

SAULT COLLEGE OF APPLIED ARTS & TECHNOLOGY
SAULT STE MARIE, ON



COURSE OUTLINE

Course Title: System Prototyping & Presentation

Code No.: CSD301

Semester: Six

Program: Computer Programmer/Analyst

Author: Willem de Bruyne

Date: January 2000

Previous Outline Date: January 1999

Approved: _____
Dean Date

Total Credits: 5

Prerequisite(s): CSD300

Length of Course: 16 WKS

Total Credit Hours: 64

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I. COURSE DESCRIPTION:

The focus of this course is to place the student in a project team and complete the analysis, design, development and the implementation of a computer based system using Visual Basic and a database tool to handle file storage. The nature of the projects are real, therefore, there is a Community Value Added component of the course. The instructor will secure a project that will involve a non-profit organization or a small business within Sault Ste. Marie. The students must work closely with the business acting as the primary end -users.

The students have gained a solid background in data base design, programming, and systems analysis and design, as well as working in small teams to complete project work. This course will bring all of these curriculum components together and challenge the students with real life projects that will prepare them for their computer profession.

II. LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:

Upon successful completion of this course the student will demonstrate the ability to, (in the live listed systems)

1)KOA System

2)Economic Development Corporation Systems

3)St. Johns Ambulance Systems

4)Kwick Kopy System

5)The Volunteer Center

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Potential Elements of the Performance:

- Create Service Request
- Develop the problem statement
- Establish priorities
- Establish a method to study the present system
- Organize the products of the study
- Review existing procedures
- Observing current operations
- Perform interviews and walkthroughs
- Create data flow diagrams
- Define the prototype
- Build prototyped reports, screens, functions, controls and any interfaces.
- Define the database structure and contents, from table definitions and keys identified, to attributes.
- Ensure data normalization
- Describe types of data validation and verification techniques
- Identify different reporting types
- Identify output formats
- Create the required windows interfaces.
- Design any required coding techniques, code each object and any functions and modules.
- Develop and enter test data
- Establish version controls
- Establish documentation procedures, and creation of user guide
- Identify the hardware the system will eventually reside on.
- Monitor team member progress.
- Establish milestones and monitor progress.
- Train end users
- Establish a conversion process.
- Ensure operating acceptance
- Establish responsibilities for making revisions.
- Establish backup procedures.

IV. REQUIRED RESOURCES/TEXTS/MATERIALS:***Books to be announced******Instructor Handouts***

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V. EVALUATION PROCESS/GRADING SYSTEM

The mark for this course will be arrived at as follows:

Project 1 20%
 Project 2 20%
 Project 3 20%
 Project 4 20%
 Project 5 20%

Grading Scheme:

A+ 90–100% (Outstanding)
 A 80–89% (Excellent)
 B 70–79% (Average)
 C 60–69% (Satisfactory)
 R (Repeat)
 X (Incomplete)

CSD301 Project Marking:

Your final mark will be derived from two sources; your group and your instructor.

Group Members Marks will be calculated as follows:

Each group member will score each group member, including themselves using a plus/minus method. For example, if the group consisted of members **Suzy, Bobby, and Bubba**, each member must score everyone in the group, including assigning a mark to themselves based on a plus/minus basis, that must add up to zero. The scoring might look like this:

Suzy scores:

Suzy	+5
Bobby	+8
Bubba	-13

	0

Bobby scores:

Suzy	+2
Bobby	+10
Bubba	-12

	0

Bubba scores:

Suzy	+2
Bobby	+3
Bubba	-5

	0

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If the project is given an overall mark of ie. 85%, each members score is averaged out and added to the overall mark. Therefore, each member's final score would be:

Suzy $85 + 3 = 88\%$ Bobby $85 + 7 = 92\%$ Bubba $85 - 10 = 75\%$

All marking is confidential, you will not be able to see how each member scored each member.

Instructor Mark is calculated as follows:

The instructor will assign a mark to each group member based on:

Attendance; even though it is expected groups will meet and work on the project during the evenings and weekends, if you are absent during class time, you are deemed to not be a participant during that time.

Informal feedback; the instructor will require each group to demonstrate the progress of their projects and inquire how issues were resolved, how coding was derived, etc.

The marks will also be assigned on a plus/minus basis. Therefore, if Suzy was assigned -2, Bobby + 5, and Bubba -8. The final marks of each group member will be calculated as:

Suzy: $88 - 2 = 86\%$ Bobby: $92 + 5 = 97\%$ Bubba: $75 - 8 = 67\%$

VI. SPECIAL NOTES:

- Students will receive a grade of zero for late assignments unless prior permission is granted from the instructor.
- Students are expected to attend classes on a regular bases and treat their peers and instructors in a business like manner.
- Students are expected to inform the instructor via phone or e-mail if they are unable to attend class, 2% penalty for each infraction.
- Students missing a test will receive a grade of zero unless prior permission is granted from the instructor.

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VII. PRIOR LEARNING ASSESSMENT

Students who wish to apply for advanced credit in the course should consult the instructor.