Systems Analysis and Design ----- 1 / 9





University: Fayoum University Faculty: Computers and Information Department: Information Systems

Course Specification

1- Basic Information	Information		
Analysis and Design -		Year/Level: Third year – First term	
Programme : B.Sc degree in Information Systems	Number of units: Lectur Tutori Practio	re: 3 hrs/ week al: 0 hrs/ week cal: 2 hrs/ week	

2- Aims	 Understanding the fundamental systems development life cycle Understanding several different categories of system development
of	methodologies and how to choose among them.
Course:	 Being familiar with the different skills and roles required on the project team. Being familiar with software and information systems design & application architecture design; the design of IS interfaces Communicate effectively, in both written and oral forms, systems design specifications

3- Intended Learni	ng Outcomes
A- Knowledge and	A1) Identify quality criteria that enable future development
Understanding:	of computer-based systems.
	a1) Analysis for information system
	a2) Understanding several different categories of system
	development methodologies
	A2) List the Fundamental topics in Computer Science and
	Information systems related to software engineering
	principles, computer organization and architecture
	a3) Principles of software design process
	a4) Knowledge of software development life cycles
	a5) Concepts of analysis for procedural programs
	(functional decomposition, dataflow modeling,)
	A3) Demonstrate the essential mathematics and physics
	relevant to computer science
	a6) Basics of object-oriented analysis and design.
	a7) Basics of database modeling.
	A7) Demonstrate essential facts, concepts, principles and
	theories relating to computing and information and
	computer applications as appropriate to the program of
	study.
	a2)Understanding several different categories of system

	development methodologies
	a3) Principles of software design process
	a8) Analysis, design, implementation and maintenance of
	IS solutions
	A10) Identify and explain the fundamental concepts,
	principles, and techniques needed for the analysis,
	development, validation, verification, deployment, and
	operations of computer-based and information systems.
	a3) Principles of software design process
	a8) Analysis, design, implementation and maintenance of IS
	solutions
	a9)Knowledge of project management
	A11) Describe main concept of operating systems,
	information system and databases
	a4) Knowledge of software development life cycles
	a7)Basics of database modeling.
	A12) Selects advanced topics to provide a deeper
	understanding of some aspects of the subject such as Unified
	Process, object-oriented analysis and design, e-commerce
	technologies, and Decision support systems
	a6)Basics of object-oriented analysis and design.
	a10)Basics of unified process.
	A16) Demonstrate the life cycle principles of the
	information systems applications
	a2) Understanding several different categories of system
	development methodologies
	a4) Knowledge of software development life cycles
B- Intellectual Skills:	B1) Analyze real problems, and appropriate problem solving
	methods that satisfy commercial or industrial constraints and
	analyze results.
	b1) Resolve a wide range of problems related to the design
	and construction of Information systems.
	b2) Analyze different analysis phase requirements and
	produce the right architecture and a good design.
	B5) Discuss factors other than computational efficiency that
	influence the choice of algorithms, such as programming
	time, maintainability, and the use of application-specific
	patterns in the input data. b2)Analyze different analysis phase requirements and produce
	the right architecture and a good design.
	b3) identify the system development methodologies
	B6) Analyze the extent to which a computer-based system
	meets the criteria defined for its current use and future
	development
	b2) Analyze different analysis phase requirements and produce
	the right architecture, and a good design.
	b4) identify alternatives of solution for good design.
	B7) Determine goals for problem solving and test the result
	of the solution of the problems
	b1) Resolve a wide range of problems related to the design and

