

ISOM3400: Business Applications Development in Python

Fall 2022

Instructor: Dr. JIA, Jia (justinjia@ust.hk)
Office: LSK 5045
Office Hours: By appointment

Teaching Assistant: Mr. LEE, Aaron (imaaron@ust.hk)
Tel: 2358-7644
Office: LSK 4096C
Office Hours: By appointment.

Class Schedule

Lecture

Section	Date	Time	Venue
L2	Mon./Wed.	12:00PM - 01:20PM	Rm. LSK 1011

Lab

Section	Date	Time	Venue
LA1	Mon.	3:00pm ~ 3:50pm	LSKG021
LA2	Mon.	1:30pm ~ 2:20pm	LSKG021
LA3	Mon.	4:30pm ~ 5:20pm	LSKG021

Course Website: <https://canvas.ust.hk>. All course materials and announcements will be posted on this site. You are advised to check it regularly throughout the course.

COURSE GOALS

This course will provide students with skills and knowledge of Python programming and experience in designing and developing business applications.

LEARNING OUTCOMES

By the end of this course, students will be able to:

- (1) Acquire general programming knowledge with Python language
- (2) Able to design and develop business applications in Python
- (3) Conduct programming with team members effectively

COURSE DESCRIPTION

Python has recently become the most popular general-purpose programming language according to many polls among programmers. The scripting nature of Python allows fast development and easy maintenance of applications. More importantly, the unparalleled community support makes Python increasingly powerful.

In this course, students will learn Python programming language in the context of business applications development. Business applications involve both business requirements and user requirements. Therefore, developers and programmers who design and develop business applications for organizations are required to meet those requirements. We believe that the combination of Python programming skills and business applications development will provide high practical value to students majoring in Information Systems as well as other related fields.

TEACHING APPROACH

In general, the teaching approach of this course is based on the notion of sustained, deep learning by applying knowledge through programming, hands-on practices, and assignments.

Teaching & Learning Activities	Roles in the Course	Learning Outcomes addressed
Lecture	Explain key concepts to students using an active learning approach, in-class exercise, and after-class discussion of questions.	1, 2, 3
Laboratory	Apply concepts presented in lectures to hands-on exercises.	1, 2, 3
Assignment	It requires students to apply their knowledge and understanding in programming to solve business analytics problems.	2, 3, 4

EVALUATION

Components	Percentage of the grade
A. In-class Exercises	25%
B. Assignments	35%
C. Final Exam	40%
TOTAL:	100%

A. In-class Exercises (25%)

There are about 5 in-class exercises throughout the semester. They will give you hands-on practice in Python programming in a setting where you can ask questions and collaborate with fellow students. Students' answers will be collected and graded. All scores will count towards the final grade. **There will be NO makeup in-class exercises for whatever reasons.**

B. Assignments (Individual and group) (35%)

There are **TWO** assignments. Students are expected to apply Python programming skills to solve practical business application problems.

Assignment 1 (individual) - (15%) This is an individual assignment. Each student needs to submit his/her program by the deadline. The detailed grading criteria will be stated clearly in the assignment document.

Assignment 2 (group) - (20%) This is a group assignment. A pre-assigned group is required to design and develop a business application. A video demonstration (no more than 10 minutes) is required as part of assignment submission. Details of the group project will be provided later in the semester.

Peer evaluation

Peer evaluation will be conducted for the group assignment. Students should make sure they make a fair contribution.

Late policy

Turn in your work early if there is any uncertainty about your ability to turn it in at the due time. Submissions up to 24 hours late will have their grade reduced by 25%; those up to 48 hours late will have their grade reduced by 50%. They will not be accepted for credit after two days.

Honor-code policy

The basic presumption is that the work you submit is your own. Every line of text and line of code that you submit must be written by you personally.

However, occasionally, it may be necessary to ask someone for help. You are permitted to do so, provided you meet the following two conditions:

1. You acknowledge any help received on the work you hand in. That is, you must include a comment in your homework submission that clearly states the name of the student, book, or online reference from which you received assistance.
2. You *understand* the work that you hand in, so that you could explain the reasoning behind the parts of the work on which you received assistance from others.

We shall not deduct credit for small amounts of acknowledged assistance. Even working as a team on one of several problems in a problem set may not hurt your grade, as long as all members of the group acknowledge their collaboration. Such shared interest can be beneficial to all concerned. Nevertheless, we *do reserve the right* to give less than full credit in circumstances where it appears that there has been *large-scale division of labor*, and you are not getting as much learning out of the in-class exercise or assignment as you should.

