

COURSE OUTLINE

Course Code: CSE 326

Course Title: Information System Design Sessional

Level/Term: 3/2

Section: All

Academic Session: 2019-20

Course Teacher:

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Course Outline:

Sessional activities based on CSE 325 (Information system design): Project ideas, Requirement analysis, BPMN diagram, Interaction diagram, Mock UI, State diagram, ER diagram, State diagram, Software input output and flow understanding.

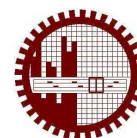
Learning Outcomes/Objectives:

After undergoing this course, students should be able to:

- i. Be acquainted with actual system development environment
- ii. Implement feasibility and requirement analysis of real-life projects by themselves
- iii. Use different UML diagrams

Assessment:

UML diagrams and presentations:	60%
Partial software demonstration:	20%
Report:	20%



Learning Resources:

- System analysis and design, (by Kendall & Kendall)
- Software Engineering: a practitioner's approach (by Roger S. Pressman)

Tentative Schedule:

Week	Topics
Week 1	Discussion on subsequent course plan and project idea distribution
Week 2	Project Assignment
Week 3	Scope fixation of the project
Week 4-5	Presentation 1 (requirements analysis using BPMN diagram)
Week 6-7	Presentation 2 (Mock UI)
Week 8-9	Presentation 3 (Class diagram) (+ ER diagram in applicable cases)
Week 10-11	Presentation 4 (Interaction diagram) (+ State diagram in applicable cases)
Week 12-13	Demo on partial software using proper architecture (at least one feature)
End of week 13	Report submission

Note that, the schedule is tentative and can be changed during the course timeline.

Prepared by:	
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Signature:	