

School of Information Management
INFO102 Business Application Programming
 Trimester 2, 2013

COURSE OUTLINE

Lecture Times and Room Numbers

Hugh Mackenzie LT206 Monday 3:10pm – 4pm
 Maclaurin LT101 Thursday 3:10pm – 4pm

Course information

Credit Value: 15 points
 Co-requisite: INFO101
 Teaching Period: Monday 15th July – Friday 18th October
 Examination Period: There is NO final exam for INFO102

Contact Details

	Staff	Room	Email & Telephone	Office Hours
Course Lecturer	Dr Diane Strode	RH419	diane.strode@vuw.ac.nz	Monday 4 – 5 pm EA118 Tuesday 2 – 3 pm RH419
Course Co-ordinator	Simon Park	RH531 / EA110	simon.park@vuw.ac.nz 04 463 6950	Please email for appointment
Senior Tutor	Jah-Min Lee	EA110	jah-min.lee@vuw.ac.nz 04 463 6659	Consultation times will be posted on Blackboard

Assessments

The details of how assessments are marked are provided on the workshop exercise sheets and the assignment documents.

Item	Weight	Description	Learning objective	Due
Workshop	30%	Workshop exercises Best 5 of 7. Each exercise is 6%	2, 3, 4	Weekly
Assignment 1	15% 5%	Website prototype Demonstration	2, 3	Tuesday 13 August 7pm
Assignment 2	20% 5%	Web forms Demonstration	2, 3	Tuesday 10 September 7pm
Assignment 3	20% 5%	Web application Demonstration	1, 2, 3, 4	Tuesday 15 October 7pm
TOTAL	100			

Mandatory Course Requirements

To pass this course, students MUST, in addition to getting a course mark of 50% or more:

1. Attend workshop 1 in week 2.
2. Attempt and submit each of 3 assignments.
3. Attend all assignment demonstrations during scheduled workshop sessions.
4. Attend and signoff at 5 out of 7 scheduled workshops (excluding workshop 1).

*Note that attendance of assignment demonstration is **mandatory** – if you fail to attend your demonstration without a genuine reason supported by written evidence, you will automatically fail the course with a K grade.*

WORKSHOP

How to sign up for a workshop

- You must sign up for one weekly 2 hour workshop session by **Wednesday 17th July, 5pm**
- Sign-up will open on **Monday 15th July at 4.30pm** (after the first lecture).
- Use the S-Cubed system to sign up to workshops. Instructions on how to use this system are provided on the course Blackboard site under Course Information.
- S-Cubed is available at <https://signups.victoria.ac.nz/>

Once you sign up to a workshop session you must attend that scheduled session each week.

If you miss your first workshop because you were late to sign up or you didn't write down the correct time and place, that is your responsibility.

Workshop sign-off

- When you complete a workshop exercise a tutor assesses your work and records a mark for your work. This is called a sign-off.
- Workshop exercises are made available on the Sunday before the workshop sessions. This is to give you time to begin preparatory work such as reading, program design, and working on your program.
- You must get a signature from a tutor to get a sign off (see Appendix 1).
- The workshop session is for completing the exercise, asking questions on problem areas, and achieving signoff.
- There is no sign-off required for the first workshop in week 2.

Workshops

- Workshops provide the skills necessary to complete the assignments.
- All workshops are held in MY201.
- You are required to attend one scheduled 2-hour programming workshop each week.
- There is no workshop in week 1. In week 1 you must sign up for a permanent workshop slot for the course.
- The process for signing up to workshops and the assessment that takes place in the workshops is explained in the following sections.
- You **MUST** prepare for the workshop sessions before attending the workshops.

Workshop hopping is not permitted

If you need to temporarily change to another workshop, you must contact the Senior Tutor or Course Coordinator **BEFORE** your absence. You must provide supporting written evidence for your absence. The Senior Tutor will provide you with a signed change form for the replacement workshop. You must present this signed change form to the workshop Tutor at the beginning of the workshop before you can receive a signoff.

Please note: You must provide valid reasons (i.e. a doctor's appointment) and documents to support your application (i.e. a medical certificate or a certificate from the Student Counselling Service).

Missing workshops

If you have to miss or missed a workshop due to sickness, attending a family member's funeral, representing NZ in a sporting event or anything similar, please bring an official supporting document to the Senior Tutor to get a replacement workshop organised. If possible please contact the senior tutor **BEFORE** your absence. If you miss classes for any reasons other than the above you will not get an extension.

