City University of Hong Kong Course Syllabus

offered by Department of Information Systems with effect from Semester A 2022 / 23

Part I Course Overv	riew
Course Title:	JAVA Programming for Business Applications
Course Code:	IS5311
Course Duration:	One Semester (13 weeks)
Credit Units:	3
Level:	P5
Medium of Instruction:	English
Medium of Assessment:	English
Prerequisites: (Course Code and Title)	Nil
Precursors: (Course Code and Title)	Nil
Equivalent Courses: (Course Code and Title)	Nil
Exclusive Courses: (Course Code and Title)	Nil

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Part II Course Details

1. Abstract

The aim of this course is to introduce the students to essential business problem solving with programming concepts and skill, with emphasis on object-oriented programming for business information systems construction. On completion of this course, student should be able to: a) understand how to solve basic problems with Java; b) construct simple business application with Java classes/libraries.

2. Course Intended Learning Outcomes (CILOs)

(CILOs state what the student is expected to be able to do at the end of the course according to a given standard of performance.)

No.	CILOs	Weighting	Discov	ery-eni	riched
		(if	curricu	ılum rel	ated
		applicable)	learnin		
			(please	tick	where
			approp	riate)	
			Al	A2	A3
1.	Describe the foundations of business software construction.	10%			
2.	Design and develop appropriate control structures for	30%	✓	✓	✓
	business applications.				
3.	Design and develop appropriate modularity to be used in	30%	✓	✓	✓
	business software construction.				
4.	Design and develop appropriate simple data structure and	30%			
	algorithm for business software construction.				
· · · · ·		100%		•	•

A1: Attitude

Develop an attitude of discovery/innovation/creativity, as demonstrated by students possessing a strong sense of curiosity, asking questions actively, challenging assumptions or engaging in inquiry together with teachers.

A2: Ability

Develop the ability/skill needed to discover/innovate/create, as demonstrated by students possessing critical thinking skills to assess ideas, acquiring research skills, synthesizing knowledge across disciplines or applying academic knowledge to self-life problems.

A3: Accomplishments

Demonstrate accomplishment of discovery/innovation/creativity through producing /constructing creative works/new artefacts, effective solutions to real-life problems or new processes.

Teaching and Learning Activities (TLAs) (TLAs designed to facilitate students' achievement of the CILOs.)

TLA	Brief Description	CILC	No.			Hours/week (if applicable)
		1	2	3	4	
TLA1:	Concepts and general knowledge of	✓	✓	✓	✓	
Lecture	business information systems					
	construction are explained.					
	Furthermore, basic business software					
	construction knowledge and skills, such					
	as control structures, simple data					
	structure, object-oriented programming					
	are explained and illustrated. Examples					
	are used to enable students'					
	understanding on practices in business					
	information system construction.					
TLA2:	During laboratory sessions, the following		✓	✓	✓	
Laboratory	activities are used to reinforce and					
	practice of various business software					
	construction techniques learnt in					
	lectures.					
	Exercises: Hands-on activities using a					
	programming tool Java as part of					
	systems development exercises.					
TLA3:	Students would have to complete a		✓	✓	✓	
Project	project requiring them to analyse a					
	business problem and design solution,					
	aimed at constructing a module to be					
	used in the business information system					
	construction.					

4. Assessment Tasks/Activities (ATs)
(ATs are designed to assess how well the students achieve the CILOs.)

Assessment Tasks/Activities		CILO No.			Weighting	Remarks
	1	2	3	4		
Continuous Assessment: 100%						
AT1: Continuous Assessment	✓	✓	✓	✓	10%	
Participation in class and lab sessions						
in activities such as:						
- a number of take-home exercises						
- class tutorial and performance						
- online quizzes						
AT2: Project		✓	✓	✓	40%	
Each student will design and develop						
a solution to analyse a given business						
problem by using appropriate						
techniques.						
AT3: Individual Lab Test		✓	✓	✓	50%	
The individual lab test is to assess						
students' overall competence level in						
the domain areas.						
					100%	

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5. Assessment Rubrics

(Grading of student achievements is based on student performance in assessment tasks/activities with the following rubrics.)

Applicable to students admitted in Semester A 2022/23 and thereafter

Assessment Task	Criterion	Excellent	Good	Marginal	Failure
		(A+, A, A-)	(B+, B)	(B-, C+, C)	(F)
AT1: Continuous Assessment	Ability to accurately describe all key concepts, and effectively compare and discriminate among the key concepts;	High	Moderate	Basic	Not even reaching marginal levels
	Ability to creatively, effectively, efficiently and accurately perform programming skills in the area of control structures for business information system development.	High	Moderate	Basic	Not even reaching marginal levels
AT2: Project	Ability to creatively, effectively, efficiently and accurately perform programming skills in the area of control structures for solving a practical business problem and build a module to be used in information system construction.	High	Moderate	Basic	Not even reaching marginal levels
AT3: Individual Lab Test		High	Moderate	Basic	Not even reaching marginal levels

Applicable to students admitted before Semester A 2022/23

Assessment Task	Criterion	Excellent	Good	Fair	Marginal	Failure
AT1: Continuous Assessment	Ability to accurately describe all key concepts, and effectively compare and discriminate among the key concepts;	(A+, A, A-) High	(B+, B, B-) Significant	(C+, C, C-) Moderate	(D) Basic	(F) Not even reaching marginal levels
	Ability to creatively, effectively, efficiently and accurately perform programming skills in the area of control structures for business information system development.	High	Significant	Moderate	Basic	Not even reaching marginal levels
AT2: Project	Ability to creatively, effectively, efficiently and accurately perform programming skills in the area of control structures for solving a practical business problem and build a module to be used in information system construction.	High	Significant	Moderate	Basic	Not even reaching marginal levels
AT3: Individual Lab Test		High	Significant	Moderate	Basic	Not even reaching marginal levels

Part III Other Information (more details can be provided separately in the teaching plan)

1. Keyword Syllabus

(An indication of the key topics of the course.)

Flow Control structures, Object-oriented programming, Modularity, Data structure, Inheritance, Graphical User Interface, Business software construction.

Detailed Syllabus:

- Introduction business softwares
- Java basics
- Basic Data Types
- Program Flow Control
- Program Modularity
- Simple Business Software Application Examples

2. Reading List

2.1 Compulsory Readings

(Compulsory readings can include books, book chapters, or journal/magazine articles. There are also collections of e-books, e-journals available from the CityU Library.)

1. Starting Out with Java: From Control Structures through Objects: International Edition, 6/E, Tony Gaddis, ISBN-13: 978-0133957051

2.2 Additional Readings

(Additional references for students to learn to expand their knowledge about the subject.)

1.	Herbert Schildt, "Java: The Complete Reference", 11th Edition, McGraw-Hill Education,
	December 2018
2.	Tony Gaddis, "Starting Out with C++, From Control Structures Through Objects" 9 th edition,
	Pearson, February 2017.
3.	David Schneider, "An Introduction to Programming Using Python", Person Education, 2
	February 2015.