MIS 216: Introduction to Business Applications Development

Course Information	**Instructor**: Dr. Jeff Cummings **Office:** CI 2051 **Office Hours:** 9:00 – 11:00 T/Th 9:00 – 12:00 & 1:00 – 4:00 W (or by appointment) **Phone:** 962-3032 (office) **Email:** cummingsj@uncw.edu **Time:** T/TH Sec. 001: 3:30 – 4:45

Course Overview

An introduction to computer programming in a business context using a modern high level programming language. Topics include program flow constraints, programming logic, objects, and other basic programming techniques. Emphasis is on good style, and the creation of high-quality applications that help the organization.

Textbook and Materials

Required Textbooks:

"Beginning Visual Basic 2012" by Brian Newsome, Wrox Books (978-1-118-31181-3).

Software

This course requires work on the computer outside of the scheduled classes. The actual amount of time required will vary from student to student. The student is responsible for arranging his/her individual schedule so that the student can spend the required time on the computer. Computer assignments can be completed using the facilities in the UNCW and CIS computer labs or other computers.

You may work from home by accessing Visual Studio via TealWare (tealware.uncw.edu), look for the Cameron School of Business Desktop. I also have a link on my website to a version of Visual Studio that can be downloaded to your personal laptop. In addition to Entropy, there will be materials for class located on the course website at: http://csb.uncw.edu/people/cummingsj/

Note:

- **Emails sent before 5 pm (Monday through Friday) will usually be answered by the end of the same day.**
- **E-mails sent after 5 pm (Monday through Friday) or on the weekend will not necessarily be answered the same day.**

Overall Course Objectives

Upon completion of this course, you will be able to:

1. Analyze and define everyday business application programming problems.
2. Design the logic to solve business application problems.
3. Create "user friendly" Visual Basic.Net Windows applications.
4. Build objects for reuse.
5. Properly debug the application for potential "user" input errors.
6. Document the program for ease of reading and future enhancements.
7. Understand the definition and use of variables.
8. Create functions and subroutines for repetitive use.

Student Responsibilities

The student is responsible for doing all assigned readings and grasping all the material presented in class which may or may not originate from the textbook. The student will be responsible for the material covered in the lectures, assigned textbook readings and other reading assignments whether or not covered in the class lectures. IF YOU DO NOT UNDERSTAND A SUBJECT OR WOULD LIKE A FURTHER EXPLANATION, DON'T BE AFRAID TO ASK. . . YOU ARE PROBABLY NOT THE ONLY ONE WHO NEEDS HELP.

The student is responsible for submitting the assignments when scheduled by the instructor. Absence from class does not excuse the student from any assignments made during the class period. A student who misses a class should check with the instructor or another student to determine if an assignment was made during the class that was missed. For this purpose, it is strongly advised that each student gets the name and phone number of at least two other students in the class. Each student is expected to address the assignments individually.

Cheating of any kind shall result in a grade of zero (0) on the assignment or test in question**; with a minimum deduction of one letter grade should the assignment be worth less than 10%.** Collaboration, copying of other individual's code, or handing in the work of others is considered cheating. Violations will follow the guidelines in the Student Handbook and Code of Student Life.

Students are expected to exhibit conduct that is courteous to the instructor and to the other students. Talking during class, reading of newspapers or other materials, and doing work for other courses during this class are examples of conduct that is considered to be unacceptable. Use of mobile phones, texting while in class or in the lab will not be acceptable and you will be asked to leave the class. It is rude to other students and the instructor to use your phone or instant message during scheduled class periods.

Grades will be posted on the web via Entropy. It is the student's responsibility to check the posted grade frequently.

Questions pertaining to grades MUST be made within 1 week of when the grade is posted to Entropy. No adjustments will be made after the one week period.

Assessments, Course Assignments and Projects

Assessments

Tests will be given which will comprise **40%** of your final grade. Students are expected to take the test on the scheduled date. If a student is absolutely unable to be present in class when a test is scheduled, it is the student's responsibility to contact the instructor prior to the test date, if possible or within 24 hours after the test if an emergency situation exists. The student must provide **written documentation** as to why the student was unable to take the test as scheduled. The student is hereby advised that there must be a significant problem before an alternative test will be allowed. Under most circumstances work conflicts, vacations, and conflicts for other course assignments are not considered valid reasons for missing a scheduled test. Should you require extra time for tests, please notify me in advance so it can be arranged with the academic testing department.

Projects

Projects with different degrees of difficulty (and point values) are required to be submitted and will count as **50%** of the grade. Project generally will be in the form of uploading files to a server.

Late assignments will be accepted with a 10% per day deduction. (No assignments **will be accepted more than 3 days after the due date** of the assignment or accepted after the last day of class). Instructor reserves the right to verbally review submitted assignments with the student and to modify the grade after the review.

Lab projects will be graded using the following criteria:

a) Programming style (logical) with proper variable names, indentation, etc.
b) Effective use of new programming and syntax concepts
c) Free of bugs (I will attempt to get the program to fail)
d) Does it meet user needs and **does it work? - A minimum 50% deduction!**
e) Subjective evaluation of the ease of use, visual appearance, business smart
f) Comments and documentation within the code.

When submitting through Entropy, make sure you receive an upload confirmation.

In-Class Assignments

In-class assignments / homework relating to the different areas of the course will be required and will count as **10%** of the total grade in the class. You are expected to complete the in-class assignments before the end of the normal class period (4:45 pm); submissions will be accepted after 4:45 pm before midnight on the same day with a 50% penalty.

Miscellaneous

Disabilities

If you have a disability and need reasonable accommodation in this course, you should inform me of this fact in writing within the first week of class or as soon as possible.

If you have not already done so, you must register with the Office of Disability Services in De Paolo Hall (http://www.uncw.edu/disability/students/interested.html) and obtain an Accommodation Letter. You should then meet with me to make mutually agreeable arrangements based on the recommendations of the Accommodation Letter.

Academic Dishonesty Offenses

In this course, we will follow the guidelines of the Academic Honor Code found in Section V of the Student Handbook

Cheating of any kind shall result in a grade of zero (0) on the test, assignment or project in question with a minimum deduction of ONE LETTER GRADE for the class, and a note to the Office of the Dean of Students. The second instance of cheating will result in the grade of an F for the class.

Grading and Grading Policy

The distribution of the grades will be as follows.

Tests	40
Projects	50
In-Class/Homework Assignments	10

The grading will be based on the following grading scheme.

93-100	A	73-76	C
90-92	A-	70-72	C-
87-89	B+	67-69	D+
83-86	B	63-66	D
80-82	B-	60-62	D-
77-79	C+	Below 60	F

The instructor retains the right to subjectively adjust an individual student's grade in appropriate cases, based upon observed performance.

Grades can be viewed using Entropy (***http://csbapp.csb.uncw.edu/entropy/***). Please refer to "Registering Entropy" hand-out to create an account.