If you cannot complete an assignment or workshop refer to: www.victoria.ac.nz/home/study/exams-and-assessments/aegrotat

Course Delivery

This course involves practical web application development. Learning material is delivered with:

1. Lectures
2. Workshops held in computer laboratories
3. The on-line learning support tool Blackboard.

Expected Workload

This is a 15 point course and requires 150 hours of work. This includes lectures, workshops, preparatory work, and assignment work. Each week, students are expected to spend about:

- 2 hours in the lectures, 2 hours preparing for lectures
- 2 hours in the workshop, 3 hours preparing for the workshop
- 3-5 hours preparing the course assignment

Course Content

Please refer to weekly study schedule (Appendix 1, page 6) for details.

Small adjustments to the following course content might be necessary. Such changes will be posted on Blackboard.

Prescription

This course is an introduction to the fundamental concepts of programming for business application development. The course covers the program development life cycle: gathering requirements, designing a solution, implementing a solution in a programming language, and testing the completed application.

Course Learning Objectives

On completion of this course the student should be able to:

1. Perform requirements analysis for web application development
2. Understand the fundamental characteristics of visual application development platforms
3. Understand fundamental application development principles
4. Develop web applications using visual application development platforms

The Faculty learning objectives are included in these course objectives.

Readings

The recommended book for this course is *Beginning ASP.NET 4 in C# and VB* by Imar Spaanjaars. The library has print and online editions of this book, and it can be purchased from Vic Books. Many other books on ASP.NET and C#.NET in the library provide information on topics covered in the course.

Particularly useful books are:

- *Murach's ASP.NET 4 Web Programming with C# 2010*
- *Beginning ASP.NET 4.5 in C# and VB* by Imar Spaanjaars
- *ASP.NET 3.5 in C# 2008 From Novice to Professional* by Matthew MacDonald (online)

The Microsoft Beginner Developer Learning Center (BDLC) website has web development learning resources at <http://msdn.microsoft.com/en-us/beginner/default.aspx>

Scaling

To obtain a fair and consistent distribution of marks relative to assessment difficulty, scaling of marks may be employed for some or all assessments.

Withdrawal from Course

Your fees will be refunded if you withdraw from this course on or before Friday 26 July 2013. The standard last date for withdrawal from this course is Friday 27 September. After this date, students forced to withdraw by circumstances beyond their control must apply for permission on an *Application for Associate Dean's Permission to Withdraw Late* form, including supporting documentation. The application form is available from either of the Faculty's Student Customer Service Desks.

Penalties

In fairness to other students, if your work is submitted after the deadline and without an extension granted or without a serious excuse supported by medical certificate* or other official documentation, you will incur a 10% penalty for each day (including weekends) that the work is late. Penalties accrue each day after the initial time of the assignment submission deadline. Late or extended assignments are submitted to the Senior Tutor directly via email (jah-min.lee@vuw.ac.nz).

Late assignment demos: You will need to arrange a separate demo with the lecturer if your submission is late or extended. Please do not attend a demo session before you have actually submitted your assignment.

*You must verify your claim, e.g. produce a medical certificate. By submitting evidentiary document to support your claim, you consent for the Course Co-ordinator to verify the authenticity of such documents by contacting the relevant parties. Extensions will only be granted under these conditions. You must also apply for extensions before the due date unless there is an exceptional circumstance warranting the relaxation of this rule.

In the event of bereavement or a prolonged illness affecting your ability to meet a certain deadline, discuss your situation with the Course Co-ordinator as soon as possible.

Plagiarism

Plagiarism - using other's work in application development

Application development is a mix of individual creativity with collaborative information sharing. You are encouraged to use on-line resources to help you learn and develop your applications. However, when you include other's work within your own work (e.g. a piece of code provided by an on-line user group) you must acknowledge the source you used. You can place that acknowledgement in a comment within your code. If you do not acknowledge the contribution of others to your work then you have plagiarised that work and will be penalised according to the University Statute on student conduct.

Group Work

There is no group work in this course. You are encouraged to discuss and share aspects of assigned work with others. However, when it is time to develop your solution and write your assignment, the words, diagrams and code you use must be entirely your own. Please also read the advice in the section below on *Plagiarism - using other's work in application development*.

Markers are instructed to check for signs of plagiarism and joint efforts.

Remarking Policy

You can request a remark if you have concerns regarding the marking of your assignments. However you will need to make a request within 10 working days (by 4pm) after the marks are made available. To apply for a remark, you need to complete the *Request for Re-examination* form (available on Blackboard) and submit the form to the Senior Tutor. Remember, as a result of the remark your score may go up or down. The maximum number of remarking for each student is two for the entire course.

Materials and Equipment

Students use the computer labs provided by School of Information Management (SIM) for this course. The computer labs are open from 8am to 8pm each day every day, and are accessible by swipe card if you are enrolled in INFO102. The software you need to complete workshops and assignments is provided on these machines. However, if you want to work on your own computer you will be able to install free versions of Visual Web Developer Express. Details about this are provided on Blackboard.

