Title: Bachelor of Computing Systems

Version: 0.1

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Topics/Content outline:

Topics include: analysis of requirements; production of analysis and design documents; development of an advanced level application using an object oriented development environment.

Expanded Outcomes

Outcome 1

- Applying the principles of object-oriented analysis and design in the system development life cycle for a case study (Range: classes, inheritance, encapsulation, the dynamic creation and destruction of objects, polymorphism, late binding, persistence, information hiding, message passing and interfaces)
- Determine user requirements and feasibility, applying Object Orientated Analysis and Object Orientated design techniques.

Outcome 2

- The use of a CASE tool to create UML documentation for a case study.
- The use of a CASE tool as a System Administrator.
- The use of a CASE tool as a Project Repository.

Outcome 3

- The use of common techniques for implementing object-oriented designs in the selected prototyping language.
- The design of a prototype that requires multiple modules and implements data structures.
- The development a full test plan and test data for checking the prototype program against its specification.

Outcome 4

 The use of professional presentation skills to showcase the design solution and prototype for a case study.

Outcome 5

Critical thinking techniques to self and peer assess a project.

Assessment:

Weighting	Nature of assessment	Learning outcomes
15%	Written report on analysis of requirements	1, 2
25%	Written report on design of an application	1,2
40%	Creation of an object oriented application to meet given requirements	2,3
10%	Demonstration of object oriented application and design solution	4,5
10%	Written Report on critical thinking techniques and peer assessment	5

Learning and teaching approaches: Lectures, laboratory work, self-directed study.

Learning resources required:

Textbook: refer to the current programme booklist.

Learning resources recommended:

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