

## Course Syllabus for ISM 3230 Introduction to Business Programming

General Information	
<b>Course Number/CRN</b>	ISM 3230/CRN 11061
<b>Course Title</b>	Introduction to Business Programming
<b>Semester/Year</b>	Spring/2020
<b>Offering College/ Department</b>	Lutgert College of Business (LCOB)/ Information Systems and Operations Management (ISOM)
<b>Credit Hours</b>	3
<b>Meeting Times/Location</b>	Tuesday and Thursday, 10:30am-11:45am/Lutgert Hall 2209
<b>Prerequisites</b>	Minimum grade of C in CGS 1100 or COP 1500 in addition to MAC 2233
<b>Course URL</b>	<a href="http://canvas.fgcu.edu">http://canvas.fgcu.edu</a>
<b>Is this a DL Course?</b>	No
Instructor Information	
<b>Instructor</b>	Dr. Thant Syn
<b>E-Mail Address</b>	<a href="mailto:tsyn@fgcu.edu">tsyn@fgcu.edu</a>
<b>Phone Number</b>	(239) 745-4556
<b>Office Location</b>	Lutgert Hall 3311
<b>Office Hours</b>	Tuesday and Thursday, 12:30pm-2:45pm; Wednesday, 3:30pm-4:00pm
Course Information	
<b>Description</b>	This course introduces students to problem solving and business application development using a modern programming language. Students learn programming concepts (design, code, test, and debug), language syntax, and principles of object-oriented development. Students will use Python programming language to develop a basic business application with a graphical user interface (GUI).
<b>Learning Objectives</b>	<p>Upon successful completion of this course, students should be able to:</p> <ol style="list-style-type: none"> <li>1. Comprehend basic programming concepts and techniques [LO1; Associated LCOB Learning Goal: Be effective problem solvers; Assessment Methods: Quizzes] <ol style="list-style-type: none"> <li>1.1. Describe basic programming constructs such as logical statements and loops</li> <li>1.2. Explain object-oriented programming concepts</li> <li>1.3. Describe the application development lifecycle</li> <li>1.4. Enumerate tools, techniques, and standards commonly used in modern application development</li> </ol> </li> <li>2. Design and develop a basic business application [LO2; Associated LCOB Learning Goal: Be effective problem solvers; Assessment Methods: Assignments and Projects] <ol style="list-style-type: none"> <li>2.1. Design programming artifacts such as flowcharts and pseudocode</li> <li>2.2. Develop an application using an integrated development environment</li> <li>2.3. Perform tests on programming code</li> <li>2.4. Identify syntax and logic errors in programming code and apply appropriate fixes</li> <li>2.5. Develop a basic business application using appropriate application development tools and standards</li> </ol> </li> </ol>
<b>Course Materials</b>	<p><b>Required Textbook</b></p> <p><b>Starting Out with Python 4<sup>th</sup> Edition</b>            Author: Tony Gaddis            Publisher: Pearson            ISBN: 9780134484969 (eText with Access Code)            ISBN: 9780134543666 (Loose-leaf, eText, and Access Code)</p> <p><b>Required Software</b></p> <ul style="list-style-type: none"> <li>• <b>Python with IDLE</b> (available in most computer labs as well as through VLAB <a href="https://www.fgcu.edu/aets/labs.aspx">https://www.fgcu.edu/aets/labs.aspx</a>)</li> </ul>

## Course Policies

### Grading Policy

#### Grading Components

Quizzes (10 out of 13 @ 4 points each)	40 points
Assignments (10 out of 12 @ 4 points each)	40 points
Projects (2 @ 10 points each)	20 points

#### Letter Grades

95 – 100%	A
90 – 94%	A-
87 – 89%	B+
84 – 86%	B
80 – 83%	B-
77 – 79%	C+
74 – 76%	C
70 – 73%	C-
67 – 69%	D+
64 – 66%	D
60 – 63%	D-
< 60	F

#### Quizzes

Each quiz contains **20 multiple-choice and/or true-false questions** selected from the designated chapter. Students are allowed to refer to the textbook while taking quizzes. Collaboration with other students and the use of search engines or electronic devices which are not required to access the test/textbook are strictly prohibited. Students are required to complete **only 10 out of 13 quizzes**. The lowest two scores will be dropped if a student completes all quizzes. Each quiz will be available only during the designated period (see the class schedule below).