	Systems Analysis and Design -		3
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	construction of Information systems.
	b2)Analyze different analysis phase requirements and produce
	the right architecture and a good design.
	B8) Identify criteria to measure and interpret the
	appropriateness of a computer system for its current
	deployment and future evolution
	b1)Resolve a wide range of problems related to the design and
	construction of Information systems.
	b2) Analyze different analysis phase requirements and produce
	the right architecture, and a good design.
	b5) identify the system design specifications varies by
	system development methodology, quality requirements and
	write quality requirement statements, Read and understand a
	structure chart
	B9) Compare between the classifications of (data, results,
	methods, techniques, algorithms etc.).
	b6) identify traditional Methods for Determining
	Requirements,
	b7) contemporary Methods for Determining System
	Requirements,
	b8) Requirements Determination using Agile Methodologies
	B12) Define the standard methodologies for solving
	information systems problems
	b3) identify the system development methodologies
	b4) several different Approaches to Improving
	Development.
C- Professional and	C1)Analyze and improve organizational processes from an
Practical Skills:	ICT perspective
	c1) Practice applying the system analysis and design phase
	techniques by developing UML design models
	c2) Construct and document the system design
	C4) Outline basic designs for data storage conceptual
	schemes
	c3) Managing an information systems projects, the activities
	of a project manager during project management project
	(PMP)
	c4) practice applying various methods for assessing project
	feasibility
	C9) Deploy different modeling techniques to model and
	analyze real life computing problems
	analyze real life computing problems C5) Practice applying the IS development techniques by
	analyze real life computing problems C5) Practice applying the IS development techniques by developing UML models
	analyze real life computing problemsC5) Practice applying the IS development techniques bydeveloping UML modelsC6) Implementing information systems.
	 analyze real life computing problems C5) Practice applying the IS development techniques by developing UML models C6) Implementing information systems. C11) Develop a range of fundamental research skills that
	analyze real life computing problemsC5) Practice applying the IS development techniques bydeveloping UML modelsC6) Implementing information systems.

	c7)Maintaining existing information systems c8) developing information systems.
D- General and transferable Skills	D3) Work as a member of a development team, recognizing the different roles within a team and different ways of
	 organizing teams d1) The problem analysis and solving skills by applying the analytical techniques through the entire course d2) The communicational skills by contributing in a project depending on group efforts and cooperation practice D6) Demonstrate skills in team work, team management, time management and organizational skills d1) The problem analysis and solving skills by applying the analytical techniques through the entire course d2)The communicational skills by contributing in a project depending on group efforts and cooperation

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4-Course	1. Fundamental concepts, information systems analysis and
Content:	design definition, the different types of information
	systems, information systems development life cycle
	(SDCL), and different Approaches to Improving
	Development.
	2. Managing an information systems projects, the activities of
	a project manager during project management project
	(PMP), critical path scheduling and describe the process of
	creating Gantt charts and Network diagrams.
	3. The contents of a Project Scope Statement and Baseline
	Project Plan, various methods for assessing project
	feasibility
	4. Differences between tangible and intangible benefits and
	costs and between one-time vs. recurring benefits and costs,
	cost-benefit analysis and describe what is meant by present
	value, discount rate, net present value, return on
	investment, and break-even analysis
	5. Good Systems Analyst Characteristics, Traditional
	Methods for Determining Requirements, contemporary
	Methods for Determining System Requirements, and
	Requirements Determination using Agile Methodologies
	6. process modeling, the logical modeling of processes by
	studying examples of data flow diagrams (DFDs), different
	types of DFD, Draw data flow diagrams following specific
	rules and guidelines
	7. data dictionary, English structure, decision tables, decision
	trees.
	8. The process of form and report design, general guidelines
	for formatting forms and reports.
	9. The process of interface and dialogue design, Contrast and
	apply methods for interacting with a system, various input

Systems Analysis and Design 57	S	ystems	Analy	sis and	d Design		5 /	1	9
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	devices and factors affecting their usability, Design
	graphical user interfaces
	10. The need for system design specifications varies by system
	development methodology, quality requirements and write
	quality requirement statements, Read and understand a
	structure chart
	11. The Process of Designing Distributed and Internet Systems,
	the key terms client/server architecture, local area network
	LAN, distributed database, and middleware, file server and
	client/server architectures, and alternative designs for
	distributed systems and their trade-offs
	12. implementation and maintenance.

