Systems Analysis & Design

Course Description

Author: Eng. Carlos Andrés Sierra, M.Sc.

 ${\tt cavirguezs@udistrital.edu.co}$

Lecturer
Computer Engineering
School of Engineering
Universidad Distrital Francisco José de Caldas

2025-I





Outline

- 1 You don't know who I am
- 2 Course Overview
- Syllabus
- Grading & Rules
- Bibliography





Outline

- 1 You don't know who I am

MSc. C.A. Sierra (UD FJC)





- Computer Engineer, MSc. in Computer Engineering, and researcher for the last 15 years.
- 8 years as full-time professor at colleges, for Computer Engineering programs.
- 3 years as lecturer professor for both colleges and government STEM programs.
- Speaker in Colombia, Brasil,
 Bolivia, at IEEE events and colleges.







- Computer Engineer, MSc. in Computer Engineering, and researcher for the last 15 years.
- 8 years as full-time professor at colleges, for Computer Engineering programs.
- 3 years as lecturer professor for both colleges and government STEM programs.
- Speaker in Colombia, Brasil, Bolivia, at IEEE events and colleges.







- Computer Engineer, MSc. in Computer Engineering, and researcher for the last 15 years.
- 8 years as full-time professor at colleges, for Computer Engineering programs.
- 3 years as lecturer professor for both colleges and government STEM programs.
- Speaker in Colombia, Brasil, Bolivia, at IEEE events and colleges.







- Computer Engineer, MSc. in Computer Engineering, and researcher for the last 15 years.
- 8 years as full-time professor at colleges, for Computer Engineering programs.
- 3 years as lecturer professor for both colleges and government STEM programs.
- Speaker in Colombia, Brasil,
 Bolivia, at IEEE events and colleges.









- PyCon Colombia and Python Bogotá co-organizer.
 Collaborations in ScipyLATAM and Jupyter LATAM.
- +3 years performed as Software Engineer for several tech companies in Colombia.
- 3 years performed as Technical Leader of Machine Learning and Data Science in an USA startup.
- +1 year performed as MLOps
 Senior Engineer for a Fintech in LATAM.





- PyCon Colombia and Python Bogotá co-organizer.
 Collaborations in ScipyLATAM and Jupyter LATAM.
- +3 years performed as Software Engineer for several tech companies in Colombia.
- 3 years performed as Technical Leader of Machine Learning and Data Science in an USA startup.
- +1 year performed as MLOps
 Senior Engineer for a Fintech in LATAM.





- PyCon Colombia and Python Bogotá co-organizer.
 Collaborations in ScipyLATAM and Jupyter LATAM.
- +3 years performed as Software Engineer for several tech companies in Colombia.
- 3 years performed as Technical Leader of Machine Learning and Data Science in an USA startup.
- +1 year performed as MLOps
 Senior Engineer for a Fintech in LATAM.





- PyCon Colombia and Python Bogotá co-organizer.
 Collaborations in ScipyLATAM and Jupyter LATAM.
- +3 years performed as Software Engineer for several tech companies in Colombia.
- 3 years performed as Technical Leader of Machine Learning and Data Science in an USA startup.
- +1 year performed as MLOps Senior Engineer for a Fintech in LATAM.



Outline

- You don't know who I am
- Course Overview
- Syllabus
- 4 Grading & Rules
- 6 Bibliography





Overview

This course is designed to introduce undergraduate students to foundations of systems analysis and design and a lot of multiple computer science paradigms. This is a course focused on thinking and problem solving.

Classes will consist of lectures, **discussions**, and practical examples. Also you must take some readings from *systems concepts*. In addition, there will be a **semester-long** project, as well **one** final test, **three** workshops, and **ten** additional assignments.





Overview

This course is designed to introduce undergraduate students to foundations of systems analysis and design and a lot of multiple computer science paradigms. This is a course focused on thinking and problem solving.