#### Assignments

Each assignment is based on **problems and exercises** related to the topics covered in the designated chapter. Assignments must be completed in *MyProgrammingLab*. Students may be required to complete prerequisite study tasks before beginning work on assignments. Collaboration with other students is strictly prohibited. Students are required to complete **only 10 out of 12 assignments**. Each assignment will be available only during the designated period (see the class schedule below).

#### Projects

Each assignment is based on **problems and exercises** related to the topics covered in the designated chapters. Assignments must be completed in *MyProgrammingLab*. Students are required to complete **all 2 projects**. Each project will be available only during the designated period (see the class schedule below).

#### Verification of Attendance

The university policy requires students to complete some form of coursework in Canvas during the first week of the semester. Hence, each student must promptly complete the quiz or assignment due in the first week after reviewing the course syllabus.

#### Expected Workload

Students are expected to spend an average of 6 hours per week preparing for and completing quizzes and projects in addition to the 3 hours of class time. In total, students should expect to spend **an average of 9 hours per week in this course**.

	<p><b>Extra Credits</b> There will be <b>no extra credits or additional assignments</b> at the end of the course.</p>
<b>Attendance Policy</b>	<p>Students are required to attend classes and participate in discussions as most of the learning activities take place during class sessions. Attendance will be taken regularly and participation will be recorded for every activity in the class. <b>Attendance of less than 85% of classes will be considered non-compliance with the course requirements and will automatically result in a non-passing grade.</b></p>
<b>Other Classroom Policies</b>	<p><b>Make-Up Coursework</b> There will be <b>no make-up for any coursework</b> unless a student has obtained a permission in advance from the instructor for an excusable reason such as illness, family emergency, work-related travel, etc. which must be backed up with a proper documentation; if a permission is granted, the make-up coursework should be arranged at the discretion of the instructor within 7 days following the designated availability period. It is the student's responsibility to obtain a permission from and/or arrange the make-up with the instructor. Failure to obtain the permission in advance or arrange the make-up on time will lead to the forfeiture of the coursework.</p> <p><b>Communication with Instructor</b> FGCU EagleMail will be the primary method of communication outside of the classroom. Students can expect to receive a response from the instructor within 24 hours except for the weekends.</p> <p><b>Use of Cell Phones, Laptops, and Other Electronic Devices</b> Cell Phones, Smartphones, PDAs, and Other Electronic Devices (such as recording equipment) may not be used during class except at the express discretion of the instructor. Use of a Laptop or Tablet PC is permitted only if: (1) it is used for class function such as taking notes or following lecture notes, (2) the use does not distract the student from paying attention to class content, and (3) the use does not distract other students in class. Activities such as checking messages and browsing the Internet are expressly prohibited and if people are caught violating this policy, it could result in everyone losing the privilege.</p>

## University Statements

### Academic Behavior Standards and Academic Dishonesty

All students are expected to demonstrate honesty in their academic pursuits. The university policies regarding issues of honesty can be found in the FGCU Student Guidebook under the Student Code of Conduct and Policies and Procedures sections. All students are expected to study this document which outlines their responsibilities and consequences for violations of the policy. The FGCU Student Guidebook is available online at <http://studentservices.fgcu.edu/judicialaffairs/new.html>.

### University Nondiscrimination Statement

Florida Gulf Coast University is committed to ensuring equity and fairness for all University employees, students, visitors, vendors, contractors and other third parties. As such, the University prohibits discrimination on the bases of race, color, national origin, ethnicity, religion, age, disability, sex (including sexual harassment/assault), gender identity/expression, marital status, sexual orientation, veteran status or genetic predisposition with regard to admissions, employment, programs or other activities operated by the University. This prohibition extends to enforcement of Title IX of the Education Amendments of 1972. Questions or complaints should be directed to the Office of Institutional Equity and Compliance (OIEC). The OIEC's phone number is 239-745-4366; the OIEC's email address is [OIEC@fgcu.edu](mailto:OIEC@fgcu.edu).