5- Teaching and Learning Methods:	 Lectures Tutorials Class discussions Internet searches Independent Work Group projects
	7. Problem-based Learning

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6- Teaching and Learning Methods for handicapped students :

7- Student Assessment	
A- Assessment Methods:	 Assignments and Quizzes Midterm written exam Oral exam Practical exam Final written exam
B- Assessment schedule:	Midterm Examination: Week 7 Practical examination Week 13 Oral Examination: Week 14 Final Examination: Week 15
C- Weighting of assessments:	Assignments and Quizzes: 0% Mid-Term Examination: 15% Oral Examination: 10% Final-term Examination: 75%

8- Books and Re	ferences
A- Notes:	-
B- Essential	 Modern System Analysis and Design. Jeffrey A.Hoffer, Joey F.
Books (Text	George, and Joseph S.Valacich, Prentice Hall, 2008, Fifth
Books):	Edition
C- Recommended	- System Analysis & Design, L. Whitten, D. Bentley, Kevin
Books:	Dittman, McGraw-Hill. (2007)

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D- Periodicals, Web sites, etc	- http://www.just.edu.jo/~qaalthebyan/NYIT/MIST%20325/i ndex.htm
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Course Professor: Dr. Rasha Badry Department Head: Dr. Amira Edress

Systems Analysis and Design ------7/9

Course Content Intended Learning Outcomes Matrix

Course Title: Systems Analysis and Design Course Code: INF 381

Course Content	week	1	Knov	dge	&	Un	ler	rstan	ıdiı	ng	Intellectual Skills						Professional & Practical Skills								ne & uns abl	
		a 1	a2	а 3	a 4	a5	а 6	a 7	a8	a 9	a1 0	b 1	b 2	b 3	203264235	b5	c 1	с 2	сЗ	с 4	c5	c6	c 7	c8	d1	d 2
 Fundamental concepts, information systems analysis and design definition, the different types of information systems, information systems development life cycle (SDLC), and different Approaches to Improving Development. 	1	X	X	x		x	X		x		X	X		x		X	X						X	X	X	X
 Managing an information systems projects, the activities of a project manager during project management project (PMP), critical path scheduling and describe the process of creating Gantt charts and Network diagrams. 	2									x							x								X	X
3. The contents of a Project Scope Statement and Baseline Project Plan, various methods for assessing project feasibility.	3									X		X							X	X					X	X
 Differences between tangible and intangible benefits and costs and between one-time vs. recurring benefits and costs, 	4									X		X					5		X	X					X	x

Systems Analysis and Design ------8/9

cost-benefit analysis and describe what is meant by present value, discount rate, net present value, return on investment, and break-even analysis																	
 Good Systems Analyst Characteristics, Traditional Methods for Determining Requirements, contemporary Methods for Determining System Requirements, and Requirements Determination using Agile Methodologies 	5			9	x		Х	X X	x	x	X			x	x	X	X
 6. process modeling , the logical modeling of processes by studying examples of data flow diagrams (DFDs), different types of DFD, Draw data flow diagrams following specific rules and guidelines 	6		X		X		X	\$ 2	x	x	X	X	X	X	x	X	X
 data dictionary, English structure, decision tables, decision trees. 	7				X		X	x				x		X	x	X	X
8. The process of form and report design, general guidelines for formatting forms and reports.	8	x			X					x		X	x	X	x	X	x
9. The process of interface and dialogue design, Contrast and apply methods for interacting with a system, various input devices and factors affecting their usability, Design graphical user interfaces	9	x			X					X	x	x	x	X	X	X	x
10. The need for system design specifications varies by system development methodology, quality requirements and write quality requirement statements, Read and understand a structure chart	10	x			X					x	X	X	X	x	x	X	X

Systems Analysis and Design9/9

11. The Process of Designing Distributed and	11				X					X				X	Χ	X	X
Internet Systems, the key terms client/server																	
architecture, local area network LAN,																	
distributed database, and middleware, file																	
server and client/server architectures, and																	
alternative designs for distributed systems and																	
their trade-offs						a											
12. implementation and maintenance.	12		Х		X							X	X		X	X	X

Course coordinator: Dr. Rasha Badry

Head of Department: Dr. Amira Edress