

Information System Analysis and design

Course Title: Information System Analysis and design					
Course Code: CIT610 08	Student Workload: 11.33Hours/ Weeks	Credits: 4 Credits (6.00 ECTS)	Semester: 3 rd Semester	Frequency: Odd Semester	Duration: 16 Weeks/ Semester (<i>Lecture:</i> 14 weeks; <i>Midterm assessment</i> : 1 week; <i>Final assessment</i> : 1 week)
1	Types of Courses: IT study program specific skills	Contact Hours: <i>Lecturing:</i> 2.50 Hours/ Week; <i>Practical Work:</i> 0.83 Hours/ Week	Independent Study: <i>Self-study:</i> 4.00 Hours/ Week; <i>Strcutured Assignment:</i> 4.00 Hours/ Week	Class Size: 40 Students	
2	Prerequisites for Participation (If Applicable): Fundamental of Information System Development				
3	Learning Outcomes: 1. M1: Students can understand the concept of analysis and design in the development of information systems 2. M2: Students can understand the method of analyzing user needs as the basis for designing information systems 3. M3: Students can apply modeling techniques in analyzing and designing information systems both with structured and object-oriented approaches. 4. M4: Students can do analysis and design in an information system development project				
4	Subject aims/Content: At the end of the course, students are expected: 1. L1: Students can understand the concept of software requirements. 2. L2: Students can understand the concept of extracting software requirements. 3. L3: Students can implement the method of extracting software requirements. 4. L4: Students can understand and implement software requirement elicitation. 5. L5: Students know the software design method with the structured modeling method. 6. L6: Students can understand the basics of UML and diagram functions in UML. 7. L7: Students can make use case diagrams and use case specifications. 8. L8: Students can make activity diagrams. 9. L9: Students can make sequence diagrams and class diagrams. 10. L10: Students can to create physical data models. 11. L11: Students can analyze a problem and develop software designs to solve problems.				
5	Teaching Methods: Lecturing, Group Discussion, Case-Based Learning, Project-Based Learning				
6	Assessment Methods: Essay, multiple-choice, product assessment, project assessment, anecdotal record/logbook				
7	This Course is Used in The Following Study Programme/s as Well: -				
8	Responsibility for Course:				
9	Other Information: Bibliography: 1. Pressman, Roger. S, Software Engineering – A Practitioner’s Approach. 2. Sommerville, Ian, Software Engineering.				

