

Course Syllabus

1	Course title	Business Software Development	
2	Course number	1605321	
3	Credit hours	3	
	Contact hours (theory, practical)	0	
4	Prerequisites/corequisites	Introduction to Programming (1605201)	
5	Program title	Management Information Systems	
6	Program code	1605	
7	Awarding institution	University of Jordan	
8	School	Business School	
9	Department	Management Information Systems	
10	Course level	2nd Year	
11	Year of study and semester (s)	2023/2024- 1st	
12	Other department (s) involved in teaching the course	-	
13	Main teaching language	English	
14	Delivery method	<input type="checkbox"/> Face to face learning <input checked="" type="checkbox"/> Blended <input type="checkbox"/> Fully online	
15	Online platforms(s)	<input checked="" type="checkbox"/> Moodle <input checked="" type="checkbox"/> Microsoft Teams <input type="checkbox"/> Skype <input type="checkbox"/> Zoom <input type="checkbox"/> Others.....	
16	Issuing/Revision Date	30/10/2023	

17 Course Coordinator:

Name: Dr. Mahmoud Maqableh

Contact hours: 1:20 – 2:20

Office number: 24247

Phone number: 24288

Email: maqableh@ju.edu.jo

**18 Other instructors:**

Name:

Office number:

Phone number:

Email:

Contact hours:

Name:

Office number:

Phone number:

Email:

Contact hours:

19 Course Description:

This course explores concepts of advanced programming of business applications including: computer utilization, reporting, data validation, sorting, searching, file structures, and various programming capabilities. A current programming language and state-of-the-art libraries will be selected to demonstrate the programming techniques and their widely employed applications in business environment.



20 Course aims and outcomes:

A- Aims:

The course aims at introducing students to principle and basics of programming techniques using C# with hands-on programing practice.

B- Students Learning Outcomes (SLOs):

Upon successful completion of this course, students will be able to:

1. Understand the Advanced concepts in C# such as Inheritance, Overloading, Overriding Functions, encapsulation, polymorphism, exceptions, and error handling
2. Learn design principals of graphical user interface (GUIs) and be able of creating them using C#.NET language.
3. Discussing ideas with peers so come with different views to solve a problem or write a code then the interpersonal relationships will be stronger.
4. Believe that he/she is intelligent enough to compete in the class environment, so class work is given to students through the lecture and points assigned to the one who finishes first.

SLOs	SLO (1)	SLO (2)	SLO (3)	SLO (4)
SLOs of the course				
1. Examine basic theories of business, management, and information systems by describing related facts and ideas.	*			
2. Analyze, design, and implement business data, information, systems, and knowledge.	*	*		
3. Develop and evaluate Information technology systems, solutions and strategies.		*		
4. Apply critical thinking, collaboration, teamwork, and communication skills to produce clearly written and concise information systems analyses and deliver clear, well organized, and persuasive oral presentations.			*	*
5. Assume the assigned responsibilities of an information systems specialist and function within the community set of values and ethics.				*

21. Topic Outline and Schedule:

Week	Lecture	Topic	Student Learning Outcome	Learning Methods (Face to Face/Blended/ Fully Online)	Platform	Synchronous / Asynchronous Lecturing	Evaluation Methods	Resources
1	1.1	Classes and Objects: A Deeper Look	1	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	1.2	Classes and Objects: A Deeper Look	1	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	1.3	Classes and Objects: A Deeper Look	1	Blended	Learning + Teams	Asynchronous	Quizzes and exams	Textbook + Video
2	2.1	Classes and Objects: A Deeper Look	1	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	2.2	Classes and Objects: A Deeper Look	1	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	2.3	Classes and Objects: A Deeper Look	1	Blended	Learning + Teams	Asynchronous	Quizzes and exams	Textbook + Video
3	3.1	Inheritance	1 +3	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	3.2	Inheritance	1 +3	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	3.3	Inheritance	1 +3	Blended	Learning + Teams	Asynchronous	Quizzes and exams	Textbook + Video
4	4.1	Inheritance	1 +3	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	4.2	Inheritance	1 +3	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video

	4.3	Inheritance	1 +3	Blended	Learning + Teams	Asynchronous	Quizzes and exams	Textbook + Video
5	5.1	Polymorphism, Interfaces and Operator Overloading	1 + 4	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	5.2	Polymorphism, Interfaces and Operator Overloading	1 + 4	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	5.3	Polymorphism, Interfaces and Operator Overloading	1 + 4	Blended	Learning + Teams	Asynchronous	Quizzes and exams	Textbook + Video
6	6.1	Polymorphism, Interfaces and Operator Overloading	1 + 4	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	6.2	Polymorphism, Interfaces and Operator Overloading	1 + 4	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	6.3	Polymorphism, Interfaces and Operator Overloading	1 + 4	Blended	Learning + Teams	Asynchronous	Quizzes and exams	Textbook + Video
7	7.1	Exception Handling	1 + 4	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video

