LUTGER COLLEGE OF BUSINESS

ISM3230 – Introduction Business Programming – Spring 2015

SYLLABUS

CRN 10244: Tuesday & Thursday 2:00 PM – 3:15 PM, Lutgert Hall 2209

Professor Yabing Jiang, PhD

Office Hours: Lutger Hall 2309
Tuesday, Thursday: 1:00–2:00PM & 3:15 – 4:45PM (by Appointment)
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Catalog Description

Introduction to problem-solving and business application development using a modern programming language. Students learn programming concepts (design, code, test, and debug), language syntax, and principles of object oriented development. Assignments include the development of a basic business application with a graphical user interface (GUI).

Prerequisites

Know how to install and run Windows and Web applications; how to manage files, directories, and disks in a Windows environment. (CGS 1100 with a minimum grade of C or COP 1500 with a minimum grade of C) and (MAC 2233 with a minimum grade of C or MAC 2311 with a minimum grade of C)

Goals & Objectives

This course introduces students to basic Java programming language. After completing this course you should be able to create applications that solve simple business problems. Specifically, you should be able to:

- Understand and apply basic programming concepts and techniques
- Comprehend the principles of object-oriented programming, including inheritance, polymorphism, and encapsulation.
- Use a modern integrated development environment (NetBeans) to create projects/applications and conduct basic screen design and code testing.
- Write code to solve common business problems: taking inputs from the user, performing data processing and calculations, and displaying the results.
- Test code to uncover and correct errors in syntax and logic.
- Write well-structured code that follows industry standards for naming and documentation.
- Design and implement an effective user interface. This includes the proper use of graphical user interfaces controls such as menus, toolbars, editing windows, forms, and other common controls (time permitted).

Students will demonstrate this knowledge by creating business-oriented applications and completing several in-class graded quizzes and exams. This knowledge will be extended in ISM 3232 Intermediate Programming and ISM 3212 Database Concepts and Administrations so that students will have the capability to create Web and database applications.
Course Materials

Required Textbook:
*Programming in Java*, an animated interactive online textbook provided by ZYANTE. To access this online book:
1. Sign up at [https://zybooks.zyante.com](https://zybooks.zyante.com)
2. Enter zyBook code: *FloridaGulfCoastISM3230Spring2015*
3. Click “Subscribe” – the price of subscription is for the spring semester access only


Online Resources: Tutorials and Documents
(3) Optional textbook author Liang’s website: [http://cs.armstrong.edu/liang/intro10e/](http://cs.armstrong.edu/liang/intro10e/) (access code is required)

Class Webpage: [http://canvas.fgcu.edu/](http://canvas.fgcu.edu/)

Library Resources
Main page: [http://library.fgcu.edu/](http://library.fgcu.edu/)
Tutorials & Handouts: [http://library.fgcu.edu/RSD/Instruction/tutorials.htm](http://library.fgcu.edu/RSD/Instruction/tutorials.htm)
Contact Us: [http://library.fgcu.edu/LBS/about/contactus.htm](http://library.fgcu.edu/LBS/about/contactus.htm)

Course Pedagogical Strategy and Teaching Philosophy

The pedagogical strategy of the course is to combine a variety of learning experiences: lectures, discussions, assignments, hands-on computer lab, tutorials, quizzes, and examinations. You are expected to attend all classes, complete individual homework, and actively participate in class discussions. You are expected to read the assigned readings and try out the textbook activities and examples before coming to each class.

**Instructor's Role:** The instructor serves as facilitator in the learning process:
- Creating learning opportunities for the students
- Assigning readings, homework, & challenging assignments
- Assessing students' work and stimulating participation

**Student's Role:** Students (you!) should be active participants in the learning process:
- Read assigned chapters and practice activities and exercises before coming to class
- Participate in class discussions – ask and answer questions
- Complete and submit assigned questions and projects and participate in exams --- per course schedule on Canvas

Grading Policy

No extra credit or additional assignment: Please be aware that FINAL GRADES FOR THIS COURSE ARE FINAL. No extra credit or additional assignments are available at the end of the course.
Graded Learning Activities/Assignments in this course:

zyBook activities and demos 20%
(see Canvas for schedule and requirements)
Homework & in-class quizzes 40%
Exam 1 10%
Exam 2 10%
Exam 3 20%
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100%

Grade Scale:

A: 90 points or above.
B+: Less than 90 – 87 points.
B: Less than 87 – 80 points.
C+: Less than 80 – 77 points.
C: Less than 77 – 70 points.
D+: Less than 70 – 67 points.
D: Less than 67 – 60 points.
F: Less than 60 points.

All homework, in-class quizzes, and exams should be the student's own work. If you turn in someone else's work, then you will lose double points for that assignment. If you allow someone else access to your work, then you will lose all points for that assignment.

