

College of Business

TENNESSEE STATE UNIVERSITY

Fall 2012 Course Syllabus

LOCATOR INFORMATION:

Course Name: BISI 3160 Business Applications Development

Credit Hours: 3

Contact Hours: M 5:30-8:30pm, AWC R# 274

INSTRUCTOR:

Name: Jeffrey Siekpe
Office: K412
Phone: (615) 963-7219
E-mail: jsiekpe@tnstate.edu

Office Hours

MW 1:00 p.m. – 2:00 p.m.
T 1:00 pm – 5 p.m.
R 2:00 p.m. – 3:00 p.m.
And by appointment.

REQUIRED TEXTBOOK & MATERIALS:

Simple Program Design: A Step-by-Step Approach, 5th ed., Robertson
Handouts – given in class

COURSE DESCRIPTION:

The course provides an opportunity to assist end users of computer systems in developing their own special purpose applications. The highlighting in the course is on acquiring programming skills in one fourth-generation language and one interactive third-generation language. These skills are required in order to develop the technical capability to assist end users. Prerequisite: BISI 2150

COURSE OBJECTIVES:

Upon successful completion of the course, students will be able to:

- To understand the concepts of program design using logic tools

- To be able to apply structured program design techniques to a business problem

ACADEMIC INTEGRITY:

Academic honesty and integrity lie at the heart of any educational enterprise. Students are expected to do their own work and neither to give nor to receive assistance during quizzes and examinations. Deliberate violations of academic integrity (plagiarism, cheating, misrepresentation, and fabrication of information) are not tolerated. Actions outlined in the Tennessee State University Student Handbook under Code of Student Conduct will be followed for incidents of academic misconduct.

REASONABLE ACCOMODATIONS:

Any students requiring accommodations should contact Patricia Scudder, Director of Students with Disabilities—Disabled Student Services Office, at 963-7400, preferably before the fourth class meeting. The College of Business, in conjunction with the Office of Disabled Student Services, makes reasonable accommodations for qualified students with medically documented disabilities. I need to be aware of your status if it will affect your class activities and assignments---before assignments are due.

CODE OF STUDENT CONDUCT:

There will be no eating, drinking, sleeping or disruptive behavior in the classroom. Each student is encouraged to participate in classroom activities, ask questions, and work along with the class as recommendations/problem solutions to illustrations, examples, and cases are examined. Additionally, cell phones must be turned off upon entering the classroom and should remain so until class has ended. Action will be taken against those students who do not adhere to appropriate classroom behavior.

ATTENDANCE & LATE WORK:

A penalty of 20% is assessed for each day, or portion thereof, that a major assignment (spreadsheet and access projects) is late. NO credit is granted for late homework.

TEACHING STRATEGIES:

Instruction is organized around the major themes that run through Program design and development. This helps students make the connections between concepts and learn to use higher order thinking skills. Lectures are accompanied by hands-on exercises and assignments that demonstrate the applications various programming languages in solving business problems.

ASSIGNMENTS & EVALUATION CRITERIA:

No make-up exams will be given. The final exam will be double weighted for a student missing an exam.

Plagiarism will result in an F for the course. Do your own work. That is how you learn and how you gain confidence.

GRADING SCALE:

Exam 1	150 pt.	Grading:	90 - 100	A
Final	150 pt.		80 - 89	B
Homework	150 pt.		70 - 79	C
Quiz Average	50 pt.		60 - 69	D
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Course Total	500 pt.			

Note: The Final Exam will be a “comprehensive” 100-point final exam, and it will also serve as a makeup exam

Week	Topic	Readings Robertson	*Assignments
1	Holiday		
	Classes Begin Introduction to Course & Program Design		
2			
	Introduction to Course & Program Design	Chap 1	
3	Pseudocode	Chap 2	Selected from Chap 3
	Developing an Algorithm	Chap 3	
4	Selection Control Structures	Chap 4	Selected from Chap 4
	Introduction to QBASIC	QBASIC Online Book	
5	Introduction to QBASIC Cont		
	Lab Practice with QBASIC – Demonstrate Sequence Control Structure		QBASIC Hmwk
6	Lab Practice with QBASIC – Demonstrate Sequence Control Structure		QBASIC Hmwk2
	Lab Practice with QBASIC – Demonstrate Selection Control Structure		
7	Mid Term Exam		Selected from Chap 5
8	Repetition Control Structures	Chap 5	
9	Lab Practice with QBASIC – Demonstrate Repetition Control Structure		
	First Steps in Modularization	Chap 8	
10	First Steps in Modularization	Chap 8	Selected from Chap 8
11	Communication Between Modules, Cohesion and Coupling	Chap 10	

	Introduction to Object Oriented Design	Chap 11	
12	Introduction to Object Oriented Design	Chap 11	
13	Lab Practice with VB – Demonstrate OOP		
14	Lab Practice with VB – Demonstrate OOP		
15	VB Project		
16	Final Exam (comprehensive)		

Note: The Chapter outline is tentative. The pace of student understanding will dictate to a large extent the coverage of Chapter material