	7.2	Exception Handling	1 + 4	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	7.3	Exception Handling	1 + 4	Blended	Learning + Teams	Asynchronous	Quizzes and exams	Textbook + Video
8	8.1	Exception Handling	1 + 4	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	8.2	Exception Handling	1 + 4	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	8.3	Exception Handling	1 + 4	Blended	Learning + Teams	Asynchronous	Quizzes and exams	Textbook + Video
9	9.1	Windows Forms :Part1	2 +3	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	9.2	Windows Forms :Part1	2 +3	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	9.3	Windows Forms :Part1	2 +3	Blended	Learning + Teams	Asynchronous	Quizzes and exams	Textbook + Video
10	10.1	Windows Forms :Part1	2 +3	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	10.2	Windows Forms :Part1	2 +3	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	10.3	Windows Forms :Part1	2 +3	Blended	Learning + Teams	Asynchronous	Quizzes and exams	Textbook + Video
11	11.1	Windows Forms :Part 2	2 +4	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	11.2	Windows Forms :Part 2	2 +4	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	11.3	Windows Forms :Part 2	2 +4	Blended	Learning + Teams	Asynchronous	Quizzes and exams	Textbook + Video

12	12.1	Windows Forms :Part 2	2 +4	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	12.2	Windows Forms :Part 2	2 +4	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	12.3	Windows Forms :Part 2	2 +4	Blended	Learning + Teams	Asynchronous	Quizzes and exams	Textbook + Video
13	13.1	Strings and Characters.	1	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	13.2	Strings and Characters.	1	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	13.3	Strings and Characters.	1	Blended	Learning + Teams	Asynchronous	Quizzes and exams	Textbook + Video
14	14.1	Strings and Characters.	1	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	14.2	Strings and Characters.	1	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	14.3	Strings and Characters.	1	Blended	Learning + Teams	Asynchronous	Quizzes and exams	Textbook + Video
15	15.1	Strings and Characters.	1	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	15.2	Strings and Characters.	1	Blended	Learning + Teams	Synchronous	Quizzes and exams	Textbook + Video
	15.3	Strings and Characters.	1	Blended	Learning + Teams	Asynchronous	Quizzes and exams	Textbook + Video



22 Evaluation Methods:

Opportunities to demonstrate achievement of the SLOs are provided through the following assessment methods and requirements:

Evaluation Activity	Mark	Topic(s)	SLOs	Period (Week)	Platform
Midterms	30 %	Chapters 10, 11, and 12	1+2	8	Paper-based
Quiz and Assignments		Chapters 10, 11, 12, 13, 14, 15, 16	3+4	12	ELearning
Final	50%	Chapters 10, 11, 12, 13, 14, 15, 16	1+2+3	16	Paper-based

23 Course Requirements

Students should have a PC (Personal Computer), Internet connection, and Microsoft Visual Studio.

24 Course Policies:

A- Attendance policies:

- Excellent attendance is expected.
- The University of Jordan policy requires the faculty member to assign ZERO grade (F) if a student misses 15% of the classes that are not excused.
- Teams Attendance.

B- Absences from exams and submitting assignments on time:

- Makeup exams according to the University of Jordan regulations.
- Assignments should be Handed on times

C- Health and safety procedures:

- The University of Jordan procedures

D- Honesty policy regarding cheating, plagiarism, misbehavior:

- Cheating or copying on exam or quiz is an illegal and unethical activity.
- Standard University of Jordan policy will be applied.



E- Grading policy:

- Based on the grand average

F- Available university services that support achievement in the course:

- Computer Labs

25 References:

A- Required book(s), assigned reading and audio-visuals:

- Visual C# 2012 How to Program, 5/e, Book by Harvey Deitel and Paul Deitel, 2012.

B- Recommended books, materials and media:

- Michael McMillan, “Data structures algorithms and programming style with C#”, Cambridge University Press, latest edition.
- C#: A Beginner's Guide Herbert Schildt -2001.
- A Programmer's Introduction to C#, Eric Gunnerson, 2000.
- A Press - Beginning C sharp Objects - From Concepts to Code

26 Additional information:

- Average work-load student should expect to spend 6 hours per week.
- Participation in and contribution to class discussions will affect your final grade positively.
- Raise your hand if you have any question during online meeting.
- Making any kind of disruption and during online classes will affect you negatively.



Name of Course Coordinator: Dr. Mahmoud Maqableh Signature: ----- Date: - -----	
Head of Curriculum Committee/Department: -----	Signature: -----
Head of Department: -----	Signature: -----
Head of Curriculum Committee/Faculty: -----	Signature: -----
Dean: -----	Signature: -----