Classes will consist of lectures, **discussions**, and practical examples. Also, you must take some readings from *systems concepts*. In addition, there will be a **semester-long** project, as well **one** final test, **three** workshops, and **ten** additional assignments.





Goals

The main goal of this course is to provide undergraduate students with different **models concepts**, and **tools** for understanding and solving problems using **analysis systems and design** based on projects requirements.

At the end of this course you should be able to create a full systems engineering solution with a good level of quality metrics. Also, you should be able to design solutions in an agnostic way.





Goals

The main goal of this course is to provide undergraduate students with different models concepts, and tools for understanding and solving problems using analysis systems and design based on projects requirements.

At the end of this course you should be able to **create** a full **systems engineering solution** with a good level of **quality** metrics. Also, you should be able to **design** solutions in an **agnostic** way.





Prerequisites

This is a basic course, so you must have some knowledge in:

- **Programming** in Python or Java.
- Draw diagrams to represent anything.
- Use of **IDEs** like VS Code, Eclipse, or PyCharm.

Also, it is recommended to have some knowledge in:

- Data Structures and Algorithms
- Git basic usage, and GitHub basic usage.





Prerequisites

This is a basic course, so you must have some knowledge in:

- **Programming** in Python or Java.
- Draw diagrams to represent anything.
- Use of **IDEs** like VS Code, Eclipse, or PyCharm.

Also, it is recommended to have some knowledge in:

- Data Structures and Algorithms.
- Git basic usage, and GitHub basic usage.





Outline

- You don't know who I am
- Course Overview
- Syllabus
- 4 Grading & Rules
- Bibliography





Syllabus I

Period	Торіс	Time
Period I	Systems Thinking	2 sessions
	Systems Engineering	3 sessions
	Systems Analysis	4 session
	Workshop on Systems Thinking	1 session
	Systems Design	4 sessions
	Workshop on Systems Design	1 sessions
	Projects Catch-Up	1 session

Table: Schedule for Period I





Syllabus II

Period	Торіс	Time
	Robust System Design	4 sessions
	General Systems Theory Paradigms	3 sessions
Period II	Systems Projects Management	3 sessions
	Systems Simulation	4 session
	Workshop on Systems Simulation	1 session
	Final Test	1 sessions
Period III	Project Disertations	2 sessions

Table: Schedule for Period II & III





Outline

- You don't know who I am
- 2 Course Overview
- Syllabus
- 4 Grading & Rules
- Bibliography





Grades Percentages

Period	ltem	Percentage
	Assignments	5%
Period I	Workshops	20%
	Project CatchUp	10%
Period II	Assignments	5%
	Workshops	15%
	Final Test	15%
Period III	Paper + Poster	5%
	Technical Report	15%
	Project Dissertation	10%

Table: Systems Analysis & Design — Grades Distribution





- All asignments must be submitted hand-written on time and in english. Grammar and spelling will not be evaluated.
- Copying and pasting from internet is forbidden. Please, develop your own solutions.
- Class attendance is not mandatory. If you miss classes, you must study by yourself.
- No cell-phones, no smartwatches, no whatsapp, no tinder, no smartanything. Just you and your brain. Pay attention at clase.
- Communications with me must be done by email or by slack. I will not answer any question by WhatsApp.





15/20

- All asignments must be submitted hand-written on time and in english. Grammar and spelling will not be evaluated.
- Copying and pasting from internet is forbidden. Please, develop your own solutions.
- Class attendance is not mandatory. If you miss classes, you must study by yourself.
- No cell-phones, no smartwatches, no whatsapp, no tinder, no smartanything. Just you and your brain. Pay attention at clase.
- Communications with me must be done by email or by slack. I will not answer any question by WhatsApp.





- All asignments must be submitted hand-written on time and in english. Grammar and spelling will not be evaluated.
- Copying and pasting from internet is forbidden. Please, develop your own solutions.
- Class attendance is **not mandatory**. If you **miss** classes, you must study by yourself.
- No cell-phones, no smartwatches, no whatsapp, no tinder, no smartanything. Just you and your brain. Pay attention at clase.
- Communications with me must be done by email or by slack. I will not answer any question by WhatsApp.





