Course Outline

System Analysis and Design

Introduction to general systems theory, Players in the Systems Game, Information Systems Building Blocks. Information Systems Development, Project Management. Systems Analysis, Requirements Discovery, Deliverables, Data Modeling and Analysis, Process Modeling, Feasibility Analysis and System Proposal, Systems Design, Applications Architecture and Modeling, Database Design, Output Design and Prototyping, Input Design and Prototyping, User Interface Design, Systems Construction and Implementation, Systems Operations and Support, Object-Oriented Analysis and Modeling, Object-Oriented Design and Modeling.

Reference Books:
1. *Modern Systems Analysis and Design*, Jefrey A. Hoffer, Pearson Education Asia.
2. *Systems Analysis and Design*, Shin Yen Wu, West Publishing Company.