

## **SYLLABUS**

Course Title	Software Development I
Course Number	ISM 101-1
Number of Credits	3
Course Dates	1/14/19 – 3/9/19
Instructor	Steven Millet
Email Address	steven.millet@doane.edu
Office Hours/Availability	I am available before or after class. Email anytime. Immediate response between 10 AM – 12 AM daily, 10 hour delay thereafter
Phone Number	Phone texts can be sent directly to my Doane Email account. Just be sure you include your name and course number.
Textbook Information: (e.g. title, edition, publisher, ISBN)	Required: C++ A Beginners Guide, 2 <sup>nd</sup> ed. By Herb Schildt, McGraw-Hill, 2003, <b>ISBN-13:</b> 978-0072232158.
Additional Course Materials	Flash (thumb) Drive for saving backups
Course Description	This course provides, through the development of small software applications, an understanding of the process of developing software, including the identification of a problem, and the design, analysis, and implementation of algorithms and data/file structures to solve that problem. Students learn how to implement algorithms and data/file structures in a high-level language, and how to test and verify that implementation.

Program Outcomes	a. Develop analytical and critical thinking skills to gather and analyze information, to identify and solve problems, to determine potential outcome alternatives, and to make appropriate decisions b. Recognize ethical issues involved in information technology and its management c. Understand information science and technology concepts and processes, their relationships to each other, and their relationships to existing and emerging computing technologies d. Develop the confidence and the skill to learn independently and apply existing and emerging computing technologies and processes e. Develop the confidence and the skill to solve an unknown problem and to efficiently research, learn, and apply a previously unknown topic or skill to a novel problem- solving situation	
Course Learning Outcomes/Objectives	<ol> <li>Understand the software development life cycle.</li> <li>Have a general understanding of software design and charting techniques.</li> <li>Understand how to implement algorithms, as part of the problem solving process.</li> <li>Be familiar with the Visual C++ integrated development environment (Visual Studio.net).</li> <li>Be familiar with the concepts of both sequential and random file access methods.</li> <li>Be able to outline the proper testing procedures that should be followed to assure the accuracy of newly developed software.</li> </ol>	
Technology Requirements	https://www.doane.edu/faq/minimum-computer-requirements	

## **Course Schedule**

Week or Module	Topic	Content	Assessments Matched to Learning Outcomes	Due Date & Time
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1	Course Overview The Software Development Life-Cycle (SWDLC)	Read Chapter 1 and 2	Visual Studio.Net IDE (LO1 and LO4)	
2	How Computers Are Programmed  ISO C++ Standard  Variables and Constants  Math Operations	Chapter 2	Lab #1 (LO4)	Week 3 by 6 p.m.
3	Strings and Screen I/O Decision Making in Program	Chapter 3	Lab #2 (LO3)	Week 4 by 6 p.m.
4	Review	Midterm Exam		
5	Loops		Lab #3 (LO3)	Week 6 by 6 p.m.
6	Functions and Pointers	Chapter 4 and 5	Lab #4 (LO3)	Week 7 by 6 p.m.
7	Data File Basics Windows Programs		Lab #5 (LO5)	Week 8 by 6 p.m.
8	Review	Final Exam		

## Grading Assessments

Type of Assessment	Number of Assignments	Percent of Total
Labs	5	35

Exams	2	40
Quizzes	2	15
Class Participation	Weekly	10

## **Grade Scale**

 $A = 94-100\% \qquad A- = 90-93\% \qquad B+ = 87-89\% \qquad B = 84-86\% \qquad B- = 80-83\% \qquad C+ = 77-79\% \\ C = 74-76\% \qquad C- = 70-73\% \qquad D+ = 67-69\% \qquad D = 64-66\% \qquad D- = 60-63\% \qquad F= 59\% \text{ or below}$ 

Participation Policy	A student is expected to be prompt and regularly attend on-ground classes in their entirety. Regular engagement is expected for on-line courses. Participation in class discussions is an integral part of your grade.
Study Time	Expectation of the amount of time the course requires students to spend preparing and completing assignments. Typically, students could expect to spend approximately 12 hours a week preparing for and actively participating in this 8-week 3 credit hour course. This actual time for study varies depending on students' backgrounds.
Late Work	Late work will be accepted, if for an excused reason with no reduction in grade
Submitting Assignments	Assignments submitted during class time
Communication Policy including Assignment Feedback	Emails will be responded to by the end of the day M - F. Assignments will be returned the week following their due date. Assignments will be returned or assignment grade available one week after they are submitted for grading
Academic Integrity Policy	New Academic Integrity Policy to be released AUTM 2018

Academic Support	Please contact academicsupport@doane.edu  https://www.doane.edu/graduate-and-adult/academic-support
Disability Services	https://www.doane.edu/disability-services  Doane University supports reasonable accommodations to allow participation by individuals with disabilities. Any request for accommodation must be initiated by the student as soon as possible. Each student receiving accommodations is responsible for his or her educational and personal needs while enrolled at Doane University. Please contact 402-467-9031 for assistance.
Military Services	https://www.doane.edu/graduate-and-adult/military
Anti-Harassment Policy	http://catalog.doane.edu/content.php?catoid=5&navoid=452
Grade Appeal Process	http://catalog.doane.edu/content.php?catoid=5&navoid=238
Credit Hour Definition	Doane University follows the federal guideline defining a credit hour as one hour (50 minutes) of classroom or direct faculty instruction and a minimum of two hours of out-of-class student work each week for approximately fifteen weeks (one semester), or the equivalent amount of work over a different time period (e.g., an 8-week term). This definition applies to courses regardless of delivery format, and thus includes in-person, online, and hybrid courses (combination of in-person and online). It also applies to internship, laboratory, performance, practicum, research, student teaching, and studio courses, among other contexts.
Syllabus Changes	Circumstances may occur which require adjustments to the syllabus. Changes will be made public at the earliest possible time.