Course Scope

BCIS 322 is a study of Advanced Programming and related issues as these topics apply to the design and implementation of Object-Oriented business systems. By the end of the semester, each student should be able to demonstrate:

- the ability to design business solutions using the Object-Oriented paradigm
- the skills necessary to design implement a simple Object-Oriented system using the Java programming language, using Java Swing GUI components, and possibly elementary web APIs.
- advanced skill at using an Integrated Developers Environment (Netbeans or Eclipse)
- sufficient programming/design skill to proceed to 400-level BCIS coursework. NOTE: students MUST earn a 'C' or better in BCIS 322 in order to proceed to a number of the 400-level BCIS courses.

Prerequisite: Business majors or others who have passed BCIS 222 (or equivalent) with the grade of "C" or better, or instructor’s consent.

Required Materials

1. Text 1: Murach’s Java SE 6, by Joel Murach and Andrea Steelman
2. Development environment. Preference will be given to Netbeans IDE. You can download a NetBeans tutorial from the Murach website (http://www.murach.com/dloads/jse6/jse6_netbeans_tutorial.pdf)

Responsibilities

As your **teacher** I have the following responsibilities:

- Come prepared to every class.
- Plan my class so you can accomplish the objectives listed above.
- Treat you as responsible adults
- Consider that is not always your fault if you understand the material.
- Encourage you to ask and answer questions

As **students** you have the following responsibilities:

- Come prepared to every class.
- Complete all work on time with proper thought to the requirements.
- Behave as responsible adults.
- Consider that it is not always my fault if you don’t understand the material.
- Treat others with respect.

Point Distribution and Grades
Grades will be assigned as follows:

- 90% through 100%   A
- 80% through < 90%   B
- 70% through < 80%   C
- 60% through < 70%   D
- Below 60%    F

Note: After all the material is graded, letter grades will be assigned as in the table above. There is no rounding of grades.

**Project Assignments:** The key to becoming a good developer is to start programming from day one. As such, you will be asked to do a number of comprehensive and short programming assignments. These will allow you to apply all the concepts covered in class. These assignments have two objectives:

1. Give you a current indicator of your understanding of the material. Be sure to ask questions and/or get help immediately if you don't understand the homework or its solution, as catching up is very difficult.
2. Give me an indicator of how the class is doing as a whole, and help me keep an adequate pace.
3. 

**Short Assignments:** These will be short assignments typically given and completed in class. Occasional short assignments may be completed between classes.

**Exams:** Classroom exams will carry most of the weight of your final grade. They will come from in-class exercises and programming assignments. Exams may include multiple-choice questions, short answer essay questions, and programming assignments.

**General Policies**

**Attendance**

You are expected to attend class. Although I will not take attendance, you cannot expect to have a thorough grasp of the material if you miss class. You are responsible for all material or assignments that are covered in class.

**Getting help outside office hours** - The Discussions section of Blackboard is an extension of my office hours. You are to post all technical questions here. I will not answer questions about homework in private e-mails. Make sure you use relevant subject headings for your postings. A good, descriptive subject heading will help other students learn from the answers to your questions. A subject heading of “Error” is not relevant. An example of a more relevant subject heading is “Help: How do I implement an interface in my class hierarchy?” If you are going to start a new topic, or ask a new question, make sure that you start a new thread. Continuing a previous thread with a new question will only ensure that most people miss your question. Be sure to include enough information in your question. For example, if you are getting a compilation error, make sure you list the compile line you used, the entire error message, and at least 10 source lines that precede the line about which the compiler is complaining. This will give me more information and thus, the more likely you will get a helpful answer. Do not wait until the last minute to post a question. I strongly encourage other students to post answers to questions they see on the Discussion Board.
Missing Exams

- Makeup Exams will be given only under extraordinary circumstances and the student must submit a legitimate excuse. Examples of legitimate excuses:
  - If it is...
    - Due to illness: You have to bring a...
    - Due to business: note from supervisor
    - Other on a case-by-case basis note from doctor

Read carefully: I must be informed prior the exam to count as a legitimate excuse. If you cannot reach me, leave a message at the department’s office (646-4901) indicating time and date. Notifying me by email will not be sufficient. Notifying me after the exam will result in a grade of zero for that exam. Your excuse must be submitted to me and it must contain a telephone number so that your absence can be verified. Failure to follow the guidelines will mean that you forfeit the excused absence option.

If a student misses an exam without a legitimate excuse, (s)he will receive a grade of zero for that exam.