### Disability Accommodations Services

Florida Gulf Coast University, in accordance with the Americans with Disabilities Act and the university's guiding principles, will provide classroom and academic accommodations to students with documented disabilities. If you need to request an accommodation in this class due to a disability, or you suspect that your academic performance is

affected by a disability, please see me or contact the Office of Adaptive Services. The Office of Adaptive Services is located in the Wellness Building. The phone number is 239-590-7956 or Video Phone (VP) 239-243-9453. In addition to classroom and campus accommodations, individuals with disabilities are encouraged to create their personal emergency evacuation plan and FGCU is committed to providing information on emergency notification procedures. You can find information on the emergency exits and Areas of Rescue Assistance for each building, as well as other emergency preparedness materials on the Environmental Health and Safety and University Police Department websites. If you will need assistance in the event of an emergency due to a disability, please contact Adaptive Services for available services and information.

### Student Observance of Religious Holidays

All students at Florida Gulf Coast University have a right to expect that the University will reasonably accommodate their religious observances, practices, and beliefs. Students, upon prior notification to their instructors, shall be excused from class or other scheduled academic activity to observe a religious holy day of their faith. Students shall be permitted a reasonable amount of time to make up the material or activities covered in their absence. Students shall not be penalized due to absence from class or other scheduled academic activity because of religious observances. Where practicable, major examinations, major assignments, and University ceremonies will not be scheduled on a major religious holy day. A student who is to be excused from class for a religious observance is not required to provide a second party certification of the reason for the absence.

### Tentative Schedule (Subject to Change)

Week	Dates	Topics	Activities/ Assignments	Learning Objectives
1	1/6 – 1/12	Introduction to Computers and Programming <i>Reading: Chapter 1</i>	Quiz 1 by 1/12 <i>Verification of Attendance</i>	1
2	1/13 – 1/19	Input, Processing, and Output <i>Reading: Chapter 2</i>	Quiz 2 by 1/19 <i>Assignment 1 by 1/19</i>	1, 2
3	1/20 – 1/26	Decision Structures and Boolean Logic <i>Reading: Chapter 3</i>	Quiz 3 by 1/26 <i>Assignment 2 by 1/26</i>	1, 2
4	1/27 – 2/2	Repetition Structures <i>Reading: Chapter 4</i>	Quiz 4 by 2/2 <i>Assignment 3 by 2/2</i>	1, 2
5	2/3 – 2/9	Functions <i>Reading: Chapter 5</i>	Quiz 5 by 2/9 <i>Assignment 4 by 2/9</i>	1, 2
6	2/10 – 2/16	Files and Exceptions <i>Reading: Chapter 6</i>	Quiz 6 by 2/16 <i>Assignment 5 by 2/16</i>	1, 2
7	2/17 – 2/23	Lists and Tuples <i>Reading: Chapter 7</i>	Quiz 7 by 2/23 <i>Assignment 6 by 2/23</i>	1, 2
8	2/24 – 3/1	<i>Review of Chapters 1-7</i>	<i>Project 1 by 3/1</i>	2
9	3/2 – 3/8	<b>Spring Break</b>		
10	3/9 – 3/15	More About Strings <i>Reading: Chapter 8</i>	Quiz 8 by 3/15 <i>Assignment 7 by 3/15</i>	1, 2
11	3/16 – 3/22	Dictionaries and Sets <i>Reading: Chapter 9</i>	Quiz 9 by 3/22 <i>Assignment 8 by 3/22</i>	1, 2
12	3/23 – 3/29	Classes and Object-Oriented Programming <i>Reading: Chapter 10</i>	Quiz 10 by 3/29 <i>Assignment 9 by 3/29</i>	1, 2
13	3/30 – 4/5	Inheritance <i>Reading: Chapter 11</i>	Quiz 11 by 4/5 <i>Assignment 10 by 4/5</i>	1, 2
14	4/6 – 4/12	Recursion <i>Reading: Chapter 12</i>	Quiz 12 by 4/12 <i>Assignment 11 by 4/12</i>	1, 2
15	4/13 – 4/19	GUI Programming <i>Reading: Chapter 13</i>	Quiz 13 by 4/19 <i>Assignment 12 by 4/19</i>	1, 2
16	4/20 – 4/26	<i>Review of Chapters 6-9/Course Review</i>		2
17	4/27 – 5/2		<i>Project 2 by 4/29</i>	2

