ISM 6259: BUSINESS PROGRAMMING
(Fall 2017)

Course Description and Objectives

The course is designed to teach how to design and develop Information Systems solutions to real-life problems by following the entire systems development lifecycle. The students will learn to analyze problems, design solutions for these problems using object-oriented principles, write code to implement these designs, and then test this code. Students will also learn how to evaluate and improve object-oriented designs and code.

Course Prerequisites

Students must have completed ISM 6257 and ISM 6258. This course assumes students ALREADY have a good understanding of general programming constructs like conditional execution and loops, introductory level data structures like arrays, object-oriented concepts like classes, objects, public, private and protected access, encapsulation, inheritance, polymorphism, abstract classes, interfaces, and overloading.

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 ISM6259.

The ISOM program goals and objectives that apply to this course are:
Goal 3: Our graduates choosing the IT track will be will be advanced problem analyzers who make good decisions in critical IT situations.
3A. Students will identify key IT problems.
3B. Students will investigate and analyze IT problems.
3C. Students will interpret results and formulate recommendations.

Instructor

Dr. Seema Bandyopadhyay
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Email: Use E-Learning Mail **(best way to contact me)**

Required Textbook

None

Required Software

Most recent version of J2SE and Netbeans. All of this course's software is free and can be downloaded from the course website.

Course Website

This course is administered on Canvas E-Learning System. You can login in with your gatorlink username and password and then click on ISM 6259. Lecture notes, homework, announcements, grades etc. will all be posted on E-Learning. I will use E-Learning email to contact you. **Please make sure to check E-Learning at least once a day for any important information about the course.**

Grading

Midterm Exam (in-class)	30%
Final Exam (mandatory)	35%
Group Project	35%

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.

Group Project: An important aspect of the course is to complete a project that involves design, development and testing of a fairly complex application in Java. You will work on this project throughout the module in small groups. Portions of this project will be due at different times throughout the module. The exact details of the project requirements and expectations will be made available as the course progresses. I expect all members of the group to contribute equally to the group activities and its output. Team members are jointly responsible for the academic honesty and integrity of team work. They are obliged to participate in the work and learning process of the team so that they do not take academic credit for projects and assignments to which they have not made a fair and proportionate contribution. Any problems with group dynamics need to be resolved as soon as possible. Any complaints regarding unfair treatment by fellow group members at the end of the course will NOT be entertained.

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 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.
- **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).
- **Late Assignments:** Assignments and project deliverables must be turned in on time. **No late assignments or project deliverables 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 help 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 assignment or exam is handed back in class (whether or not you attend that particular class).** 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 Requirements Analysis and Design
2	Requirements Analysis and Design
3	Classes and Objects Inheritance and Polymorphism
4	Abstract Classes and Interfaces Review Midterm Exam
5	Generics and Collections GUI Development
6	File I/O Exception Handling
7	Testing Review
8	Project Presentations and Final Exam