

BAYERO UNIVERSITY, KANO

FACULTY OF COMPUTER SCIENCES AND INFORMATION TECHNOLOGY
DEPARTMENT OF COMPUTER SCIENCE

GUIDELINES FOR UNDERGRADUATE PROJECT (CSC4600)

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3. Chapter Three – System Analysis and Design or Research Methodology.

This chapter solely depend on the type of the project as explained previously. If the project is research you may draft the structure and contact your supervisor before writing the full text for discussion and suggestions. For software development, the chapter should include the following:

- Introduction
- System Analysis
 - Requirement Analysis Techniques
 - Description of the Current system
 - Shortcomings of the Current system
 - Description of the proposed system
- System Design (Provide UML diagrams)
 - System Requirements (i.e. functional and non functional)
 - System Specifications (i.e. input and output)
 - Database Design

Notes: Refer to System Analysis and Design (SAD) and Software Engineering notes for more detail