OK

SAULT COLLEGE OF APPLIED ARTS & TECHNOLOGY

SAULT STE. MARIE, ONTARIO

COURSE OUTLINE

COURSE TITLE: SYSTEM PROTOTYPING AND PRESENTATION I

CODE NO.: EDP307-6 SEMESTER: FIVE

PROGRAM: COMPUTER PROGRAMMER ANALYST

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DEAN, SCHOOL OF BUSINESS & HOSPITALITY

92-07-03
DATE

SYSTEM PROTOTYPING & PRESENTATION I — COURSE NAME

ED307-6 — COURSE CODE

CURRICULUM OVERVIEW:

Prerequisite:
- Introduction to Systems Analysis and Design
- Data Base I
- Introduction to Fourth Generation Language

Textbook: Working with Excelerator, Version 1.9, Allen Schmidt

COURSE ROLE WITHIN THE PROGRAM:

It has been stated that two of the most severe problems facing Information Systems today is the increasing backlog of service request and the decline in user confidence. The reasons for these problems stem from the traditional methodologies of developing systems which are not meeting these needs. The students have studied in detail the traditional development life cycle of business information systems. They are, therefore, prepared to study this new methodology of prototyping and its apparent advantages of pleasing users, reducing development costs, decreasing communication problems, and so on. The industry is swinging towards prototyping and using tools such as Fourth Generation Languages which prepares the student to meet these new challenges.

The student will use the CASE tool Excelerator to assist them in planning, analysis, design, documentation, and construction of a computer based information system in accordance to one or more software development methodologies.

SYSTEM PROTOTYPING & PRESENTATION I EDP307-6

MODULE 1: **Review Systems Analysis and Design**

- role of the systems analyst
- the system development life cycle
- systems development methodologies
- how to anlayze an information system
- process modelling
- project dictionary
- feasibility and cost-benefit analysis
- fact-finding techniques

MODULE 2: **Prototyping**
(notes and EDP108 textbook)

- define prototyping
- compare prototyping to T.L.C.M.
- advantages vs disadvantages
- use prototyping to design and develop a computer based system
  (establish project)

MODULE 3: **Case**
(Presentation Topics)

- Sign out booklets, view video tape
- Software Requirements Analysis and Spec's
  - software engineering 1.2.1
  - analysis and specification 1.3, 1.3.1, 1.3.2., 1.3.3.
- F.A.S.T. 1.4, 1.4.1
- Software Requirements Analysis 1.5, 1.5.1, 1.5.2, 1.5.3
- Prototyping Options 1.6
- Commonly Used Analysis Tech. 1.7, 1.7.1, 1.7.2
- Structured Analysis 1.8, 1.8.1, 1.8.2, 1.8.3, 1.8.4
  1.9, 1.9.1, 1.9.2, 1.9.3, 1.9.4, 1.9.5, 1.9.6, 1.9.7,
  1.9.8, 1.9.9, 1.9.12
- Data Modelling 1.10, 1.11, 1.11.1
- Analysis and Design Tools 1.12.1, 1.12.2, 1.12.3, 1.12.4

Software Design:

- Impact on the Methodology 2.3, 2.3.1, 2.3.2, 2.4, 2.4.1 2.4.2, 2.4.3, 2.4.4, 2.4.5, 2.4.6, 2.4.7, 2.4.8, 2.4.9
- Software Design 2.5, 2.5.1, 2.5.2, 2.5.3, 2.6, 2.6.1, 2.6.2
- Procedural Design 2.7, 2.7.1, 2,7,2, 2,7,3, 2,8, 2,8,1, 2,8,2, 2,8,3, 2,8,4

Case: Technical Issues:

- Integration Issues 3.4.1, 3.4.2, 3.4.4, 3.4.5, 3.4.7, 3.4.8
- Defining the Technology 3.6, 3.6.1 - 3.6.9
- Object-oriented programming 3.6.10, 3.6.12, 3.6.13, 3.6.15

MODULE 4: Excelerator:

- getting started with Excelerator
- graphics printing
- saving
- backups
- data flow diagrams
- exploding the D.F.D.
- drawing techniques
- structured charts
- presentation graphs
- data dictionary
- data modelling

- continue in EDP326

SYSTEM PROTOTYPING & PRESENT. I EDP307

STUDENT EVALUATION:

a)

Tests (3 @ 20)	60%
Presentation	10%
Paper (prototyping)	10%
Execelerator Assignment (2 @ 10)	20%
	100%

b) Grading:

A+	90 - 100%
A	80 - 89%
B	70 - 79%
C	55 - 69%
R	0 - 54%

NOTE: Students are expected to attend classes regularly, participate in class discussion, conduct themselves and treat their peers and instructors

Late assignments are subject to a zero grade unless the student has prior permission from the instructor to hand the assignment in at a later date.