

Liverpool John Moores University

Title: ENTERPRISE SYSTEMS DEVELOPMENT
Status: Definitive
Code: **5006ONLINE** (103096)
Version Start Date: 01-08-2011

Owning School/Faculty: Computing and Mathematical Sciences
Teaching School/Faculty: Computing and Mathematical Sciences

Team	Leader
Hulya Francis	Y

Academic Level: FHEQ5 **Credit Value:** 24.00 **Total Delivered Hours:** 72.00
Total Learning Hours: 240 **Private Study:** 168

Delivery Options

Course typically offered: Runs Twice - S1 & S2

Component	Contact Hours
Lecture	24.000
Online	24.000
Tutorial	24.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Report covering pre-analysis phase objectives and deliverables.	50.0	
Report	AS2	Report to produce a logical and physical design for a given problem scenario.	50.0	

Aims

To provide an understanding of the underlying principles of systems analysis and design.

Learning Outcomes

After completing the module the student should be able to:

- 1 Apply the underlying principles of systems analysis and design.
- 2 Apply different systems analysis and design methodologies.
- 3 Differentiate between the logical and physical design process.
- 4 Apply the concepts of object orientation within software system analysis and design.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Objectives and deliverables	1	2
Logical and physical design	3	4

Outline Syllabus

Process overview:

Traditional and contemporary systems development lifecycles and management including agile approaches such as DSDM and XP.

Pre-analysis phase: Investigation, information gathering, feasibility studies

Analysis phase: Requirements capture, prototyping, analysis and specification (structured techniques such as DFDs, ERM; object-oriented techniques such as UML, use cases, activity diagrams and static structure class diagrams)

Design phase:

Object-oriented analysis and design; Logical design; Physical design;

Architectural design (component diagrams, deployment diagrams); Usability issues: HCI and prototyping.

Post implementation phases: System testing, installation, training and maintenance.

Learning Activities

Formal theory will be introduced via recorded lectures and practical knowledge will be acquired via tutorials and coursework.

References

Course Material	Book
Author	Britton, C. and Doake, J.
Publishing Year	2005
Title	Software System Development
Subtitle	A Gentle Introduction
Edition	4th Edition

Publisher	McGraw Hill
ISBN	9780077111038

Course Material	Book
Author	Hoffer, J.A.
Publishing Year	2008
Title	Modern Systems Analysis and Design
Subtitle	
Edition	5th Edition
Publisher	Prentice Hall
ISBN	9780132240765

Course Material	Book
Author	Avison, D. and Fitzgerald, G.
Publishing Year	2006
Title	Information Systems Development
Subtitle	Methodologies, Techniques and Tools
Edition	4th Edition
Publisher	McGraw-Hill
ISBN	07-711417-6

Course Material	Book
Author	Motiwalla, L. and Thompson, J.
Publishing Year	2008
Title	Enterprise Systems for Management
Subtitle	
Edition	
Publisher	Prentice Hall
ISBN	013233531X

Notes

This module explores the theories and practical application of systems analysis and design techniques with particular emphasis on object-oriented analysis and design and its role in software development for the modern enterprise. All online activities are scheduled.