

COURSE OUTLINE: CSD202 - SYST ANALYSIS DESIGN

Prepared: D. Kachur

Approved: Corey Meunier, Chair, Technology and Skilled Trades

Course Code: Title	CSD202: SYSTEMS ANALYSIS AND DESIGN				
Program Number: Name	2090: COMPUTER PROGRAMMER 2091: COMPUTER - PROG/ANAL				
Department:	COMPUTER STUDIES				
Semesters/Terms:	20F				
Course Description:	In this course we will follow a structured, methodical approach to systems analysis and design. The student will gain a thorough understanding of the System Development Life Cycle (SDLC) through the preparation of deliverables (documents, discussions, coding) at each stage. We will also compare and contrast some of the newer development methodologies such as the modified SDLC, Rapid Application Design (RAD), Object Oriented Analysis and Design (OOA&D), and others.				
	The most important component of system development will always be communication. Therefore, communication is the key to success in software development and thus oral, written and interpersonal communication skills will be the main focus of this course. Students will work individually, and within a team environment, to develop their analytic/system design skills and prepare a complete system proposal.				
Total Credits:	5				
Hours/Week:	3				
Total Hours:	45				
Prerequisites:	There are no pre-requisites for this course.				
Corequisites:	There are no co-requisites for this course.				
This course is a pre-requisite for:	CSD318				
Vocational Learning Outcomes (VLO's) addressed in this course:	2090 - COMPUTER PROGRAMMER				
	VLO 1 Identify, analyze, develop, implement, verify and document the requirements for a computing environment.				
Please refer to program web page for a complete listing of program outcomes where applicable.	VLO 7 Apply project management principles and tools when working on projects within a computing environment.				
	VLO 8 Adhere to ethical, legal, and regulatory requirements and/or principles in the development and management of computing solutions and systems.				
	VLO 9 Support the analysis and definition of software system specifications based on functional and non-functional requirements.				
	2091 - COMPUTER - PROG/ANAL				
	VLO 2 Analyze and define the specifications of a system based on requirements.				

In response to public health requirements pertaining to the COVID19 pandemic, course delivery and assessment traditionally delivered in-class, may occur remotely either in whole or in part in the 2020-2021 academic year.



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	VLO 3 VLO 6 VLO 7 VLO 8 VLO 11	Propose and justify an analysis of the b Use relevant metho Apply knowledge of integrated solutions	accessful completion of the project applying the project		
Essential Employability Skills (EES) addressed in this course:	EES 1 EES 2 EES 4 EES 5 EES 6 EES 7	Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience. Respond to written, spoken, or visual messages in a manner that ensures effective communication. Apply a systematic approach to solve problems. Use a variety of thinking skills to anticipate and solve problems. Locate, select, organize, and document information using appropriate technology and information systems. Analyze, evaluate, and apply relevant information from a variety of sources.			
Course Evaluation:	Passing Grade: 50%, D A minimum program GPA of 2.0 or higher where program specific standards exist is required for graduation.				
Other Course Evaluation & Assessment Requirements:	Grade Definition Grade Point Equivalent A+ 90 - 100% 4.00 A 80 - 89% B 70 - 79% 3.00 C 60 - 69% 2.00 D 50 59% 1.00 F (Fail) 49% and below 0.00 CR (Credit) Credit for diploma requirements has been awarded. S Satisfactory achievement in field /clinical placement or non-graded subject area. U Unsatisfactory achievement in field/clinical placement or non-graded subject area. X A temporary grade limited to situations with extenuating circumstances giving a student additional time to complete the requirements for a course. NR Grade not reported to Registrar's office. W Student has withdrawn from the course without academic penalty.				
Course Outcomes and Learning Objectives:		Outcome 1	Learning Objectives for Course Outcome 1		
Ecanning Objectives.		ss the elements of s Analysis and	1.1 Describe the impact of information technology 1.2 Define systems analysis and design and the role of a systems analyst 1.3 Define an information system and describe its components 1.4 Explain how to use business profiles and models 1.5 Explain Internet business strategies and relationships, including B2C and B2B		



