

The Evergreen State College

Introduction to Programming C# (Spring 2026)

Faculty Information

- **Name:** Dr. Omar Darwish
- **Email:** omar.darwish@evergreen.edu
- **Office hours:** Office hours for this course will be conducted exclusively online. To schedule a virtual meeting, please reach out via email with your preferred time slots. Once your appointment is confirmed, the meeting link will be provided to you. This ensures that I can offer personalized assistance and address your specific questions or concerns during our one-on-one sessions held in the online environment.

Class Delivery

Class Schedule: Mondays and Wednesdays, 5:00 PM - 6:20 PM

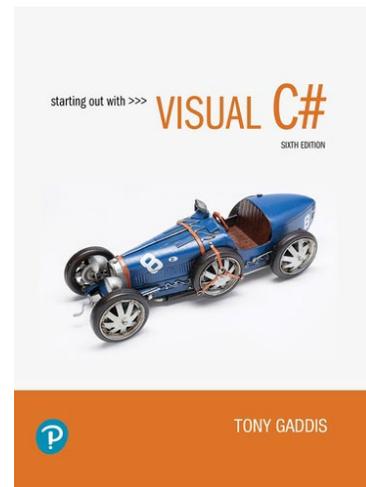
This course will be conducted online via Zoom, with meeting details and joining instructions available on Canvas.

Textbook and Material:

Starting Out with Visual C#, Sixth Edition by Tony Gaddis

Print: ISBN-13: 9780138087562

eTextbook on Pearson+: ISBN-13: 9780138094652



Learning Management System: Canvas

In this course, we will be utilizing Canvas as our primary online learning platform. Canvas serves as a comprehensive digital hub where you can access assignments, announcements, and engage in discussions. I encourage you to familiarize yourself with the platform's features, as it will play a crucial role in our virtual learning environment. Regularly check Canvas for updates, announcements, and any additional resources that may enhance your learning experience. Should you encounter any technical difficulties or have questions related to Canvas, please reach out to me so that we can promptly address any concerns and ensure a smooth online learning experience for everyone.

Course Description:

Explore the fundamentals of programming with Introduction to Programming: C#. This course introduces students to computer programming using the C# language. Delve into essential concepts such as designing, testing, debugging, and documenting computer procedures. Topics include data types, operators, control flow, data structures, and functions, providing foundational programming skills. Through interactive Zoom sessions and online lab exercises, gain practical experience in C# programming. Conclude with a final project, applying newfound skills to real-world scenarios. This course lays the groundwork for further programming proficiency.

Learning Goals

- Understand the Basics of Programming
- Master C# Syntax
- Problem Solving and Algorithmic Thinking
- Understand Basic data structures in C#
- Master control flow structures such as if statements, loops, and function calls.
- Master data structures such as arrays.
- Work collaboratively in teams

Learning Outcomes

By the conclusion of this course, each student should be able to:

1. Write Basic C# Programs
2. Apply Problem-Solving Skills
3. Use Data Structures Effectively
4. Implement Control Flow
5. Write Modular Code
6. Debug Code

Earning Credit

Credits for this course will be awarded based on the percentage of total points earned from satisfactorily completed coursework and attendance in at least 3/4 of the online synchronous classes. Full credit (4 credits), partial credit (2-3 credits), or no credit will be determined by the percentage of points earned. For example, students earning 85% or more of the total points and attending 3/4 of the online classes may receive full credit, 65-84% may receive partial credit, and less than 65% may result in no credit. Participation in assignments and class attendance both contribute to the total percentage of points earned.