University of Florida
Course Syllabus: Fall 2017
ISM 6257: Intermediate Business Programming
Instructor: Professor Emre M. Demirezen

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            (best way to reach me is this email, include "ISM 6257" in the subject)
Office: 362 STZ
Office Hours: MW 10:00 am – 11:00 am and by email appointment (at least 2 days before)

Course Prerequisite:

- There are no prerequisites for this course.

Recommended Text:

Preferably: Introduction to Java Programming, Brief Version by Daniel Liang. 11th Edition. Prentice Hall.

> **Web Site for Liang's Book:** http://www.cs.armstrong.edu/liang/intro11e/toc.html.
> Source code for most of the exercises done in class can be found at
> http://www.cs.armstrong.edu/liang/intro11e/ExampleByChapters.html

Or: Java How to Program, Early Objects version by Deitel and Deitel, 11th Edition

Course Description and Objectives:

This course is designed to teach Java as a tool for business system implementation. The emphasis of the course is on programming constructs and object-oriented concepts. The tentative list of topics that will be covered in this course are:

- Basic Programming concepts - variables, arrays, control structures (if statements, select statement, loops), procedures (subroutines and functions)
- Object-oriented concepts - classes and objects, encapsulation, inheritance, polymorphism
- Graphical User Interface – controls and event-driven programming

Due to the very nature of this course, learning is through experience. Therefore, you will be working on an abundance of problems. You will have several programming assignments, reading assignments, interactive quizzes, and two in-class exams. The time it takes to complete an assignment depends upon many things and varies from person to person – possibly between an hour to five hours.

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 ISM6257.

(From the ISOM program goals and objectives):
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.

<u>Requited Software</u>:
Most recent version of J2SE and NetBeans. All of this course's software is free and can be downloaded from the course website.

<u>Course Website and Class Discussions:</u>
Some but not all of the course materials such as lecture outlines, homework assignments, readings, modified course schedule, and announcements will be posted on the CanvasE-Learning System. Although attendance is not mandatory, I advise you to attend to all of the classes. 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. Whatever discussed (and agreed by all) in-class supersedes whatever is present in this Syllabus.

<u>Grading</u>:
        The final grade will be based on the following weights:
        <u>Individual work</u>

Programming Assignments:	20%
Interactive Quizzes:	20%
Exam 1:	30%
Exam 2:	30%

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 course (all sections combined). 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.

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.

Interactive Quizzes: There will be some quizzes administered in Canvas E-learning. To take some of these quizzes, you will have to be in class. Taking the quiz outside of the class will be considered as plagiarism. For some of these quizzes, you will have a second chance as well. Details will be discussed before each quiz.

In-class 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. The final exam will be as per the final exam schedule published at http://www.cba.ufl.edu/academics/exams.asp.

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. No makeup quizzes will be given (no exceptions, including interviews). The lowest quiz score will be dropped though.

- **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 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 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.

- **Classroom Conduct**:
  It is important to have a classroom environment that is conducive to learning for all students. It appears there are a lot of complaints from the students. So, please try to be a "good student" by limiting talking among each other anytime during class, late arrivals, leaving and coming back in the middle of a lecture, etc.

TENTATIVE SCHEDULE
The following is a tentative schedule and will be modified whenever necessary.

Week No:	Topic
1	Course Introduction, Java Basics
2	Java Basics cont.
3	Arrays, Functions
4	Functions cont., Exam 1 (probably)
5	Classes and Objects
6	Inheritance and Polymorphism
7	GUI Development, Review
8	Exam 2