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BMIS 365.01: Business Application Development

Lee N. Tangedahl

University of Montana - Missoula, lee.tangedahl@umontana.edu

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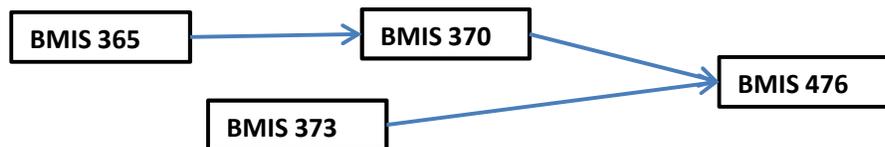
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BMIS 365 - Business Application Development - 3 Credits
Meeting Times: MW 11:10 -12:30 in GBB L26
Syllabus for Fall 2015

Instructor: Lee Tangedahl
Email: lee.tangedahl@umontana.edu
Phone: (243)-2249
Office: GBB 307
Office Hours: 9:30-11:00 Monday and Wednesday

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 2012
This is a custom textbook including chapters 1-9 of the original textbook.

Software: Visual Studio 2013 is available in L26, 208, and 213.
You should be able to download a free copy of Visual Studio 2013 from:
<https://www.dreamspark.com>
You will be able to purchase a DVD copy of Visual Studio 2013 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 create business applications in Visual Basic using Visual Studio 2013. 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 2013. 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 tests.

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 2013 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 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).

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

	<u>Points Possible</u>	<u>Percentage</u>
Lab Tests (3@100)	300	60%
Final Project :	200	40%
Total:	500	

Your letter grade will be based on your relative point standing in the class.

To successfully pass this course you must earn at least 60% of the total points to receive a grade of C-.

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 Deadline: November 4 - Drops are not allowed after that date 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.

Mission Statements 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.

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>