

RPG-Intermediate

Syllabus

About your instructor

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About this class

<i>Beginning Date</i>	1/16/2012
<i>Number of Weeks</i>	17

Course Description

This is a continuation of Beginning RPG. Topics covered include arrays, display files, and procedures. A project will be designed, coded and implemented in interactive RPG. Students will also be exposed to embedded SQL.

Before you begin this course

Passing grade of 'C-' in RPG-Beginning (152-115).

Textbooks

Bryan Meyers & Jim Buck. *Programming in RPG IV*. Edition: 4th. Publisher: 29th St Press. Year: 2007. ISBN: 978-1-58304-122-2. Pages: 554. Price: \$75. Required

Janson. *Introduction to the IBM i*. Edition: 5th. Publisher: Janson Industries. Year: 2009. ISBN: 0-966-42215-5. Price: \$100. Required

Core abilities this course will help you build

Act with integrity

Communicate effectively

Demonstrate effective critical and creative thinking

Demonstrate global and social awareness

Competencies this course will help you master

1. Develop an interactive inquiry application.
2. Develop an interactive file maintenance application.
3. Develop an interactive program using tables and arrays.
4. Develop an interactive program using procedures.
5. Develop a program using embedded SQL.

How your performance will be graded

Grading details

Your final grade will be determined from the following components:

Check Off: 10%

Assignments: 10%

Quizzes: 10%

Programs: 20%

Exams: 50%

Grading scale

A 96 - 100%

A- 92 - 95%

B+ 88 - 91%

B 84 - 87%

B- 80 - 83%

C+ 77 - 79%

C 75 - 76%

C- 73 - 74%

D+ 72%

D 71%

D- 70%

F Below 70%

How to succeed in this course

Attendance Policy

Students must attend class regularly and actively participate in all class activities. Attendance will be taken. An absence is defined as being absent, tardy, or doing non-class work during class. If you are not in class, you will miss important information, thereby affecting your grade. Class lectures will not be repeated and it is your responsibility to make up any missed work. You should contact your "absence buddy" for notes on the day's lesson. If you have unexcused absences that equal a week's worth of class, I will refer you to Student Services. If you have two weeks of unexcused absences, you may be dropped from class.

Referrals

Referrals to MSTC's Student Services may be made for inappropriate classroom conduct (including cheating), lack of academic progress or excessive absences. Disciplinary action, including being dropped from the course, will be taken for conduct issues.

Tutors

If you find that you are having trouble with this course and need to rely too heavily on other students for help, consider using the IT tutor. The IT tutor is there to help you learn the material so that you can be successful in this class. Don't wait until it's too late.

Check offs

Check offs will be due the class meeting assigned. Check offs will be graded on pass/fail basis. If you do not meet the criteria of the check off, the check off can be reworked.

Assignments

Assignments will be due the class meeting specified. Any assignment is late if it is not turned in at the beginning of class on the assignment due date. Late assignments turned in

the same day they are due will result in a 10% reduction in points. Any other late assignments (turned in after the due date) will only be worth a maximum of 75%. Any assignment which is more than 1 week late will be worth 0%.

Programs

There will be several programs turned in for grading. These will require design as well as program execution activities. All programs will adhere to a specific set of standards that will be given. Part of these programs will require you to "dig out" information on your own. Be prepared to read the text for information or insights not covered in class.

Programs will be due at the beginning of the class meeting specified on the program description sheet. Programs will not be graded unless they execute. Programs will be graded based on the criteria on the programs description sheet. Programs will be graded from 0 to 100%.

Any program is late if it is not turned in at the beginning of the class. Late programs turned in the same day they are due will result in a 10% deduction in points. One day late program will only be worth a maximum of 75%, two day late programs will only be worth a maximum of 50%. One week late program will be worth 0%. All programs must be submitted within 1 week of the due date. Failure to submit a program may result in being dropped from the course.

You may be asked to demonstrate and explain one or more of your programs to me. These presentations will be random and will be designed to ensure that you have a thorough understanding of the program concepts that you are using in your programs. The grade you receive on the program that you submitted will be determined by your understanding of the concepts and functions you have used in your program. If you do not demonstrate a thorough understanding of your program, you will be required to demonstrate and explain the next programming assignment that you turn in.

Be prepared to spend time outside of class to finish your assignment. The normal rule for the amount of outside time to be spent is 1 to 2 hours per hour of class.

When coming for debugging assistance you must present evidence of you design and of your debugging activities.

Tests

There will be several tests given throughout the semester. Exams must be taken on the day they are scheduled. If you know you will miss an exam, let me know so we can make arrangements. A day late exam will be assigned a 50% as a grade. Two days late the exam will be assigned a 25% as the grade. Three days late, the exam will be assigned a 0% as the grade.

If you fail to maintain a 70% average on your tests, you will receive a 0% for the test component of your grade.

Early or late exams may or may not be the same exam that the class takes on the test day.

Anyone caught cheating on exams will receive an 'F' or the class and be dropped from the class.

NQA2

You will be expected to complete all assignments, programs and tests on the scheduled dates. However, two "No Questions Asked" (NQA) coupons will be handed out.

If you are handing in a late assignment, late program or taking an exam late, you must staple a coupon to it. The assignment/program/test will then be graded as if it were handed in on time. One coupon must be attached to the assignment/program/exam for each class (not calendar) day that it is late.

NQA's can be used for missed quizzes.

If lost, the NQA's will not be replaced. You will receive bonus points if you return your NQA's at the end of the semester. You have opportunities throughout the semester to earn two more NQA's

Academic Integrity

The Mid-State Technical College Board, administration, faculty, and staff believe that academic honesty and integrity are fundamental to the mission of higher education. All students are expected to maintain and promote the highest standards of personal honesty and professional integrity. These standards apply to all examinations, assigned work, and

projects. Therefore, a student who is found to have been dishonest, fraudulent, or deceptive in the completion of work or is willing to help others to be so or who is found to have plagiarized (presented the work of others as his or her own) is subject to disciplinary action up to and including suspension.

ADA Statement

If you know you have a recognized disability, or suspect that you might have one, it is your responsibility to identify yourself as soon as possible to the Disability Services staff in Student Services. Course standards will not be lowered but various kinds of accommodations are available to you. Adequate and reasonable time will be required to develop and provide appropriate accommodations so contact Disability Services as soon as possible. It is MSTC's goal to assist you in your individual educational plan.

How To Get The Most Out Of This Learning Experience

Take charge of your own learning. Raise questions, probe, explore, go after what you need.

Be open. Use your imagination, consider new possibilities, and create something new for yourself.

Give as well as receive. Give liberally to co-learners and be prepared to receive a great deal from them.

Have fun. Plan to thoroughly enjoy this opportunity to learn and to grow in your professional competence and satisfaction.