute Practicur		ogramming		202010137	'5			T=1	P=0	ECTS=1.59	2	July 17, 2024
AUTHOR	RIZAT	ION		SP Develo	per		Cour	se Clu	ster (Coordinator	Study Progra Coordinator	am
												Rakhmawati, , M.T.
Learning model	J	Project Based	Learn	ing			•					
Program		PLO study pro	gran	n that is ch	narged to the	course						
Learning Outcom	g es	Program Obje	ctive	s (PO)								
(PLO)		PLO-PO Matri	х									
				P.O								
		PO Matrix at t	he en	d of each	learning stag	ge (Sub-P	0)					
					2 3 4	5 6	7 8		ek 10	11 12	13 14	15 16
Short Course Descript	tion	This course tead	ches:	Basic conce	pts of visual pr	rogrammin	g in C#	,				
Referen	ces	Main :										
		 Benyan Karli Wa Andre S Barbara Learnin 	nin Pe atson, Stellma L Doyl g	rkins, Jacob dkk, Beginr an, Jennifer e, C# Progra	g Out with Visu V H, Jon D.Ri ning Visual C# Greene, Head amming From I, Visual C# 20	eid, Beginr 2012 Prog First C#, S Problem A	ing Vis rammir Second nalysis	ual C# ng, Car Editior to Pro	2015 nada, n, USA gram	Programming John Wiley. A, O 19Reilly. Design, Four	g , Canada, Jol	nn Wiley. ston, Cengage
		Supporters:										
Support lecturer	ing	Pradini Puspitar Parama Diptya										
Week-	Final abilities of Evaluation Learning methods, Student Assignments, [Estimated time]		Learning materials [References	Assessment Weight (%)								
							`	1			-	

				<u> </u>	1
1	Students are able to understand the objectives of the course and apply Visual Studio.NET and Database programming	- Explaining Learning Contracts and RPS - Explaining Database Integration with the .Net Framework - Implementing query creation and relationships between tables	Scientific approach, lectures, questions and answers, discussions and problem- based learning 2 X 50		0%
2	Students are able to apply Database programming	- Explaining database concepts - Explaining ADO.NET - Creating databases and tables - Writing SQL commands - Creating application connections to databases Implementing dataGridView	Scientific approach, lectures, questions and answers, discussions and problem- based learning 2 X 50		0%
3	Students are able to apply Database programming	- Explaining database concepts - Explaining ADO.NET - Creating databases and tables - Writing SQL commands - Creating application connections to databases Implementing dataGridView	Scientific approach, lectures, questions and answers, discussions and problem- based learning 2 X 50		0%
4	Students are able to apply database programming to simple case studies	- Display data from the database - Create an application to insert data - Implement dataGridView to display data Create a CRUD application with C#	Scientific approach, lectures, questions and answers, discussions and problem- based learning 2 X 50		0%
5	Students are able to apply database programming to simple case studies	- Display data from the database - Create an application to insert data - Implement dataGridView to display data Create a CRUD application with C#	Scientific approach, lectures, questions and answers, discussions and problem- based learning 2 X 50		0%
6	Students are able to apply classes and objects to databases	- Explaining ORM Classes and Objects - Explaining constructors and destructors - Explaining ORM - Practice creating a simple ORM	Scientific approach, lectures, questions and answers, discussions and problem- based learning 2 X 50		0%

7	Students are able to apply classes and objects to databases	- Explaining ORM Classes and Objects - Explaining constructors and destructors - Explaining ORM - Practice creating a	Scientific approach, lectures, questions and answers, discussions and problem-		0%
		simple ORM	based learning 2 X 50		
8	Students are able to implement and create controller classes	- Explaining OOP (Object Oriented Programming) - Explaining the concept of controllers - Practice creating controller classes	Scientific approach, lectures, questions and answers, discussions and problem- based learning 2 X 50		0%
9	Students are able to implement and create controller classes	- Explaining OOP (Object Oriented Programming) - Explaining the concept of controllers - Practice creating controller classes	Scientific approach, lectures, questions and answers, discussions and problem- based learning 2 X 50		0%
10					0%
11					0%
12					0%
13					0%
14					0%
15					0%
16					0%

Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
	-	0%

Notes

- Learning Outcomes of Study Program Graduates (PLO Study Program) are the abilities possessed by each Study Program graduate which are the internalization of attitudes, mastery of knowledge and skills according to the level of their study program obtained through the learning process.
- 2. **The PLO imposed on courses** are several learning outcomes of study program graduates (CPL-Study Program) which are used for the formation/development of a course consisting of aspects of attitude, general skills, special skills and knowledge.
- 3. **Program Objectives (PO)** are abilities that are specifically described from the PLO assigned to a course, and are specific to the study material or learning materials for that course.
- 4. **Subject Sub-PO** (Sub-PO) is a capability that is specifically described from the PO that can be measured or observed and is the final ability that is planned at each learning stage, and is specific to the learning material of the course.
- Indicators for assessing abilities in the process and student learning outcomes are specific and measurable statements that identify the abilities or performance of student learning outcomes accompanied by evidence.

- 6. **Assessment Criteria** are benchmarks used as a measure or measure of learning achievement in assessments based on predetermined indicators. Assessment criteria are guidelines for assessors so that assessments are consistent and unbiased. Criteria can be quantitative or qualitative.
- 7. Forms of assessment: test and non-test.
- 8. **Forms of learning:** Lecture, Response, Tutorial, Seminar or equivalent, Practicum, Studio Practice, Workshop Practice, Field Practice, Research, Community Service and/or other equivalent forms of learning.
- Learning Methods: Small Group Discussion, Role-Play & Simulation, Discovery Learning, Self-Directed Learning, Cooperative Learning, Collaborative Learning, Contextual Learning, Project Based Learning, and other equivalent methods.
- 10. Learning materials are details or descriptions of study materials which can be presented in the form of several main points and sub-topics.
- 11. The assessment weight is the percentage of assessment of each sub-PO achievement whose size is proportional to the level of difficulty of achieving that sub-PO, and the total is 100%.
- 12. TM=Face to face, PT=Structured assignments, BM=Independent study.