

Systems Analysis II
M&IS 44044 – Section 001
Spring 2010
SYLLABUS

COURSE INFORMATION:

Name of Course: Systems Analysis II
Term: Spring 2010
Room: 206 BSA
Meeting Time: Wednesdays 6:15 to 8:55PM
Web Sites: Course: <http://vista8.kent.edu>
Books: [Safari](#) and online
Prerequisites: M&IS 24060, M&IS 24070

INSTRUCTOR INFORMATION:

Name of Instructor: Dr. Alan Brandyberry
Office Address: BSA A425
Telephone: (330)672-1146
Office Hours: 1:30-3:30 PM Mon. & Weds., 5:00-6:00 PM Weds. (and by appointment)
E-mail: abrandyb@kent.edu

Overall Goal

The primary goal of this project-oriented course is to apply and extend what you have learned in previous theory courses on systems analysis in a collaborative project or projects to develop a business information system (or systems). To be successful in this course, you will draw upon and sharpen a range of capabilities including your analytic, design, communication, organizational, and interpersonal skills. This course will extend your previous background in systems analysis by introducing and employing alternative development methodologies (Agile Methodologies).

Specific Objectives

The specific objectives of this course are the following:

- To gain an understanding of agile development methodologies.

- This class is designed to approximate a real-world programming environment as closely as possible.
- To work as part of a team on a software development project to produce a working information system that you will demonstrate to the instructor and the class at the end of the semester.

Software Project

This will be detailed during the class meeting of Wednesday, January 27th.

Making Backups

The course web server will be used to house the official copy of the class project. You are responsible for making backup copies of ALL the work you do, which includes code, SQL scripts, web pages, and other project files, to media that you keep in a safe place. Please remember that files are sometimes accidentally deleted, hard disks crash, and PC's become unusable after an unexpected power surge. The only way you can continue to work on your project without a significant impact is to recover your work from backup media. You should also save incremental versions of your project. Download and archive all of the project files regularly so if you (or a teammate) makes changes or deletions that do not work you can go back to a previous version of that resource.

Your Copy of Visual Studio.Net 2008

You can obtain your own copy of Microsoft Visual Studio.Net 2008 that you can use for educational purposes only while you are registered for an M&IS course that is using this software. The instructions for obtaining your own copy of the software are at the following web site:

<http://www.personal.kent.edu/~gthomas/vb.NET2008/get2008dvds.html>

Prerequisites

There are two main prerequisites for this course:

- You are expected to be familiar with the basic theory of systems analysis and development. This requirement can be met by having taken M&IS 24060 Systems Analysis I and M&IS 24070 Principles of Systems Development.
- You are also expected to understand basic programming. Please be aware that this course is NOT designed to teach programming. However, you will undoubtedly gain skills as you apply yourself to this project.

Texts

Our main texts are available on [SAFARI](#) (these are available online on or off campus – see [vpn instructions](#) for off campus use):

[Extreme Programming Explained: Embrace Change, Second Edition](#)
by [Kent Beck](#)

Publisher: Addison Wesley Professional
Pub Date: November 16, 2004
Print ISBN-10: 0-321-27865-8
Print ISBN-13: 978-0-321-27865-4

[eXtreme .NET: Introducing eXtreme Programming Techniques to .NET Developers](#)

By: Dr. Neil Roodyn
Publisher: Addison-Wesley Professional
Pub. Date: December 10, 2004
Print ISBN-10: 0-321-30363-6
Print ISBN-13: 978-0-321-30363-9

...and others as announced

Class Format

This course will utilize a teaching format that I will call “agile teaching”. It is both useful in the context of this course to maximize potential student outcomes and as an initial introduction to the agile philosophy. This philosophy (among other things) suggests that we should not over design at the beginning of a topic and then hammer our needs into a form to meet the design but rather allow our needs and requirements to reveal themselves through the process and then design incrementally as we progress. Therefore, we will see how we do each week and then decide what the next step should be to maximize the outcome.