Assignment Submission

- Submit your assignment by uploading all files (normally you will be turning in a zipped file that contains the entire project) to Blackboard. Besides the program(s), you must include:
  - A two page report of the assignment where you will complete a template provided indicating among other things: name, PA number, completion status, comments, and screenshots of your application. Use the Alt + Print-Screen and Paste methods to paste the form image into your Word Processor document
  - Comments. Your project should contain javadocs comments throughout your code explaining all the components of your program. We will discuss in class how to create javadocs comments.
- Keep a copy of your files. You may need it for your future assignments.

Grading the Assignments:

Your instructor will check your work. To get full grade, your program should provide correct answer. However, points will be deducted for the following:

- Weight distribution: 30% for documentation; 70% for program.
- Incomplete submission.
- Poorly documented program: no comments in all the sections of your program. Lack of proper indenting and spacing in the code.
- NOTE: You must make sure you are uploading all the proper files for me to grade the assignments. If you fail to upload all the necessary files, you will be penalized and not get full credit for the assignment.

Late Assignments: programming assignments may be turned in late, but they lose a percentage of their graded point values each class period that they are late according to schedule shown below (weekday = Monday through Friday):

- On time: 0% Up to
- 1 weekday late: 10% Up to 2
- weekdays late: 30% Up to 3
- weekdays late: 60% More than 3
- weekdays late: 100%

New Mexico State University
Withdrawal Policy
Last day to Withdraw is **Tuesday, March 9**. No faculty or department head signatures are required to drop a class if you drop a class on or before this date.

**Incomplete**
A grade of "I" (Incomplete) will be assigned only in circumstances in agreement with the current NMSU Undergraduate Catalog (http://www.nmsu.edu/Academic_Progs/Undergraduate_Catalog/ch1/regulations.html). Incomplete grades are to be given only if a student has passed the first half of the course and is unable to complete the course due to circumstances beyond the student’s control. (If the circumstances develop during the first half of the course, the student has the opportunity to drop the class). Examples of appropriate circumstances are documented illness, documented death or crisis in the student’s immediate family and similar circumstances. The catalog states that job related circumstances are generally not appropriate grounds for assigning an "I" grade and that this grade is not to be used to avoid assigning a D, F, or U grade.

**Academic Misconduct**
All work submitted must by your original work. Any work done by groups of more that one (i.e. the work of two or more students is remarkably similar), or too similar to work of previous students will be construed as cheating. You work must be kept private from other; should your work appear I the work of another student, both parties will be considered to have cheated; both will receive a failing grade for the course. Please refer to the Student handbook dd for a full description of the NMSU policy.

Discussion of principles and approaches between class members is encouraged.

**Disabilities Statement**
If you have or believe you have a disability and would benefit from any accommodations, you may wish to self-identify by contacting the Services for Students with Disabilities (SSD) Office (phone: 646-6840). If you have already registered, please make sure that your instructor receives a copy of the accommodation memorandum from SSD within the first two weeks of classes. It is your responsibility to inform either your instructor or SSD representative in a timely manner if services/accommodations provided are not meeting your needs.

If you have a condition which may affect your ability to exit safely from the premises in an emergency or which may cause an emergency during class, you are encouraged to discuss any concerns with the instructor and/or Michael Armendariz, SSD Coordinator. Feel free to call Mr. Gerard Nevarez, Director of Institutional Equity and EEO/ADA Office at 646-3635 with any questions about the Americans with Disabilities Act (ADA) and/or Section 504 of the Rehabilitation Act of 1973. All medical information will be treated confidentially.

**Professional Behavior Guidelines**
- **Cell Phone**: Please turn off your cell phone or set it to silent mode while you are in the class. Cell rings can disturb your classmates as well as me. Also, please limit the use of text messaging while in class.
- **Tardiness**: Please arrive on time. If you are later than the start of the class, please quietly take a seat nearest the entrance.
- **Side Conversations**: Side conversations make it difficult for your classmates to actively listen and learn.
- **Sleeping**: falling asleep in class is not considered professional behavior.
- **Inattention**: Please do not read other material (chat, browsing the web, books) or study for other courses during the class. It is not polite. Please pay attention and join in the individual and group discussions. It will help you master the material.

**Miscellaneous Policies**
- Although I will try to maintain the class schedule and objectives, I may need to make adjustments.
- I do not give additional projects to increase one’s grade before or after the exam(s).
- No food or drinks allowed in the lab.

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