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BMIS 365.01: Business Application Development

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BMIS 365 - Business Application Development
Credits: 3
Syllabus for Fall 2014

UNIVERSITY OF MONTANA
School of **Business Administration**

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Office: GBB 307
Office Hours: 9:30-11:00 Tuesday and Thursday

Pre-requisites: Junior standing, lower core successfully completed.

MIS Pre-Requisites:
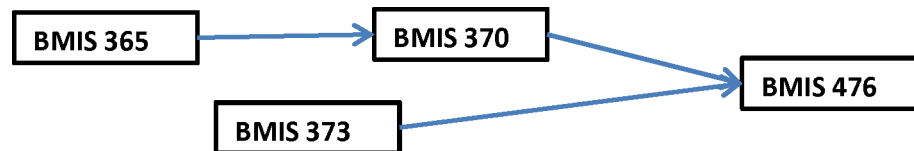
Each course on the left must be satisfactorily completed (C- or better) before you can start the next course to the right.

Textbook: Bradley and Millspaugh, Programming in Visual Basic 2010

Software: Visual Studio 2012 is available in L26, 208, and 213.
You should be able to download a free copy of Visual Studio 2012 from:
https://www.dreamspark.com
You will be able to purchase a DVD copy of Visual Studio 2012 for your home computer for $20 at the Helpdesk in room 208.

Handouts: Syllabus, notes, assignments and class examples will be available on Moodle.

Course Description:
In this course you will learn how to program business applications in Visual Basic using Visual Studio 2012. We will start from the beginning but this class will move rapidly through an introduction to programming. Your final project will be a business application in Visual Basic 2012. This course is not intended to turn you into a programmer but rather to give you a taste of programming so you can understand the process of creating an application and the capabilities of a computer program. This course is really more about being able to learn

something that is difficult (i.e. programming) and then to apply what you have learned in a creative way, both of these skills are very important for an MIS major. You will also learn the basic concepts of computer programming and this will help you work with programmers and systems analysts.

Assignments: Problems will be assigned in each chapter, you will not turn them in but you should complete and understand all of them to prepare for the test.

Tests: Tests will be taken in lab using Visual Studio and will have a few multiple choice questions (about 25%) and the majority of the test (about 75%) will be programming problems similar to the assigned problems.

You will be expected to know how to work in Visual Studio and how to handle files and folders correctly in a test. If your application cannot be run or the code cannot be viewed you will get a grade of zero for the test. You will get credit for the parts of your program that work correctly, you do not get partial credit for the parts of your program that do not work correctly.

Failure to follow instructions or any form of cheating on a test may directly result in a zero grade for the test and a failing grade for the course (see below).

There will be no make-up tests except for certain unscheduled and documented events (see below).

Final Project: The final project is an individual project and will be a business application of your choosing (with instructor approval). The grading criteria for the project emphasize solving problems and providing useful applications in business and creativity. You will submit a proposal, present your project idea in class, and defend your project in my office after it is submitted. The project is due on the last day of class, late proposals or projects will not be graded. Turning in any part of your project which is not your own original work will result in a failing grade for the course (see below).

Grading: This course is ONLY offered for a traditional letter grade.

	Points Possible	Percentage
Lab Tests (3@100)	300	62.50%
Final Project :	180	37.50%
Total:	480	

Your letter grade will be based on your point standing in the class. <u>You must earn at least 60% of the total points to receive a grade of C-, otherwise you will have to take this course again.</u>

Drop Deadline: October 27 (see below)

Suggestions for success in this class:
> Study the book before the class lecture, work on a computer while you read it.
> Attend class, participate in class, ask questions.
> Complete all the assigned problems, and understand how they work.
> See the instructor (bring in your work) if you get stuck.
> Work hard to learn how programming works.
> Do not try to make it through this course by memorizing things.
> Think creatively about your project, go beyond what you have learned in class.
> SPEND LOTS OF TIME ON THE COMPUTER AND DON'T GET BEHIND!

Drop dates – Dates and policies per the UM catalog:
> September 15 – last day to drop course in Cyberbear with no approvals required
> October 27 – last day to drop course with instructor and advisor signatures

After October 27 – drops are not allowed unless there are very explicit circumstances such as family emergency, accident/illness, or other severe circumstances beyond the student's control that are fully documented and acceptable to the instructor. Low grades or their consequences are not acceptable reasons for a petition approval.