This does not mean that the class lacks structure or I have not put a lot of thought into what we are doing (I have). What it does say is that we will remain agile and responsive to needs by intentionally not over-designing. The first part of the course will focus on gaining an understanding of agile methodologies and will be predominantly in-class. The second part of the course will be project-oriented and will be predominantly lab oriented and in-class activities will focus on design meetings between the groups and the customer(s). The second part will likely be phased in along side of the first part. When? When we are ready!

January 20:

Course Introduction
Introduction to Agile Methodologies

January 27:

Beck – Chapters 1-5
Roodyn – Forward & Chapter 1
Quiz 1

The rest will be as our agile philosophy dictates.

Grading

This is a project-oriented course and therefore some grades are given based on the performance of the team as a whole, i.e., each member of the team typically gets the same grade. There could be an exceptional situation where it becomes clear that a particular member (or members) of the team is simply not performing at the same level as the others. In such cases, it is possible that the members of the team may get different grades for the team grade. Individual grades on the group project will be based on a subjective assessment of the instructor utilizing both first-hand observation and peer-review.

The grade will be determined as follows:

Lecture/Discussion Quizzes and Assignments	15%
Quality of Final Working Project (Team)	40%
Participation in Design Meetings	15%
Quality of Individual Problem Solutions	15%
Overall Individual Contribution to Project Solution	<u>15%</u>
Total	100%
Unexcused Absence (each)	-5%

Letter-grade determinations will be made on the following percentage basis (your score rounded to the nearest whole number): A >93; A- 90-92; B+ 87-89; B 83-86; B- 80-82; C+ 77-79; C 73-76; C- 70-72; D+ 67-69; D 60-66; F <60.

Attendance

This is an active learning oriented course. Your learning will be based substantially on what happens in class and therefore absences are strongly discouraged and penalized. If you have an *unexcused* absence, you will lose 5% of the course points per absence (excluding first day). In other words, if your final score is 91% of the total points and you have three unexcused absences, your final point total will be $91\% - 15\% = 76\%$. If this seems harsh, please note that we have only 13 class days. Each absence represents $1/13^{\text{th}}$ or 7.7% of the course content. It would be very reasonable to penalize 7.7% rather than only 5%.

The Following Policies Apply to All Students in this Course

- A. Students attending the course who do not have the proper prerequisite risk being deregistered from the class.
- B. Students have responsibility to ensure they are properly enrolled in classes. You are advised to review your official class schedule (using Student Tools on FlashLine) during the first two weeks of the semester

to ensure you are properly enrolled in this class and section. Should you find an error in your class schedule, you have until Sunday, January 31, 2010 to correct the error. If registration errors are not corrected by this date and you continue to attend and participate in classes for which you are not officially enrolled, you are advised now that you **will not** receive a grade at the conclusion of the semester for any class in which you are not properly registered.

- C.** Academic honesty: Cheating means to misrepresent the source, nature, or other conditions of your academic work (e.g., tests, papers, projects, assignments) so as to get undeserved credit. In addition, it is considered to be cheating when one cooperates with someone else in any such misrepresentation. The use of the intellectual property of others without giving them appropriate credit is a serious academic offense. It is the University's policy that cheating or plagiarism result in receiving a failing grade for the work or course. Repeat offenses result in dismissal from the University.
- D.** For Spring 2010, the course withdrawal deadline is Sunday, April 4, 2010.
- E.** Students with disabilities: University policy 3342-3-01.3 requires that students with disabilities be provided reasonable accommodations to ensure their equal access to course content. If you have a documented disability and require accommodations, please contact the instructor at the beginning of the semester to make arrangements for necessary classroom adjustments. Please note, you must first verify your eligibility for these through Student Accessibility Services (contact 330-672-3391 or visit www.kent.edu/sas for more information on registration procedures).