CSC 426 - REQUIREMENTS ENGINEERING AND SYSTEM MODELING

CREDIT HOURS: 3
PREREQUISITES: CSC 323
GRADE REMINDER: Must have a C or better in each prerequisite course.

CATALOG DESCRIPTION

Study of the methodology for building a complete application system. Emphasis on critical analysis of existing systems and design of computer-based systems.

PURPOSE OF COURSE

To complement knowledge acquired in other computer science courses by providing an understanding of the activities of requirements engineering necessary for the implementation of computer-based systems. To show the value of system modeling and the team approach to software development. To acquaint the student with issues involved in computer systems development and acquisition.

EDUCATIONAL OBJECTIVES:

Upon successful completion of the course, students should be able to:

1. Identify the skills and knowledge expected of a systems analyst.
2. Describe techniques of requirements identification, including interviews, observation, questionnaires, and applicable sampling methods.
3. Perform cost/benefit analyses of proposed systems, including comparison of alternative means of system acquisition, such as purchase of commercial off-the-shelf (COTS) software.
4. Use a prototype to clarify requirements.
5. Describe analysis techniques and use of a CASE tool.
6. Interact with others on a team project.
7. Demonstrate an understanding of important issues of project management.
8. Describe the ramifications of design decisions pertaining to product architecture, data storage and access, and information presentation.

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| 2     | Introduction  
|       | Review of system development life cycle  
|       | Information systems characteristics  
|       | Overview of the systems analyst position |
| 3     | Preliminary Investigation  
|       | Feasibility analysis  
|       | Gathering and presenting facts |
Requirements Gathering ................................................................. 6
  Sampling techniques
  Interviewing
  Use of questionnaires
  Observations
  Prototyping
  Use cases, scenarios, userstories
  Tools

Requirements Analysis ................................................................. 8
  Analysis techniques
  Data dictionaries
  Tools

Approaches for System Selection ................................................... 8
  Acquisition versus development
  Economic evaluation of alternatives

Design Issues ............................................................................. 8
  System architecture: platforms; client-server, intranet, internet, batch, online
  Output: media selection, form and screen design
  Input: media selection, validation techniques
  Files and databases

Project Management ................................................................. 6
  Planning and estimating
  Scheduling
  Tools

Installation ............................................................................. 1

Exams .................................................................................. 3

TOTAL 45

REFERENCES


