

Instructor: Dr. David Gibbs  
Section 1: TR 8:00 – 9:50 SCI A210  
Office: SCI B227  
Office Phone: 346-4966  
Office Hours: TR 12-12:50, by appointment, electronic via Skype (username: *prof.gibbs*)  
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**Course Description** (from the University catalog): CIS 310. Production Programming. 4 cr. Business logic of multi-tier production information systems. Implementation of entity classes and relationships, interacting with data sources and user interfaces, and developing object navigation code. Prereq: 210, 220; accepted CIS major, declared CIS minor, or declared WDMD major.

#### Required Books

TEXT RENTAL: *Murach's C# 2015*, Joel Murach, Murach & Associates, 2016. ISBN: ISBN 978-1-890774-94-3.

#### Required Materials

You must have a 1.5" three ring binder for building your course portfolio. It must have index tabs serving as dividers for the sections of the portfolio. You must submit your course project on a thumb (flash) drive.

#### Course Components

The course consists of the following activities and assessments.

<i>Activity</i>	<i>Assessment</i>
1. Attending and participating in class	daily attendance sign-in*
2. Reading the textbooks, completing programming tasks	placed in portfolio for grading
3. Completing the electronic quizzes (D2L)	immediate scoring in D2L
4. Course project	submitted for grading
5. Midterm Exam	
6. Final Exam	

\* Please note that to obtain full credit for a class day's attendance you must be present for the entire class period. No partial credit awarded. Please do not show up 20 minutes late and ask to sign in. No exceptions without prior approval, meaning you must discuss it with the instructor BEFORE the partial or full absence occurs.

#### Course Grade

1. Attendance and participation	5%
2. Programming tasks (in portfolio)	20%
3. D2L quizzes	10%
4. Midterm Exam	20%
5. Final Exam	20%
6. Course project and portfolio	25%

## Assessment

1. *Attendance*
  - a. Taken daily via the sign-in sheet.
2. *Programming Tasks*
  - a. Must be completed and placed in portfolio by the due date; will be randomly called upon for evaluation.
3. *Quizzes*
  - a. Online quizzes (via D2L) from the textbook chapters will assess your learning of the C# language and application programming concepts. The quizzes are open book, open notes, i.e., taken on your own time. They will be timed, however, so you should only take them after completing the work for the chapter. You should also pay close attention to the deadline for completing each quiz as extensions will not be permitted. You will be given two opportunities to take each quiz. Be careful, though, as you must receive 50% on the first attempt to earn the second. Quizzes will expire midnight on Mondays, so be sure to check D2L! **Please do not ask if you can make-up quizzes that you forgot to take!**
  - b. The lowest quiz score will be dropped from the quiz component of the final grade, so if you miss a quiz, resolve to not miss another one!
4. *Midterm Exam*
  - a. There will be one midterm examination in this course, occurring in approximately the 8<sup>th</sup> week
5. *Final Exam*
  - a. The final exam is **Tuesday, December 20<sup>th</sup>, 12:30-14:30.**
  - b. Please immediately put this date on your calendar. If you cannot attend at this time you should drop the course.
  - c. An early or makeup midterm or final exam will not be given unless there are extraordinary circumstances, as determined by the instructor. You **MUST** contact the instructor **BEFORE** the examination in order to be considered. Failing to do so will result in receiving a zero.
6. *Course Project and Portfolio*
  - a. Each student will present their course project the last few weeks of the semester. Presentation order is established by a random drawing. All students must be present for all presentations. The portfolio is built over the course of the entire semester and submitted no later than the final exam.

## Grading Cut-Off Percentages

		A	93%	A-	90%
B+	87%	B	83%	B-	80%
C+	77%	C	73%	C-	70%
D+	67%	D	63%	F	below 63%

## Course Project

One way to think of the course project requirements is that you are creating a piece of software that integrates the material learned in the course this semester with the material learned in the prerequisite courses.

Therefore, it must at least include the following (this list may be augmented):

- Development of user stories, class diagrams, and sequence diagrams using UML and the skills you learned in CIS 220.
- Three tier design demonstrating clean separation between UI, PD, and DA classes.

- Data persistence achieved via a database using skills of CIS 210.
- Data validation and security. All form data should be checked before processing or storage.
- Use of exception handling.
- The project should include the ability to Add, Delete, Update, and Search your primary problem domain class(es). This is commonly called *CRUD* for the actions of create, read, update, and delete.

### **Classroom Decorum**

Please do not plan to use your laptop, ipod, cellular phone, or other electronic device during the class lecture meetings. (Obviously you may wish to use your laptop during lab sessions.) If you take out your laptop or phone or texting device I will ask you to leave, just as I would ask you to leave if you insisted upon chatting with someone inside the classroom. You (or your benefactors) have paid a goodly amount of money to attend class; why wouldn't you want to maximize your time there?

### **The Legal Stuff**

Please examine the "University of Wisconsin – Stevens Point Community Bill of Rights and Responsibilities found at <http://www.uwsp.edu/dos/Pages/Information%20for%20Students.aspx>.

In addition we are all bound by Chapter 14 of the UW System Administrative Code – that which governs "STUDENT ACADEMIC STANDARDS AND DISCIPLINARY PROCEDURES." It can be found at <https://www.uwsp.edu/stuaffairs/Documents/RightsRespons/SRR-2010/rightsChap14.pdf>.

### **Academic Dishonesty Policy**

Students may discuss assignments with each other and may seek help from the instructor. However, since assignment scores count as a part of the final grade, students must limit the amount of outside help they receive. Students must not copy any part of another person's work or break an assignment into a team project (unless directed to do so by the instructor). If there is ANY doubt in your mind about the amount of help given/received you should immediately consult with your instructor BEFORE submitting the assignment.

Any student who submits an assignment or exam which is in whole or in part the work of another person and any student (whether enrolled in the course or not) who so assists another student will be prosecuted under Chapter UWSP 14 of the Rules of the Board of Regents of the University of Wisconsin System, Wisconsin Administrative Code. Depending upon the severity of the infraction, the consequences of such an act range from a verbal reprimand to an "F" in the course to expulsion from the University.

### **Assignments**

In order to be accepted for grading, assignments must adhere to identified standards. Assignments that fail to do so will be assigned a score of zero or will be returned for revision. If returned for revision they will be considered late unless otherwise specified. When specified, assignments are due at the *beginning of class* on the date identified. (This means at the "top of the hour.") Assignments turned in on the date due but after the beginning of class will be assessed a 10% penalty. A 20% penalty applies for each day late, so that no credit will be given for assignments more than one week late. Missing assignments will receive a grade of 0. No assignments will be accepted during final exam week, unless otherwise specified. The maximum number of points a late assignment can receive after "on time" assignments have been graded and returned shall not exceed the minimum number of points awarded to any "on time" assignment.