- All asignments must be submitted hand-written on time and in english. Grammar and spelling will not be evaluated.
- Copying and pasting from internet is forbidden. Please, develop your own solutions.
- Class attendance is **not mandatory**. If you **miss** classes, you must study by yourself.
- No cell-phones, no smartwatches, no whatsapp, no tinder, no smartanything. Just you and your brain. Pay attention at clase.
- Communications with me must be done by email or by slack. I will not answer any question by WhatsApp.





- All asignments must be submitted hand-written on time and in english. Grammar and spelling will not be evaluated.
- Copying and pasting from internet is forbidden. Please, develop your own solutions.
- Class attendance is **not mandatory**. If you **miss** classes, you must study by yourself.
- No cell-phones, no smartwatches, no whatsapp, no tinder, no smartanything. Just you and your brain. Pay attention at clase.
- Communications with me must be done by email or by slack. I will not answer any question by WhatsApp.





- Always be respectful to your classmates and to me. You must be kind with everyone inside (and outside) the classroom.
- There is no a better programming language, tool, or technology.
 There are only better or worse solutions.
- You must be honest with your work. If you don't know something just ask me. I will be glad to help you.
- You must be responsible with your work. If you don't submit on time, please don't cry.
- You must **not be annoying**, or affect the **classroom environment** If you do, I will ask you to **leave** the classroom.





- Always be respectful to your classmates and to me. You must be kind with everyone inside (and outside) the classroom.
- There is no a better programming language, tool, or technology.
 There are only better or worse solutions.
- You must be honest with your work. If you don't know something just ask me. I will be glad to help you.
- You must be responsible with your work. If you don't submit on time, please don't cry.
- You must not be annoying, or affect the classroom environment
 If you do, I will ask you to leave the classroom.





- Always be respectful to your classmates and to me. You must be kind with everyone inside (and outside) the classroom.
- There is no a better programming language, tool, or technology.
 There are only better or worse solutions.
- You must be honest with your work. If you don't know something, just ask me. I will be glad to help you.
- You must be responsible with your work. If you don't submit on time, please don't cry.
- You must **not be annoying**, or affect the **classroom environment** If you do, I will ask you to **leave** the classroom.





- Always be respectful to your classmates and to me. You must be kind with everyone inside (and outside) the classroom.
- There is no a better programming language, tool, or technology.
 There are only better or worse solutions.
- You must be honest with your work. If you don't know something, just ask me. I will be glad to help you.
- You must be responsible with your work. If you don't submit on time, please don't cry.
- You must not be annoying, or affect the classroom environment
 If you do, I will ask you to leave the classroom.





- Always be respectful to your classmates and to me. You must be kind with everyone inside (and outside) the classroom.
- There is no a better programming language, tool, or technology.
 There are only better or worse solutions.
- You must be honest with your work. If you don't know something, just ask me. I will be glad to help you.
- You must be responsible with your work. If you don't submit on time, please don't cry.
- You must not be annoying, or affect the classroom environment.
 If you do, I will ask you to leave the classroom.





16 / 20

Outline

- You don't know who I am
- Course Overview
- Syllabus
- 4 Grading & Rules
- Bibliography





Bibliography

Recommended bibliography:

- Systems Analysis and Design, by Alan Dennis, Barbara Haley Wixom, and Roberta M. Roth.
- Systems Analysis and Design, by Kenneth E. Kendall and Julie E. Kendall.
- Systems Analysis and Design, by Scott Tilley and Harry J. Rosenblatt.
- Systems Analysis and Design, by Gary B. Shelly, Harry J. Rosenblatt, and Thomas J. Cashman.





Outline

- You don't know who I am
- 2 Course Overview
- Syllabus
- 4 Grading & Rules
- Bibliography





Thanks!

Questions?





URL: www.linkedin.com/in/casierrav