NOTE: VUW cannot support your personal computer or any course related software installed on it even if it is supplied by VUW. If you do work on your own computer you **MUST** test your work on SIM's lab computers before submitting your assignments. In addition, Visual Web Developer Express is a Microsoft product and may require additional software to operate successfully on computers with non-Microsoft operating systems.

Use of Turnitin

Student work provided for assessment in this course may be checked for academic integrity by the electronic search engine <http://www.turnitin.com>. Turnitin is an on-line plagiarism prevention tool which compares submitted work with a very large database of existing material. At the discretion of the Head of School, handwritten work may be copy-typed by the School and submitted to Turnitin. A copy of submitted materials will be retained on behalf of the University for detection of future plagiarism, but access to the full text of submissions will not be made available to any other party.

Class Representative

A class representative will be elected in the first class, and that person's name and contact details made available to VUWSA, the course coordinator and the class. The class representative provides a communication channel to liaise with the course coordinator on behalf of students.

Communication of Additional Information

Any additional information or information on changes to the course will be conveyed to students by Blackboard and, if necessary by email to all class members. Therefore, you should check Blackboard and your designated email address frequently.

Student Feedback

Student feedback on University courses may be found at www.cad.vuw.ac.nz/feedback/feedback_display.php

Link to General Information

For general information about course-related matters, go to <http://www.victoria.ac.nz/vbs/studenthelp/general-course-information>

Note to Students

Your assessed work may also be used for quality assurance purposes, such as to assess the level of achievement of learning objectives as required for accreditation and academic audit. The findings may be used to inform changes aimed at improving the quality of VBS programmes. All material used for such processes will be treated as confidential, and the outcome will not affect your grade for the course.

Weekly Schedule (Appendix 1)

Please use this schedule to keep a record of your workshop signoffs. This will give you an indication of how well you are doing with the course. The tutors also record workshop signoffs.

Name:

Student ID:

Week	Lecture/ Workshop	Week beginning	TOPIC	Workshop signoffs	Tutor's Signature
1	L1a	Mon 15 July	Introduction		
	L1b	Thur	Web architecture		
	-	Wed-Fri	<i>No workshop – sign up for workshop</i>		
2	L2a	Mon 22 July	Web site fundamentals	<i>No signoff</i>	
	L2b	Thur	Web site fundamentals		
	<i>Workshop 1</i>	Wed-Fri	<i>A first website</i>		
3	L3a	Mon 29 July	Variables, constants and calculations	<i>Signoff wksp2</i>	
	L3b	Thur	Variables, constants and calculations		
	<i>Workshop 2</i>	Wed-Fri	<i>Using calculations</i>		
4	L4a	Mon 5 Aug	Decision structures & event handling	<i>Signoff wksp3</i>	
	L4b	Thur	Decision structures & event handling		
	<i>Workshop 3</i>	Wed-Fri	<i>Using decision structures</i>		
5	L5a	Mon 12 Aug	Multi-pages, hyperlinks, passing values	<i>Demo marking</i>	
	L5b	Thur	Debugging and exception handling		
	<i>Demo 1</i>	Wed-Fri	<i>Demonstration 1</i>		
6	L6a	Mon 19 Aug	CSS	<i>Signoff wksp4</i>	
	L6b	Thur	Analysis and design methods		
	<i>Workshop 4</i>	Wed-Fri	<i>Using CSS</i>		
<i>Trimester Break</i>					
7	L7a	Mon 9 Sept	Classes, objects and methods 1	<i>Demo marking</i>	
	L7b	Thur	Classes, objects and methods 2		
	<i>Demo 2</i>	Wed-Fri	<i>Demonstration 2</i>		
8	L8a	Mon 16 Sept	Iteration	<i>Signoff wksp5</i>	
	L8b	Thur	Algorithms and logic depiction		
	<i>Workshop 5</i>	Wed-Fri	<i>Using simple methods</i>		
9	L9a	Mon 23 Sept	Arrays 1	<i>Signoff wksp6</i>	
	L9b	Thur	Web design principles		
	<i>Workshop 6</i>	Wed-Fri	<i>Using complex methods</i>		
10	L10a	Mon 30 Sept	Arrays 2	<i>Signoff wksp7</i>	
	L10b	Thur	Handling data 1		
	<i>Workshop 7</i>	Wed-Fri	<i>Using loops and arrays</i>		
11	L11a	Mon 7 Oct	Handling data 2	<i>Signoff wksp8</i>	
	L11b	Thur	Current professional practice		
	<i>Workshop 8</i>	Wed-Fri	<i>Using data files</i>		
12	L12a	Mon 14 Oct	Assignment Q&A	<i>Demo marking</i>	
	L12b	Thur	Traditional and agile software development		
	<i>Demo 3</i>	Wed-Fri	<i>Demonstration 3</i>		