Submissions that fail to properly acknowledge help from other students or non-class sources **will receive no credit**. Copied work **will receive no credit**. Any and all violations **will be reported** to the University administration.

Moreover, all students are expected to comply with the HKUST policy on academic integrity. This policy can be found online at <http://ugadmin.ust.hk/integrity/student-1.html>.

If you have any questions about what this policy means, please discuss the matter with the instructor.

C. Final Exam (40%)

There is a final exam (open note), which covers ALL topics taught in the semester. Details of the exam will be provided later in the semester.

Make-up policy

There will be no make-up exams except due to extraordinary circumstances beyond your control such as medical emergencies. Students have to submit appropriate documentation issued by a registered medical practitioner in order to be considered for a make-up exam.

Grade appeal

All scores will be uploaded to Canvas when ready. It is always the student's responsibility to check the scores and make sure they are correct. Any appeal to score has to be filed through email to imaaron@ust.hk. No appeal to a particular score is allowed 72 hours after its release.

D. Labs

In addition to in-class exercises, this course also has a complementary lab component, which further exposes you to more programming exercises. Although lab participation will not count towards the final grade, you are highly encouraged to make good use of lab hours to solve your puzzles and hone your programming skills.

MATERIALS

1. MAIN READING

This course has no required textbook. Lecture notes and extra exercises (either in pdf or ipynb format) will be posted on the course website.

2. SOFTWARE

- Anaconda Navigator (for Win-64, OSX-64, or Linux-64):
 - Jupyter notebook
 - Python 3.7+
- Visual Studio Code (VS code)
- Google Colaboratory

OTHERS

Email Policy

Please put **[ISOM3400 L2 LAX]** (X being the section number) **at the beginning of the subject line of your email along with your email subject.** Failure to do so may result in a longer response time.

As expected, there will be numerous emails when it is closer to the due dates. If you need any assistance, raise them **as early as possible**, and/or take advantage of the office hours of the instructor and the TA. Note that **neither the instructor nor the TAs will provide direct answers to the assignments.**

Learning Environment

We welcome feedbacks on our teaching throughout the semester. You are encouraged to contact me or the TA any time you have any questions, suggestions, concerns, or would like to ask for advice.

TENTATIVE LECTURE SCHEDULE

WEEK	TOPICS	ASSIGNMENTS/ DUE DATES
2 Sep. 5	Course Introduction	
Sep. 7	Python Basics: Data, Data types, and Operators	
3 Sep. 12	<i>Public Holiday</i>	
Sep. 14	Data Structures: Lists, Tuples, Dictionaries, and Sets	
4 Sep. 19		
Sep. 21	In-class exercise session 1	
5 Sep. 26	Control Structures: if, for, while, and try statements	
Sep. 28		
6 Oct. 3	In-class exercise session 2	
Oct. 5	Functions and Classes	
7 Oct. 10		
Oct. 12		
8 Oct. 17	In-class exercise session 3	Asg. 1 Release
Oct. 19	Web Scraping with <i>Beautiful Soup</i> and <i>Selenium</i>	
9 Oct. 24		
Oct. 26		Asg. 1 Due
10 Oct. 31		
Nov. 2	In-class exercise session 4	
11 Nov. 7	Web App Development with <i>Flask</i>	
Nov. 9		Asg. 2 Release
12 Nov. 14		
Nov. 16		
13 Nov. 21	In-class exercise session 5	
Nov. 23		
14 Nov. 28		
Nov. 30	Revision	Asg. 2 Due

TENTATIVE LAB SCHEDULE

WEEK/DATE	TOPICS
1 05-Sep	Use of Colab, Setup of VS Code & Anaconda VSCode & Anaconda: Download, install and setup
2 12-Sep	No Class: Mid-Autumn Festival
3 19-Sep	Data and data types: Lists & Tuples if-else, for, while, try-except
4 26-Sep	Data and data types: Lists & Tuples if-else, for, while, try-except
5 03-Oct	Functions and Classes 1
6 10-Oct	Functions and Classes 2
7 17-Oct	Functions and Classes 3
8 24-Oct	Selenium 1
9 31-Oct	Selenium 2
10 07-Nov	Selenium 3
11 14-Nov	Flask 1
12 21-Nov	Flask 2
13 28-Nov	Flask 3

* Note both the lecture, lab, and assignment schedules are tentative and subject to change without notice.