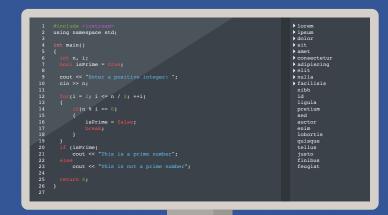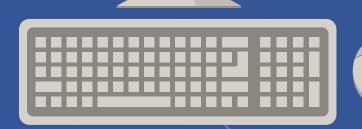# CS 255

System Analysis and Design

snhu

Course Description

Students will explore the principles, methods, and techniques used in systems development so that they can create system models using appropriate industry tools. As a part of creating system models, students will also learn to effectively communicate technical concepts and design decisions to various audiences in a professional manner.

Competency Projects

The course goals are communicated through three competency statements instead of through course outcomes. Competencies represent the knowledge and skills relevant to your field. Additionally, there is not a single final project like you may have seen in other courses. Instead, there are two smaller projects that cover the three competencies. Still, the amount of material covered, the level of difficulty, and the workload expectations are all typical for a 200-level course.

Project One (Module Five submission)

Collect requirements from the DriverPass client. Identify and analyze these requirements in a business requirements document and a model application short paper.

In this project, you will demonstrate your mastery of the following competency:

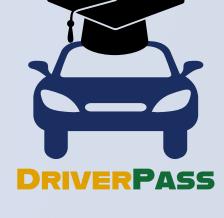- Explain the principles, methods, and techniques of systems development

DRIVERPASS

Project Two (Module Seven submission)

Create a system design document for the DriverPass system based on the requirements you collected. Then create a presentation describing your system design.

In this project, you will demonstrate your mastery of the following competencies:

- Create various system models through the application of appropriate tools

- Present and articulate technical concepts to non-technical audiences

DRIVERPASS

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |

Weeks

Program Pathway

The following graphic is designed to give you a high-level view of the Computer Science program and its *suggested* pathway. Be sure to discuss your plan with your advisor.

YOU ARE HERE

CS 250 Software Development Lifecycle

CS 230 Operating Platforms

CS 255 System Analysis and Design

CS 320 Software Testing, Automation, and Quality Assurance

CS 340 Client/Server Development

CS 305 Software Security

CS 330 Computational Graphics and Visualization

MAT 350 Applied Linear Algebra

CS 360 Mobile Architecture and Programming

CS 370 Current and Emerging Trends in CS

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