Module Title: Information Systems Applications
Module Code: CMC2423
Module Value: 1.5
Duration: 30 weeks
Class-Contact Hours: Lecture 30 hours.
Laboratory/Tutorial 60 hours.
Assessment Scheme: Continuous Assessment 50%
Examination 50%

Module Rationale/Aims:

- to introduce different types of Information Systems;
- to study different ways that information systems could be built and used in business situations, and the advantages and disadvantages of the various approaches;
- to introduce various implementation environments;
- to provide hands-on practice on programming using various tools.

Learning Objectives:
Students will be able to:

- distinguish the differences between various information systems and their applications;
- identify alternatives for building an information system;
- demonstrate the knowledge and skills in using various programming tools.

Syllabus Keywords:
Prototyping, Re-engineering, Outsource, Windows, Events, Visual Programming, 4GLs, GUI tools. Recommended Textbooks/References: McLeod, Raymond, Jr.: Management Information Systems, 6thEd., Prentice Hall, 1995 Lucas, H.: Information Systems Concepts for Management, 5thEd., McGraw Hill, 1994 Laudon & Laudon, Management Information Systems, 4thEd., Prentice Hall, 1996 John December & Neil Randall, The World Wide Web Unleashed, SAMS Publishing, 2ndEd., 1995 Charles Calvert, Teach Yourself Windows 95 Programming in 21 days, SAMS Publishing,2ndEd., 1995 Gary Shelly, Microsoft Visual Basic 5, Complete Concepts and Techniques, InternationalThomson Publishing, 1997Chai Wan Computing Course Board

Lecture Tut/Lab

1 Introduction to information systems

a Information needs of a business organization

b Overview of Information System Applications

- Information Systems in general
- Management Information Systems
- Decision Support Systems
- Executive Information Systems
- Transaction Processing Systems

2 Software development strategies and support

a Prototyping

b Structured methods

c Re-engineering

d Automated methods and CASE

e Software packages

f Outsource

3 Implementation environments and tools

a Traditional implementation languages

b Program development environments

- Windows Programming
- Event-driven Programming
- Advanced Visual Programming
- Web-based Application development

c End-user and personal computing

d Information centre concept

e 4GLs