Business Systems Implementation MIS 291
Fall 2007

CONTACT INFORMATION
Instructor: Gary Baker
email: mis_gab@shsu.edu
Homepage: www.shsu.edu/~mis_gab/mis-291.html
Office: SHB 236L
Office Hours: TTh 11:00 – 12:15; 2:00 – 3:00
MW: 8:00 – 10:00
Phone: 936-294-4049

COURSE INFORMATION
This course is designed to be an introduction to the implementation of common business applications using current visual basic development platforms. Basic structured and object-oriented analysis and construction techniques are taught in the context of the creation of business oriented systems. Prerequisites: n/a.

COURSE OBJECTIVE
1. Analyze and define business problems from a programming perspective.
2. Understand basic concepts of programming, problem solving and program logic.
3. Understand the design techniques of event driven programming.
4. Become proficient in using Microsoft integrated development environment (IDE) for developing, maintaining, and debugging applications.
5. Acquire programming skills in creating projects with decisions and loops.
6. Create user-defined procedures and functions and design applications with menus and toolbars.
7. Develop applications using single and multidimensional arrays

REQUIRED TEXT

COURSE EVALUATION PROCESS
Homework -> 20 %
Exams (2) -> 40 %
Final Exam -> 30 %
Quizzes/Participation -> 10 %
Total -> 100 %

Lab homework must run as submitted to receive credit. No partial credit will be given for programs that do not perform the assigned task. Due dates are strictly enforced. Late submissions will be marked down 50% and should be submitted before the second class period after the due date. Overall grades will be determined by the following grading scale:
A for 90-100%, B for 80-89.9%, C for 70-79.9%, D for 60-69.9, and F for 59.9 & below

RELIGIOUS HOLY DAYS POLICY
Students are allowed to miss class and other required activities, including examinations, for the observance of a religious holy day, including travel for that purpose. Students remain responsible for all work. See Student Syllabus Guidelines.
DISABLED STUDENT POLICY

It is the policy of Sam Houston State University that individuals otherwise qualified shall not be excluded, solely by reason of their disability, from participation in any academic program of the university. Further, they shall not be denied the benefits of these programs nor shall they be subjected to discrimination. Students with disabilities that might affect their academic performance should visit with the Office of Services for Students with Disabilities located in the Counseling Center. See Student Syllabus Guidelines.

ATTENDANCE POLICY

Class attendance will be taken. Tardies after attendance has been taken will be counted as one half an absence. Two absences will be allowed for the semester without a penalty. Additional absences will result in a one point reduction in the final grade per absence.

ACADEMIC DISHONESTY

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CLASSROOM RULES OF CONDUCT

Students are expected to assist in maintaining a classroom environment that is conducive to learning. Students are to treat faculty and students with respect. Students are to turn off all cell phones while in the classroom. Under no circumstances are cell phones or any electronic devices to be used or seen during times of examination. Students may tape record lectures providing they do not disturb other students in the process.

OTHER

NOTE: This course will require extensive out of class programming time! Visual Basic.NET can be accessed from any of the computer labs on campus. To work at home you will need to install a working model of Visual Basic.NET. Students are responsible for abiding by all published rules and regulations as printed in the “Undergraduate Catalogue, Student Guidelines,” and in other official university publications. Academic misconduct includes all forms of cheating, copying work from other students, forgery, and plagiarism.

HELPING fellow students is acceptable, and is a good way to learn programming. COPYING is NOT acceptable, and will result in a penalty ranging from a one letter grade reduction to a grade of “F” for the class. Follow these guidelines:

- All work on the design and basic coding phases of each project should be your own. That is, sitting in a group and writing a program or assignment together is considered to be copying.
- If you receive help on the debugging phase of the assignment, you must acknowledge that in your introductory documentation (your grade will not be affected).
- If you give help to another student, then it is your responsibility to make sure that he/she fully understands the problem and solution -- just giving someone code, a formula, or design is worse than no help at all.
- No copying from one student's file to another's. (It's a lot easier to detect than one might think!)

No late exams will be allowed on an exam day, i.e. no exams will be distributed to students after the first fifteen minutes of class. No make-up exams will be given unless the absence is due to a university related activity and approved by the instructor in advance of the exam which is missed.

Only registered students may attend class. Exceptions can be made on a case-by-case basis by the professor. In all cases, visitors must not present a disruption to the class by their attendance. Students wishing to audit a class must apply to do so through the Registrar’s Office. Student Syllabus Guidelines: You may find online a more detailed description of the above policies. These guidelines will also provide you with a link to the specific university policy or procedure:

http://www.shsu.edu/syllabus