# B.Sc. (Computer Science) III - YEAR/ V - SEMESTER THEORY PAPER - V

System Analysis & Design (w.e.f 2017-18)

Scheme of Instruction	Scheme of Examination
Total durations Hrs: 60	Max. Marks: 100
Hours/Week: 06(4T+2P)	Internal Examination :30
Credits: 5	SBT : 10
Instruction Mode: Lecture +practical	External Examination :60
Course Code: BS.07.201.13.T	Exam Duration : 3 Hrs

#### **Course Objectives:**

To prepare the students to develop the skills necessary to handle software projects. To make the students aware of the importance of software engineering principles in designing software projects

#### **Course Outcomes:**

On completion of the course the student will

- ➤ Understand the importance of the stages in the software life cycle.
- > Understand the various process models.
- ➤ Be able to design software by applying the software engineering principles.

## Unit – I:Introduction to Systemand Approaches to System development

Introduction to System: System, Information System, Types of Information System Approaches to System development: Software Development Life cycle, Software Development Models: Waterfall model, Iterative Model, RAD model, Incremental model, Spiral model.

#### **Unit - II:Project management and Planning**

Project management Concepts: The management Spectrum: People, The Problem, The Process Software Project Planning: Project planning objectives, Software Scope, Resources, Software Project estimation, The Make-Buy decision, softwarerisks.

#### Unit - III: Analysis Concepts, Principles and Modeling

Analysis Concepts and Principles: Requirement Analysis, Communication techniques: Initiating the Process, Facilitated Application Specification techniques, Quality Function development. Analysis Principles: The Information Domain, Modeling, Partitioning, Software Requirement Specification.

Analysis Modeling: Data Modeling: Data objects, Attributes and relationships, cardinality and modality. Data flow diagrams, Entity-Relationship Diagrams, The Data Dictionary.

#### Unit - IV: Design Concepts & Principles and Effective Modular design

Design Concepts & Principles: Software Design and software Engineering, the design process, the design principles, Design Concepts: Abstraction, Refinement, Modularity, Software architecture, Control hierarchy, Structural Partitioning, Data Structure, Software procedure, Information Hiding.

Effective Modular design: Functional independence, Cohesion, Coupling. User Interface Design: the Golden rules, User Interface and Design Process, Interface analysis.

#### **References:**

- 1) Software Engineering A Practitioners approach, Fourth Edition, Roger S. Pressman, MGH.
- 2) An Integrated Approach to Software Engineering, Second Editon, Pankaj Jalote.
- 3) "System Analysis and Design" by Dennis, Wixon and Roth John Wiley

# B.Sc. (Computer Science) III - YEAR/ V - SEMESTER PRACTICAL PAPER - V System Analysis & Design Lab

## **Course Objectives:**

To prepare the students to develop the skills necessary to develop different diagrams. To make the students aware of the importance of software engineering principles in designing software projects

#### **Course Outcomes:**

On completion of the course the student will

- > Students can able to develop standard SRS document
- > Students can able to develop different Diagrams for given software.
- 1. Develop a problem statement.
- 2. Develop an IEEE standard SRS document.
- 3. Discuss the tool to draw different types of diagram throughout the analysis & design.
- 4. Develop Data Flow Diagrams
- 5. Identify Usecases and develop Usecase model
- 6. Develop Activity Diagram
- 7. Develop State Diagram
- 8. Develop Sequence Diagram
- 9. Develop Collaboration Diagram
- 10. Develop Entity Relationship Diagram
- 11. Develop Usecases, Sequence diagram and Activity Diagram for Event management system
- 12. Develop Usecases, Sequence diagram and Activity Diagram for Payroll management system
- 13. Develop DFD, ERD and Usecases, for Student Feedback System
- 14. Develop DFD, ERD and Usecases, for Inventory Management System
- 15. Develop DFD, ERD, Usecases, Sequence diagram and Activity Diagram for Attendance Management System