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	1.6 Identify various types of information systems and explain who uses them 1.7 Distinguish among structured analysis, object-oriented analysis, and agile methods 1.8 Explain the waterfall model, and how it has evolved 1.9 Discuss the role of the information technology department and the systems analysts who work there		
Course Outcome 2	Learning Objectives for Course Outcome 2		
2. Analyze a basic business case	2.1 Explain the concept of a business case and how a business case affects an IT project 2.2 Describe the strategic planning process and why it is important to the IT team 2.3 Explain the purpose of a mission statement 2.4 Conduct a SWOT analysis and describe the four factors involved 2.5 Explain how the SDLC serves as a framework for systems development 2.6 List reasons for systems projects and factors that affect such projects 2.7 Describe systems requests and the role of the systems review committee 2.8 Define operational, technical, economic, and schedule feasibility 2.9 Describe the steps and the end product of a preliminary investigation		
Course Outcome 3	Learning Objectives for Course Outcome 3		
3. Describe the various tools and techniques that relate to	3.1 Explain project planning, scheduling, monitoring, and		
Managing the Systems Project	reporting 3.2 Draw a project triangle that shows the relationship among project cost, scope, and time 3.3 Describe work breakdown structures, task patterns, and critical path analysis 3.4 Explain techniques for estimating task completion times and costs 3.5 Describe various scheduling tools, including Gantt charts and PERT/CPM charts 3.6 Analyze task dependencies, durations, start dates, and end dates 3.7 Describe project management software and how it can assist you 3.8 Discuss the importance of managing project risks 3.9 Describe why projects sometimes fail		
Managing the Systems	3.2 Draw a project triangle that shows the relationship among project cost, scope, and time 3.3 Describe work breakdown structures, task patterns, and critical path analysis 3.4 Explain techniques for estimating task completion times and costs 3.5 Describe various scheduling tools, including Gantt charts and PERT/CPM charts 3.6 Analyze task dependencies, durations, start dates, and end dates 3.7 Describe project management software and how it can assist you 3.8 Discuss the importance of managing project risks		



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	examples of UML diagrams 4.5 List and describe system requirements, including outputs, inputs, processes, performance, and controls 4.6 Explain the concept of scalability 4.7 Use fact-finding techniques, including interviews, documentation review, observation, questionnaires, sampling, and research 4.8 Define total cost of ownership (TCO) 4.9 Conduct a successful interview 4.10 Develop effective documentation methods to use during systems development	
Course Outcome 5	Learning Objectives for Course Outcome 5	
5. Describe the Data and Process Modeling Phase	5.1 Describe data and process modeling concepts and tools, including data flow diagrams, a data dictionary, and process descriptions 5.2 Describe the symbols used in data flow diagrams and explain the rules for their use 5.3 Draw data flow diagrams in a sequence, from general to specific 5.4 Explain how to level and balance a set of data flow diagrams 5.5 Describe how a data dictionary is used and what it contains 5.6 Use process description tools, including structured English, decision tables, and decision trees 5.7 Describe the relationship between logical and physical models	
Course Outcome 6	Learning Objectives for Course Outcome 6	
6. Understand fundamental concepts of Object Modeling	-	
	Learning Objectives for Course Outcome 7	
Course Outcome 7	Learning Objectives for Course Outcome 7	



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			software development 7.6 Discuss cost-benefit analysis and financial analysis tools 7.7 Describe a request for proposal (RFP) and a request for quotation (RFQ) 7.8 Describe the system requirements document 7.9 Explain the transition from systems analysis to systems design		
	8. Understand how to design an effective user interface		Learning	Learning Objectives for Course Outcome 8	
			8.1 Explain the concept of user interface design and human computer interaction, including basic principles of user-centered design 8.2 Explain how experienced interface designers perform their tasks 8.3 Describe rules for successful interface design 8.4 Discuss input and output technology issues 8.5 Design effective source documents and forms 8.6 Explain printed output guidelines 8.7 Describe output and input controls and security 8.8 Explain modular design and prototyping techniques		
Evaluation Process and Grading System:	Evaluation Type	Evaluation Weight			
	Assignments	40%			
	Tests and Quizzes	ests and Quizzes 60%			
Date:	July 6, 2020				
Addendum:	Please refer to the cinformation.	course out	line addend	lum on the Learning Management System for further	