<u>DAYS</u>	<u>TIME</u>	<u>ROOM</u>
Tuesday/Thursday	9:30 – 10:45	Congdon Hall 2005

INSTRUCTOR Tom Janicki
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E-Mail: janickit@uncw.edu (quickest way to reach me)
Web Page: https://csbapp.uncw.edu/janickit/mis316

OFFICE Congdon Hall #2052.
Tuesdays: 2 to 4 pm
Wednesdays: 9 to Noon and 2 to 4 pm
Thursday: 11 to Noon and 2 to 4 pm

MATERIALS REQUIRED*

Fundamentals of C# Programming for IS
Philip, 978-1-943153-56
Canvas is NOT used for this course.
You may purchase only the online content, or the paper copy.
Online content information at:
http://prospectpressvt.com/titles/c-sharp-programming/.

COURSE DESCRIPTION

Prerequisite: MIS 216 or CSC 112 or CSC 131 or another programming language course approved by the department chair. Intermediate programming in an event driven, rapid application development context. Emphasis is on writing high-quality code that is easy to debug, test, and maintain, culminating in database interaction.

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 Studio C# applications.

4. Build objects/classes 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 methods.

METHODS OF TEACHING

This course will blend lectures, lab assignments, and homework assignments to help participants obtain the knowledge and skills to manage data in real world applications.

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 quiz 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 text during scheduled class periods.

Grades will be posted on the web. It is the student's responsibility to check the posted grade frequently. ***Questions pertaining to projects MUST be made within 1 weeks of***

when the project is posted to Entropy. No adjustments will be made after the one week period.

LABORATORY ASSIGNMENTS AND SOFTWARE:

The course requires work on the computer <u>outside of the scheduled classes</u>. 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. Students enrolled may download Microsoft Studio.Net from the department's web site related to the Microsoft Software.

You may work from home by accessing Visual Studio via Horizon (horizon.uncw.edu), look for the Cameron School of Business Desktop. In addition you may upload your projects via VPN (Virtual Private Network), see ITS's web site for instructions.

EVALUATION

The student's performance evaluation (grade) will be based on the following:

1. **Tests**: Two tests will be given as indicated on the Entropy schedule. The two tests will comprise **30%** 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 quiz is scheduled, it is the student's responsibility to contact the instructor prior to the quiz date, if possible or within 24 hours after the quiz if an emergency situation exists. The student must provide **<u>written documentation</u>** as to why the student was unable to take the quiz as scheduled. The student is hereby advised that there must be a significant problem before an alternative quiz will be allowed. Under most circumstances work conflicts, vacations, and conflicts for other course assignments are not considered valid reasons for missing a scheduled quiz. Should you require extra time for quizzes, please notify me in advance so it can be arranged with the academic testing department.

2. **Projects**:   Six projects with different degrees of difficulty (and point values) are required to be submitted and will count as **55%** of the grade. Assignments generally will be in the form of uploading files to a server.

   Late assignments <u>will</u> be accepted with a <u>5% per day</u> deduction. (No assignments **will be accepted more then 2 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, **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.

3. **In Class Projects**: Three in class projects / homework assignments relating to the different areas of the course will be required and will count as **6%** of the total grade in the class. You are expected to complete the inclass projects before the end of the normal class period.

4. **MiniQuizzes** Debugging and programming exercises at the end of particular chapters; these will count as **9%** of the total grade.

The following is a summary the grading scale:

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