UNIVERSITY OF NORTH CAROLINA WILMINGTON
MIS 413 – SYSTEM DESIGN/CAPSTONE PROJECT
2018 – SPRING SEMESTER

DAYS     SECTION     TIME     ROOM
Tuesdays 001     8:00 - 9:15 a.m. CIS 1003
Thursdays

Class Web Site: http://csbapp.uncw.edu/janickit/mis413

INSTRUCTOR
Tom Janicki
Phone 910.962.4077
E-Mail: janickit@uncw.edu (quickest way to reach me)
http://www.csb.uncw.edu/people/janickit/

OFFICE
Computer Information Systems Building #2052.
Tuesdays: 11 a.m. to Noon and 2 to 4 p.m.
Wednesdays: 9 to Noon and 2 to 4 p.m.
Thursday: 11 a.m. to Noon

TEXTBOOK & MATERIALS REQUIRED
ASP.Net 4.6 Web Programming with C# 2015
Murach (trade book, available online and bookstore)

Installing Visual Studio 2017 Professional Edition and
MS SQL Server 2016 on your home machine will also be
helpful. The software is available free from our MS alliance.
You may also use TealWare to access the software.

PREREQUISITES
MIS 316 and MIS 411

COURSE DESCRIPTION
Capstone course for the MIS discipline. Students will combine concepts from the
database, systems design, and business application programming courses to design, build
and implement a web based solution to a real world problem. Three-tier development of
systems will be discussed and implemented.
OVERALL COURSE OBJECTIVES

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

1. Interview an end user / client to understand their needs for a system
2. Develop a list of user requirements. Work with real clients to understand their requirements and then develop a small site in support of their needs.
3. Design and implement a system to meet user requirements in a n-tier application.
4. Build and maintain a SQL database to support a user’s needs
5. Build / Implement a web based solution using ASP.Net on a Microsoft.Net platform
7. Understand the use of CSS(Cascading Style Sheets), skins and themes.
8. Understand the concept and technologies needed to support B2B and B2C transactions via the Internet or Intranet.
9. Understand the use of AJAX in a web site.

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 cellular 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. 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 a 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 Computer Information Systems Building and Cameron Hall School computer labs or other computers. Students enrolled should download Microsoft Studio.Net from the department’s web site related to the Microsoft Academic Alliance (you only need to install the framework and only the VB.Net of the languages).

It is recommended that each student should print off the instructions on how to use the UNCW student VPN (Virtual Private Network) to access your files on the student development server from home. You should print off the instructions while on campus as they are not accessible off campus.

**EVALUATION**

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

1. **Client Project:** Your real application will be completed during the semester. The project will count as 73% of your final grade, however there will be checkpoints that particular parts of the project will be required to be completed by a specific date and a grade for that portion of the project will be given. Each member of a team will be responsible for their specific segments of the projects and will be graded individually (after the database design is complete). It is anticipated that there will be 10 checkpoints throughout the semester.

   **Late assignments will be accepted with a 10% per day deduction.** However you must submit within 2 days of the due date for any credit. Instructor reserves the right to verbally review submitted assignments with the student and to modify the grade after the review.
Client Checkpoints will be graded using the following criteria:

- software development style (logical) with proper variable names, indentation, etc.
- effective use of new programming and syntax concepts
- free of bugs (I will attempt to get the program to fail)
- **comments** and documentation within the code. Each aspx.vb page must have the following at a minimum: At the top of the page (above IMPORTS): your name, month and date created, and the purpose of the page. In additional key subroutines should have their purpose explained in a comment. Finally all pages should have a unique TITLE tag.

2. **Mini Quizzes** – will occur during the first portion of the semester at the beginning of Thursday classes and will count as **5%** of your grade

3. **Quiz** - one quiz will occur and count as **15%** of your grade

4. **Final Presentation / Team Meetings** will count as **7%** of your grade.

The following is the grading scale for this course:

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<thead>
<tr>
<th>Score Range</th>
<th>Grade</th>
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<tbody>
<tr>
<td>93-100</td>
<td>A</td>
</tr>
<tr>
<td>90-92</td>
<td>A-</td>
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<tr>
<td>87-89</td>
<td>B+</td>
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<tr>
<td>83-86</td>
<td>B</td>
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<td>80-82</td>
<td>B-</td>
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<td>77-79</td>
<td>C+</td>
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<td>73-76</td>
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<td>70-72</td>
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<td>67-69</td>
<td>D+</td>
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<td>63-66</td>
<td>D</td>
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<tr>
<td>60-62</td>
<td>D-</td>
</tr>
<tr>
<td>Below 60</td>
<td>F</td>
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**SEE ENTROPY FOR PROJECTS AND DUE DATE**