Module Four

Learning Objectives

By the end of this module, you will meet these learning objectives:

- Describe how an object model applies to a specific problem
- Create a Gantt chart that lays out a schedule of tasks

Module Overview

Welcome to Module Four of CS 255! In the previous module, you learned about process modeling, which is one approach in system design. In this module, you will focus on object modeling, a more modern approach to designing systems. Object modeling provides you with a more holistic way of developing a system by requiring you to think about all of the different components.

An object model is a visual representation of a system's objects and attributes. It's a way of representing the different objects in a system and the different things that those objects do. Objects for a system could be drawn from the different system components, such as the system's software, hardware, or networks. For example, if you think of the system for an ATM, the objects might be the interface, the mechanism for dispensing money, the bank's network, and so on. In an object model, none of the components are isolated; they are brought together into a single working system.

The structure of a documented object model is often referred to as a tree. The documented multiple levels in an object model represent the assembly of components required to model a designed function. An object model diagram represents a complete or partial structure of the modeled system design.

Finally, in this course so far, you have analyzed systems by determining requirements for different scenarios. You have also learned about object and process modeling, which are used to design a system. Before you begin creating a model of your own, it is important to gain a little bit of experience with planning. For system analysis projects, you would typically collect requirements to have a clear idea of the system you will design and implement. Once you have a clear idea of what is needed, you would create a schedule to keep the project on track. In this module, you will create a Gantt chart to display a schedule of tasks. This will give you experience with planning tools used as a part of systems analysis and design.

You will learn about object models and gain practice evaluating how an object model can be applied to a specific scenario. Additionally, you will gain experience creating a Gantt chart to lay out a schedule of tasks. These skills will apply to your work in Project One and will set you up for success in creating a system model of your own.

Module at a Glance

This is the recommended plan for completing the reading assignments and activities within the module. Additional information can be found in the module Resources section and on the module table of contents page.

1. Review the Module Four resources.
2. Post your initial response to this week's discussion.
3. Complete the Module Four assignment.
4. Post peer responses to the discussion.
5. Review the Project One Reminder.