Incompletes – Policy per the UM catalog: "Incomplete grades are not an option to be exercised at the discretion of a student. In all cases it is given at the discretion of the instructor within the following guidelines. A mark of incomplete may be assigned students when (1) the student has been in attendance and doing passing work up to three weeks before the end of the semester, and (2) for reasons beyond the student's control and which are acceptable to the instructor, the student has been unable to complete the requirements of the course on time. Negligence and indifference are not acceptable reasons."

Professional Behavior Expectations – Students are preparing to become business professionals, and professional behavior is expected at all times. Students are expected to abide by the <u>SoBA Code of Professional Conduct</u>. Treat class sessions like business meetings. Failure to adhere to these expectations may result in being asked to leave the classroom. In addition, students will
Remain in the class for the duration of class time (no in and out or leaving early)
Bring all materials needed for class, including the book, calculator, and iClicker
Refrain from using any technology, including cell phones, not required for the class conduct at that time
Being an active listener – not talking while others, including the instructor, are talking.

Email Expectations -- According to University policy, faculty may only communicate with students regarding academic issues via official UM email accounts. Accordingly, students must use their UM accounts. Email from

academic issues via official UM email accounts. Accordingly, students must use their UM accounts. Email from non-UM accounts will likely be flagged as spam and deleted without further response. To avoid violating the Family Educational Rights and Privacy Act, confidential information (including grades and course performance) will not be discussed via phone or email. All email communications should be professional in tone and content. A professional email includes a proper salutation, grammar, spelling, punctuation, capitalization, and signature.

Exam Conduct – Students must take exams on their regularly scheduled days unless they have an excused absence. Excused absences ONLY include (1) University-approved absences, (2) documented health emergencies, (3) civil service such as military duty and jury duty, and (4) other emergencies deemed appropriate by the instructor. In all cases, the instructor must be notified and the exam taken prior to the scheduled time unless the emergency makes this infeasible. During the exam, you may not leave the room for any reason. Doing so results in the conclusion of that student's exam. Calculators, electronic dictionaries, cell phones, tablets, laptops, flash drives, notes, or other assistive items are not allowed. Email access or online access of any information other than the students own test is not allowed.

Academic Misconduct -- All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or a disciplinary sanction by the University. The University of Montana Student Conduct Code specifies definitions and adjudication processes for academic misconduct and states, "Students at the University of Montana are expected to practice academic honesty at all times." (Section V.A., available at http://www.umt.edu/vpsa/policies/student_conduct.php). All students need to be familiar with the Student Conduct Code. It is the student's responsibility to be familiar the Student Conduct Code.

The School of Business Administration endorses academic honesty as a pillar of integrity crucial to the academic institution. Academic honesty is an important step towards developing an ethical backbone needed in a professional career. Failure to practice academic honesty is considered academic misconduct. Academic misconduct will be penalized to the fullest extent. Students are expected to:
Be knowledgeable of activities that are considered academic misconduct, as defined in section V.A. of the UM

Learning Outcomes for this Course

Upon completion of this course, a student will be able to:
- Gain broad understanding of programming concepts including flowcharting, user interface design, input validation, algorithm development, error trapping, and object-oriented program structures;
- Build applications in accounting, finance operations, marketing, and management by applying programming, data structures in combination with knowledge gained from business core courses;
- Evaluate business applications both from the standpoint of the developer and the business user;
- Synthesize the knowledge of building business applications by designing, creating, validating, and documenting a large business application as a major course project;
- Relate the aspects of business application development to the roles of MIS professionals, including project manager, MIS manager, and consultant.

Program Mission Statement and Assurance of Learning

The University of Montana's School of Business Administration enhances lives and benefits society by providing a world-class business education in a supportive, collegial environment.

We accomplish this mission by acting on our shared core values of creating significant experiences, building relationships, teaching and researching relevant topics, behaving ethically, and inspiring individuals to thrive.

As part of our assessment process and assurance-of-learning standards, the School of Business Administration has

adopted the following learning goals for our undergraduate students:

Learning Goal 1: SoBA graduates will possess fundamental business knowledge.
Learning Goal 2: SoBA graduates will be able to integrate business knowledge.
Learning Goal 3: SoBA graduates will be effective communicators.
Learning Goal 4: SoBA graduates will possess problem solving skills.
Learning Goal 5: SoBA graduates will have an ethical awareness.
Learning Goal 6: SoBA graduates will be proficient users of technology.
Learning Goal 7: SoBA graduates will understand the global business environment in which they operate.