Policy regarding missed exams and assignment completion deadlines:

- No make up for missed exams and quizzes for any reasons except for the authorized and excused absence specified in the university catalog. A student who seeks an authorized or excused absence must submit documentations (such as a physician’s note) to the instructor in a timely manner. See the university catalog for more information.
- "Dropped by the University for not paying the full tuition" is NOT a reason for the authorized and excused absence specified in the university catalog.
- Late assignments will be penalized 25% per week. Late assignments will not be accepted more than two weeks after the due date. In-class quizzes cannot be turned in late.
- An emergency situation such as unavailability of or inaccessibility to Canvas (due to network problems) will be considered by the instructor case by case. A student must submit documentations (such as a screen shot of error messages) to the instructor in a timely manner.

Attendance and “Credit Hour” Statement

Students are expected to attend every class session. It is the student's responsibility to get course notes from fellow students and catch up on class materials should they have to miss a class. Since this is a three-credit course you should plan to devote an average of nine hours outside of class each week to this course.

Cell phones, smart devices, and similar devices are prohibited in the classroom. Emailing, text messaging, online gaming and shopping, social networking, and other non-course related online activities are prohibited during class time. Violation of this policy will result in penalty in final grade. Bringing food or drink to class is strictly prohibited.
Course Outline (tentative):

- Introduction to fundamentals of programming
  - Java and NetBeans IDE
  - Development life cycle
  - Data types and operations
  - Selection statements
  - Loops
  - Review and exam 1

- Objected-oriented programming
  - User-defined Methods
  - Objects and Classes
  - Single-dimensional Arrays
  - Strings
  - Review and exam 2

- GUI (Graphical User Interfaces) programming
  - Inheritance and polymorphism
  - GUI components basics
  - Abstract classes and interfaces (time permitted)
  - Even-driven programming (time permitted)
  - Review and exam 3 – comprehensive

Disclaimer

Assignments, schedules & due dates, instructions, and other course information presented in Canvas are integral components of the course material and are hereby incorporated as part of this syllabus.

The instructor reserves the right to change, modify, alter, or transform any part of this syllabus, provided only that notice thereof is given to or at any party or parties that are thereby affected, subject to the rules and regulations of Florida Gulf Coast University.

University Statements

Academic Behavior Standards and Academic Dishonesty

All students are expected to demonstrate honesty in their academic pursuits. The university policies regarding issues of honesty can be found in the FGCU Student Guidebook under the Student Code of Conduct and Policies and Procedures sections. All students are expected to study this document which outlines their responsibilities and consequences for violations of the policy. The FGCU Student Guidebook is available online at http://studentservices.fgcu.edu/judicialaffairs/new.html. Sanctions for academic dishonesty may include receiving an “F” in this course – FGCU may impose additional penalties. Any incidents of academic dishonesty may be referred to the FGCU Office of Judicial Affairs.

What is not ok (that is, cheating):
- working with another student and turning in the same program
- emailing or posting your working program to allow someone else to "just see how you did it"
- copying someone else's program, or copying a program from a book or the internet.

What is ok:
- explaining to another student what mistakes they made
- discussing how to approach an assignment
- asking your professor or tutor for help in person or via email
Disability Accommodations Services

Florida Gulf Coast University, in accordance with the Americans with Disabilities Act and the university’s guiding principles, will provide classroom and academic accommodations to students with documented disabilities. If you need to request an accommodation in this class due to a disability, or you suspect that your academic performance is affected by a disability, please see me or contact the Office of Adaptive Services. The Office of Adaptive Services is located in Howard Hall, room 137. The phone number is 590-7956 or TTY 590-7930. In addition to classroom and campus accommodations, individuals with disabilities are encouraged to create their personal emergency evacuation plan and FGCU is committed to providing information on emergency notification procedures. You can find information on the emergency exits and Areas of Rescue Assistance for each building, as well as other emergency preparedness materials on the Environmental Health and Safety and University Police Department websites. If you will need assistance in the event of an emergency due to a disability, please contact Adaptive Services for available services and information.

Student Observance of Religious Holidays

All students at Florida Gulf Coast University have a right to expect that the University will reasonably accommodate their religious observances, practices, and beliefs. Students, upon prior notification to their instructors, shall be excused from class or other scheduled academic activity to observe a religious holy day of their faith. Students shall be permitted a reasonable amount of time to make up the material or activities covered in their absence. Students shall not be penalized due to absence from class or other scheduled academic activity because of religious observances. Where practicable, major examinations, major assignments, and University ceremonies will not be scheduled on a major religious holy day. A student who is to be excused from class for a religious observance is not required to provide a second party certification of the reason for the absence.

Center for Academic Achievement

The Center for Academic Achievement (CAA) offers academic support services for any FGCU student. The services are at no extra charge to students and include: peer tutoring, Supplemental Instruction, Student Success Workshops, and individualized academic coaching. If you would like to participate in or learn more about these services, please visit the CAA in Library 103. You may also email the CAA at caa@fgcu.edu or call at (239) 590-7906. The CAA website is www.fgcu.edu/caa.