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Title: Software Applications for E-Business
Status: Definitive
Code: **5613TECYPC** (129168)
Version Start Date: 01-08-2021
Owning School/Faculty: Engineering
Teaching School/Faculty: YPC International College (Kolej Antarabangsa YPC)

Team	Leader
Karl Jones	Y

Academic Level: FHEQ5 **Credit Value:** 20 **Total Delivered Hours:** 72
Total Learning Hours: 200 **Private Study:** 128

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	24
Practical	24
Tutorial	24

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Application development and Presentation	100	

Aims

To promote group activity using IT as an integrating function between internal company operations. This requires the use of back-office applications.
To introduce the main principles and techniques of application integration, mapping and processing of data through a simulated business process.
To develop students practical programming capability to build windows-based

applications and generate effective user and technical documentation.

Learning Outcomes

After completing the module the student should be able to:

- 1 Demonstrate understanding of practical knowledge in area such as data processing within typical software application
- 2 Produce a design specification to tackle a business problem and show how applications and web-sites are linked through the client interface to a server
- 3 Create internet sites using commercial software and OOP concept for intranet sites and Window programming
- 4 Develop a commercial Windows application supported by a technical document

Learning Outcomes of Assessments

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

App development & Presentation	1	2	3	4
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Outline Syllabus

*Use of web site and application builder to develop an on-line application.
Use of databases and e-commerce applications.
Integration and transfer of captured order data to Financial / Spreadsheet applications, report view, planning and scheduling systems
The Object-Oriented Programming Environment. eg C#.net
Communicating with other Windows applications
Development of application using appropriate tools such as Visual Studio.*

Learning Activities

Lab-based lectures on the software development process. Students will be encouraged to work within groups. Reading material and exercise will be provided for students to attempt in their own time.

Notes

The module provides students with a practical problem in a group-learning environment. To complete the assessments satisfactorily, students will need to participate in the group work activities of the module. Students will design and develop their own original applications, apply programming skills learned to create meaningful applications for the world of e-business.