

ISOM 3400 - Business Applications Development in Python Spring 2024

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Class Schedule

Lecture

Section	Day	Time	Venue
L3	Mon.	13:30 ~ 14:50	CYT G009A
	Fri.	9:00~10:20	

Lab

Section	Date	Time	Venue
LA1	Thur.	1:30am -2:20pm	G021 (LSK Bldg)
LA2	Wed.	6:00pm - 6:50pm	
LA3	Thur.	10:30am - 11:20am	
LA4	Thur.	4:30pm – 5:20pm	

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 analytics 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 process data with Python language
- (3) Build some statistical and machine learning models with Python language
- (4) 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 business analytics applications. More importantly, the unparalleled community support makes Python increasingly powerful.

In this course, students will learn Python for developing business analytics applications. 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. Lecture & Lab Participation	10%
B. In-class Exercises	20%
C. Assignments	20%
D. Final Exam	50%
TOTAL:	100%

A. Lecture & Lab Participation (10%)

The fundamental programming concepts and associated practical examples will be covered during the lecture sessions. You are expected to attend lectures and contribute to class activities.

Additionally, participating in lab sessions is crucial to your learning, as it provides hands-on experience with more programming exercises. You are expected to attend lab sessions and submit assigned tasks during the lab time.

B. In-class Exercises (20%)

There are **FIVE** 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. For each in-class exercise, the deadline of submission will be one day after the corresponding in-class exercise session (the midnight of that day 23:59pm). **There will be NO makeup in-class exercises for whatever reasons.**

C. Assignments (20%)

There are **TWO** group assignments. Students are expected to apply Python programming skills to solve practical business application problems. A pre-assigned group is required. 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. We reserve the right to give less or even no credit to students who contribute significantly less or make no contributions.

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.

D. Final Exam (50%)

There is a paper-based 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 imncpang@ust.hk. No appeal to a particular score is allowed 72 hours after its release.

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.

Many useful resources are also available online, for example, an online book *Object-Oriented Programming in Python* (<https://python-textbok.readthedocs.io>).

2. SOFTWARE

- Anaconda and Jupyter Notebook
- Google Collaborator
- Visual Studio Code (VS code) (optional)

Email Policy

Please put **[ISOM3400 LX 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 feedback 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 (M.)	TOPICS	ASSIGNMENTS/ DUE DATES
1 Feb. 2	Course Introduction	
2 Feb. 5 Feb. 9	Python Basics: Data, Data types, and Operators Data Structures: Lists, Tuples, Dictionaries, and Sets	
3 Feb. 12 Feb. 16	<i>Public Holiday</i>	
4 Feb. 19 Feb. 23	In-class exercise session 1 on Python Basics and Data Structures Control Structures: if, for, while, and try statements	
5 Feb. 26 Mar. 1	In-class exercise session 2 on Control Structures	
6 Mar. 4 Mar. 8	Functions, Classes, and Modules	
7 Mar. 11 Mar. 15	In-class exercise session 3 on Functions and Classes	
8 Mar. 18 Mar. 22	Web Scraping with <i>Beautiful Soup</i>	
9 Mar. 25 Mar. 29	<i>Midterm Break</i>	Asg. 1 Release
10 Apr. 1 Apr. 5	<i>Midterm Break</i> <i>Midterm Break</i>	
11 Apr. 8 Apr. 12	Web Automation with <i>Selenium</i>	
12 Apr. 15 Apr. 19	In-class exercise session 4 on <i>Beautiful Soup</i> and <i>Selenium</i> Interactive Data Visualization with <i>plotly</i>	
13 Apr. 22 Apr. 26	Web App Development with <i>Dash</i>	Asg. 2 Release Asg. 1 Due
14 Apr. 29 May. 3		
15 May. 6 May. 10	In-class exercise session 5 on <i>plotly</i> and <i>Dash</i> Revision	Asg. 2 Due

TENTATIVE LAB SCHEDULE

WEEK/DATE	TOPICS
Feb 7 - 8	Python Basics
Feb 21 - 22	Data Structures: List, Tuple, Dictionary
Feb 28 - 29	Control Structures
Mar 6 - 7	Function and Class I
Mar 13 - 14	Function and Class II
Mar 20 - 21	Web Scraping I
Mar 27 - 28	<i>Midterm Break</i>
Apr 3 - 4	<i>Midterm Break</i>
Apr 10 - 11	Web Scraping II
Apr 17 - 18	Web Scraping III
Apr 24 - 25	Interactive Data Visualization
May 2	Web App Development I
May 8 - 9	Web App Development II

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