MGT/P 296
Business Application Development MGT/P 296
Tentative Syllabus for Summer 2005

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This course will teach business application development and project management from a business perspective. It covers the development process, artifacts that assist application development, and methods of analyzing requirements, design and implementation constraints. As you progress through the phases of the Systems Development Life Cycle you will both design and implement an ecommerce site of moderate complexity.

Text:

Required:
- Whitten, Bentley and Dittman; *Systems Analysis and Design, 6th Ed.;* McGraw-Hill; 2004
- *Software* : Rational Rose (you are responsible for obtaining and installing this software)
- Selected Readings TBA

Recommended:
- Connallen; *Building Web Applications with UML, 2nd Ed;* Addison-Wesley; 2004

Note: This syllabus is tentative, and subject to change.
Course Prerequisites
This format requires some prior knowledge on programming, algorithms, and debugging and assumes some knowledge of Information Systems and Development. The course itself is the Systems Development Life Cycle.

Methodology
The major requirement of this course is student participation in the overall development of a business information system application. Therefore, students will form into project teams to develop a computer information system from the definition phase to the implementation phase including design, programming, testing, and documentation. Class discussions will supplement the text material. Additional readings may be provided.

Attendance
Absences are not acceptable. Please give me advance notice of planned absences. If you miss class it is your responsibility to catch up on material missed.

Attendance is mandatory during all student presentations. Any student who misses a presentation or arrives late will be penalized on their project grade.

Examinations
There will be 1 exam in this course: a comprehensive final. The examination will entail that students demonstrate their knowledge of the concepts discussed in the analysis and design of systems. In general, I do not give make-up exams.

Projects
There will be two projects. The first is a feasibility study of an ecommerce website for a client of your choosing, and the second project will be the design and creation of a functional ecommerce website for your chosen client. You will present the second project to the class.

Project deadlines
All project phases must be handed in by the beginning of class on the date they are due. While early submissions are accepted, late submissions will be penalized by 50% for each 24 hour period beginning at precisely 5 minutes after the stated due time. For example, a project worth 100 points due at 6pm on Wednesday will be penalized 50 points if it is submitted at 6:10 pm on Wednesday, and an additional 25 points if it is turned in after 6:05 pm Thursday, and so on. NO EXCEPTIONS!!

Software
During the semester, you will be expected to obtain, install and learn relevant software without assistance from me. Do work on software procurement and start learning it well before you need it for the class.
Email

You should feel free to email me, regardless of the day – it is often the best way to catch me, as I check email often. Please include ‘MGT ---’ in your subject line.

Notes

In general, I do not make my notes or special readings available. I will be posting the ppt. files associated with the book, and will also occasionally post notes or documents I think you will find particularly helpful. However, you are responsible for maintaining your own notes and for pulling relevant articles and readings from the library.

Grades

There are two projects, each is worth 30% of the final grade. There will be one comprehensive final exam, which is 30%. Class discussion and participation counts for 5%, and the class presentation is worth 5%.

Grades are determined on a 10% scale, and are as follows:
> 93: A
90-93: A-
87-89: B+
83-86: B
80-82: B-
77-79: C+
73-76: C
70-72: C-
… and so on.
Lecture Schedule

Session 1: Wednesday, July 27
Class Introduction
Creativity, BPR, BPA, BPI

Session 2: Monday, Aug. 1
Problem or Opportunity Assessment
Project Management

Session 3: Wednesday, Aug. 3
Requirements Determination – Surveys, forms, interviews, etc.
Professor – Team Meetings

Session 4: Monday, Aug. 8
Open Source Software Development

Session 5: Wednesday, Aug. 10
Feasibility Studies – Day 1 (risk and business value analyses):
   Economic – Intangible and tangible costs and benefits, ROI, valuation
   methodologies
   Legal and Ethics- Intellectual Property Rights, Contracts/Outsourcing (Includes
   such things as liability warranties, risk-sharing), and Privacy
   Organizational and Political
   Technical
   Timeline

Session 6: Monday, Aug. 15
Feasibility Studies – Day 2 (risk and business value analyses):
   Economic – Intangible and tangible costs and benefits, ROI, valuation
   methodologies
   Legal and Ethics- Intellectual Property Rights, Contracts/Outsourcing (Includes
   such things as liability warranties, risk-sharing), and Privacy
   Organizational and Political
   Technical
   Timeline

Session 7: Wednesday, Aug. 17
UML and Web UML:
   Use Case Diagrams
   Sequence Diagrams
   Class Diagrams
Session 8: Monday, Aug. 22
User Design Issues and Prototyping:
  Input, Output, and Interface Design
  Evolutionary and Throwaway Prototyping
Change Management

Session 9: Wednesday, Aug. 24
System implementation and operation, maintenance

Session 10: Monday, Aug. 29
Presentations of Developed Systems (This is the final coded and implemented system, users have been trained, and system has been signed off by owners.)

Final: Wednesday, Aug. 31
Course Wrap-up and Review
Final Exam
Academic Policies

Incomplete Grade (I)
An incomplete grade (I) will only be issued in accordance to university policy. Among the conditions imposed by the instructor that must be met (but are not limited to) are (1) a current passing grade (70 percent or better), (2) the successful completion of all prior assignments and exams, and (3) an unforeseen and unusual event beyond your control which prevents you from completing the semester, and can be documented and verified (employment-related events do not qualify). (4) An incomplete will only be considered after it has been determined that a withdrawal (W) cannot be issued. If you do not meet (1) through (4), you do not qualify for an incomplete. As stipulated by the University, an incomplete cannot be assigned when it is necessary for the student to attend additional class meetings to complete the course requirements.

Unauthorized Withdrawal (U) and Failing (F) Grades
An unauthorized withdrawal (“U” letter grade) will be awarded to students who fail to take the final exam since it is the last component to the semester’s requirements. An attempt at the final will be regarded as a student’s attempt to complete the course requirements. If the student does NOT possess sufficient points to pass, a letter grade of “F” will be assigned.

Academic Dishonesty
Incidents of academic dishonesty (as defined below) will not be tolerated. Such incidents will result in a failing semester grade and more as deemed appropriate by myself and/or the department chair.

Academic dishonesty involves acts that may subvert or compromise the integrity of the educational process of the university. Included is any act by which a student gains or attempts to gain an academic advantage for him/herself, or another, by misrepresenting his/her, or another=s work or by interfering with the completion, submission, or evaluation of work. These include, but are not limited to, accomplishing or attempting any of the following acts:

1. Using any unauthorized materials during an examination.
2. Copying from another student’s paper during an examination.
3. Collaborating (i.e., talking, passing notes, and/or signals) during an examination with any other person by giving or receiving information without specific permission of the instructor.
4. Stealing, buying or otherwise obtaining information about an examination.
5. Substituting for another person or permitting any other person to substitute for oneself to take an examination.
6. Submitting another person’s work (i.e., homework, project) as yours either in its original or altered form.
7. Giving someone else your work to fulfill his/her assignment.
8. Using the assignment of another class to fulfill an assignment for this class without authorized consent of the instructor.

Disclaimer
Any part of this syllabus may be revised during the semester at the discretion of the instructor.