

ISM 6258: ADVANCED BUSINESS PROGRAMMING (Fall 2017)

Course Description

This course is designed to use C# as a tool for business system implementation. I assume the student has already completed ISM 6257 and has basic programming skills.

Course Objectives

The course is designed to teach C# as a tool to create business application. The emphasis of the course is on programming constructs and object-oriented concepts. It is essential that the student already has a basic understanding of programming constructs covered in ISM6257, since this course builds on that knowledge. Upon completion of the course you will have

- overview of .NET architecture
- learned programming constructs like variables, if, switch, for, while do-while statements, arrays, functions
- learned object-oriented concepts like classes and objects, encapsulation, inheritance, polymorphism, abstract classes, interfaces
- learned about exception handling, GUI development, generics and collections

Assurance of Learning

Each program at the Warrington College of Business Administration has developed goals and objectives that express the most valued skills and knowledge that students should be able to demonstrate upon completion of the total learning experiences in that program.

The following goals and objectives are specifically mapped to ISM6258.

The ISOM program goals and objectives that apply to this course are:

Learning Goal 1: Our graduates will be knowledgeable in core Information Technology, Decision Support, and Analytical Skills.

1A. Students will demonstrate competency in Business Programming Concepts.

Instructor

Dr. Seema Bandyopadhyay

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Email: Use Canvas Mail (**best way to contact me**)

Recommended Textbooks and Software

- Liberty and MacDonald, Learning C# 3.0, O'reilly Media, 2008, ISBN-13: 978-0596521066. (main text)
- C# 6.0 in a Nutshell, fifth edition, J. Albahari and B. Albahari, O'Reilly. (reference text).
- Microsoft Visual Studio Express Edition

Course Website

This course is administered on Canvas, which can be found at <http://lss.at.ufl.edu>. You can login in with your gatorlink username and password and then click on ISM 6258. Lecture notes, homework, announcements, grades etc. will all be posted on Canvas. I will use Canvas email to contact you. **Please make sure to check Canvas at least once a day for any important information about the course.**

Grading

Midterm Exam (in-class)	30%
Final Exam (Comprehensive and Mandatory)	30%
Quizzes (in-class)	25%
Programming Assignments	15%

Exams: The exams will be designed to test both your conceptual understanding and programming ability. The midterm exam date will be announced in class and on E-Learning at least two weeks in advance. The final exam will be as per the final exam schedule published at <http://www.cba.ufl.edu/academics/exams.asp>.

Programming Assignments: Assignments are designed to reinforce in-class lectures and to promote some creative thinking. There will be about 4-5 assignments (some may be worth more points). **Some requirements in the assignments may require you to do further reading. All assignments should be completely an individual effort.**

Quizzes: The lowest quiz score will be dropped.

The grades for this course will be based on a curve. This means the grade that you get for this course will depend on your relative rank in the class. As per college norms, the grading will maintain a *maximum* mean grade point average of 3.50 (*for example*, 20% A, 20% A-, 50% B+, 10% B is one possible distribution). Grades of C+, C and below can and will be given when student performance warrants.

Course Policies

- **Attendance:** Attendance is not compulsory but you are responsible for all material covered in class. If you miss a class, **it is your responsibility to find out** about what any announcements made or assignments given in the class **from other students** in the class.
- **Laptop policy:** Bring your laptop every day to class, but **do not use your laptop in the classroom unless you are instructed to do so**. Each time you use **laptop or any other electronic device** in class without my permission, **you will lose 1% of your total grade**. So if you use your laptop 5 times without my permission, you will lose 5% of your total grade.
- **Electronic Devices:** PDAs, and other mobile computing devices must be turned off during lectures and tests. Ringer on your cell phone must be turned off before coming to class and absolutely no phone calls during the class.
- **Quiz policy:** You have to be present in the class to take the quizzes. **If you take the quiz from outside the classroom, it will be considered as plagiarism.**
- **Makeup Exams:** **No makeup exams** will be given unless you have proof that you had a medical emergency (regular medical appointments do not constitute an emergency). **Do not schedule an interview on the day of the exam**. If it is absolutely impossible to do so, I require a letter from the potential employer saying so and proof that you actually went to the interview. You are required to let me know of these conflicts in advance when possible unless this is impossible to do (and you can prove it).
- **Makeup Quizzes:** **No makeup quizzes** will be given (**no exceptions, including interviews**). **The lowest quiz score will be dropped though.**
- **Late Assignments:** Assignments must be turned in on time. **No late assignments will be accepted (no exceptions, including interviews).**
- **Re-grading:** You may request a re-grade on any assignment/exam if you wish. **Please turn in a written appeal** that specifies the question and a brief explanation of why the grading is incorrect. I will not accept any appeal without sufficient proof. Use your textbook, sample programs, Java API documentation as a reference when writing your appeal. **You should first approach the TA with the re-grade request**. Only if the TA is not able to resolve the problem, please contact me. **All requests must be made within one week of the date the assessment score is released on Canvas**. Be warned that *a re-grade can lower your grade* if I or the TAs feel that too many points were awarded.
- **Extra Credit Work:** There will be **no extra credit work available** at any time for any part of the coursework.
- **Academic Integrity:** Plagiarism and Cheating of any kind on an examination, quiz, homework or project will not be tolerated. For any academic class activity, students must follow the University of Florida Student Honor Code. Any violation of the honor code **will** automatically result in a grade of E (Fail) for this course and further sanctions that may include a suspension or expulsion from the University through the Dean of Students Office. All incidents **will** be reported to Student Conduct and Conflict Resolution at the University of Florida.

Following is a Tentative Schedule. I will try to follow it as closely as possible but it is subject to change.

Week	Topic
1	Course Introduction C# Basics
2	Functions Classes and Objects
3	Classes and Objects, cont. Inheritance and Polymorphism
4	Inheritance and Polymorphism, cont. Midterm Exam
5	Abstract Classes Interfaces
6	Exception Handling GUI
7	Generics and Collection Other advanced concepts (if time permits) Review
8	Final Exam