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Fall 9-1-2021

BMIS 365.01: Business Application Development

Shawn F. Clouse
University of Montana, Missoula, shawn.clouse@umontana.edu

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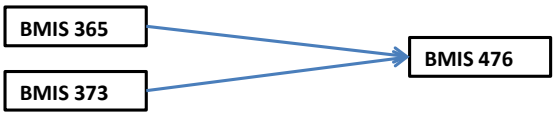
BMIS 365 - Business Application Development - 3 Credits
Meeting Times: MW 8:00 - 9:20 in GBB 213
Syllabus for Fall 2020

Instructor: Shawn Clouse
Email: shawn.clouse@umontana.edu
Phone: Office: (243)-5985 Home: 728-5219
Office: GBB 328

Office Hours: 9:30am - 11:00am Monday and Wednesday
3:30pm - 4:30pm on Tuesday
Or by appointment
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: Schneider - An Introduction to Programming Using Visual Basic (2017) Eleventh Edition

Software: Visual Studio 2017 is available in L26, 209, and 213.
See instructions for obtaining Visual Studio 2017 posted on Moodle
You will also be able to obtain a copy of Visual Studio 2017 from the Helpdesk
Visual Studio is also available on UM's ASSIST Virtual Lab for Mac users

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

COVID-19:

- Mask use is required within the classroom or laboratory.
- If you feel sick and/or are exhibiting COVID-19 symptoms, please don't come to class and contact the Curry Health Center at (406) 243-4330.
- If you are required to isolate or quarantine, you will receive support in the class to ensure continued academic progress. (Add specific information about how you, as the instructor, will continue providing course materials to students in quarantine or isolation.)

Course Description:

In this course you will learn how to create business applications in Visual Basic using Visual Studio. We will start from the beginning but this class be a business application in Visual Basic. 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.

Mac Users: It is difficult to run Visual Studio 2017 on a MacIntosh computer. If you want to try, you will need a licensed copy of Windows to be installed on your Mac using Parallels desktop. Visual Studio is available to download for free. The UM ASSIST Virtual Lab can also be used.

Helpdesk: The Helpdesk may be able to help you with installation of Visual Studio.

Class Time: Class time will be used to discuss programming concepts and to work through programming problems. We will have several Fast All-Star lab assistants that can roam around and help students with problems. Podcast recordings are posted of programming examples that students can use to learn programming concepts and to prepare for exams.

Assignments: Problems will be assigned in each chapter. Students will turn in the assigned homework problems from Ch. 2, 3, 4, 6, & 7 that will be graded (20 points for each chapter). Students will turn in the assignments via Moodle. It is really important to complete and understand the homework problems to prepare for the test. Students will work in groups on homework assignments during class and can also get help during Study Jam. Students can turn in all homework assignments for feedback from the Fast All-Stars.

Study Jam: Study Jam will be held Monday and Tuesday 6:30-9:00 pm in GBB213. You should bring your computer and your work with you to study jam to get help. Obviously the tutors will not do the assigned problems for you but they can help you when you encounter a difficulty.

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. You must turn in your application via Moodle for grading. The grader will grade the exams first and you get credit for the parts of your program that work correctly. You can do a regrade with the instructor to get partial credit. Make sure you show your work and comment out code that doesn't work. Regrades can be done during class, during office hours, or by scheduling an appointment with the instructor.

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 emphasizes problems solving and creativity in providing a useful business application. 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).

Fast Mentors: Every student will be assigned a mentor that works for Fast Enterprises. Ten percent of your points on the final project are for interacting with your mentor. We will have class time for you to call your mentor. You are required to email your draft proposal to your mentor at least one week before it is due to get feedback. You also need to schedule time to go over your presentation with your mentor prior to doing the presentation to the class. The mentors are all UM grads that work for Fast Enterprises and have experience developing applications in Visual Basic. Get help on your applications design, how users will use it, and how it should function. Get programming help at Study Jam or from the Fast All-Stars.

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

	Points Possible	Percentage
Lab Tests (3@100)	300	50%
Homework (5 @ 20)	100	17%
Final Project :	200	33%
Total:	600	100%

Your letter grade will be based on your relative point standing in the class.
Homework is due for Chapters 2,3,4,6, & 7
To successfully pass this course you must earn at least 60% of the total points to receive a grade of C-.

Attendance: Class attendance is extremely important to succeed in this course. Attendance is mandatory and it will be taken at the beginning of class. My goal is to know everyone's name by the end of the semester and taking attendance will help me do that. I understand that there will be times when personal issues are unavoidable and take priority. ***Each student will be allowed three (3) excused absences***. If you miss, more than three times you will receive a negative adjustment your final grade. The professor reserves the right to adjust the student's final grade up to one full letter grade after the third absence. It is a good idea to let the professor know when you plan to be gone, just like you would let your boss know when you plan to be absent from work. It is your responsibility to obtain any course materials from your peers when absent.

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, and ask questions. Complete all the assigned problems yourself, and understand how they work. Go to Study Jam or see one of the Fast All-Stars or the instructor (bring in your work) if you get stuck. Keep up with the schedule. Do not try to make it through this course by memorizing things. Instead work hard to learn how programming works. Think creatively about your project, go beyond what you have learned in class. The normal time expectation outside of class for a 3 credit course is 6 hours per week, this course may require more than 6 hours per week outside of class! Programming is problem solving. The process you should use if you can't get your program to work is 1) use the book, 2) Google the problem, 3) ask other students for help, 4) ask Fast All-Stars/Study Jam tutors, and 5) get help from the instructor.

Drop Deadline: I will sign a drop slip anytime through the 45th day of classes. There is a $10 fee and a W or WF will be on your transcript, and no refund may apply according to the normal rules. Drops after that date are not allowed unless there are very explicit and documented circumstances beyond the student's control and acceptable to the instructor.

Course Learning Goals

In completing course assignments, tests and project the student will

- 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.

Students with disabilities

Students with disabilities may request reasonable modifications by contacting me. The University of Montana assures equal access to instruction through collaboration between students with disabilities, instructors, and Disability Services for Students. "Reasonable" means the University permits no fundamental alterations of academic standards or retroactive modifications.

Academic misconduct statement

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.

SoBA Code of Professional Conduct:

http://www.business.umt.edu/Soba/SoBAEthics/CodeofProfessionalConduct.aspx

Mission Statements and Assurance of Learning

The College of Business at the University of Montana creates transformative, integrated, and student-centric learning experiences, propelling our students to make immediate and sustained impact on business and society. We nurture our students' innate work ethic to develop confident problem solvers and ethical decision makers. We pursue thought leadership and collectively create opportunities for a better life for our students, faculty, and staff.

COB Core Values:

- Students first: We educate the whole person
- Experiential learning: We create experiences that matter
- Thought leadership: WE create rigorous and relevant knowledge
- Stewardship: We value people, planet and profit

Learning Goals: As part of our assessment process and assurance-of-learning standards, the COB has adopted the following learning goals for our undergraduate students:

- Learning Goal 1: COB graduates will possess integrated business knowledge for the core disciplines of Accounting, Finance, Management Information Systems, Management and Marketing.
- Learning Goal 2: COB graduates will be effective communicators.
- Learning Goal 3: COB graduates will possess problem-solving skills.
- Learning Goal 4: COB graduates will have an ethical awareness.