

Inver Hills Community College

CS 2000: Object-Oriented Analysis & Design I

A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: 0

OJT Hours/Week: *.*

Prerequisites:

CS 1119 - Computer Programming with C++; OR

CS 1126 - Java Programming

Corequisites: None

MnTC Goals: None

Provides students with an understanding of the software development process with an emphasis on the requirements and analysis disciplines. Student will gain exposure to an interactive software development process and develop the requirements and analysis artifacts through use of the Unified Modeling Language (UML) and a visual modeling (CASE) tool. The emphasis of the course is on object-oriented and interactive methods; however, students will also gain exposure to other development methods and structured techniques. Prerequisites: CS 1119 or CS 1126.

B. COURSE EFFECTIVE DATES: 08/04/2006 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Object Oriented Concepts and Modeling: 40%
2. Overview of SDLC: 10%
3. Structured Techniques, Usability Engineering: 15%
4. Unified Process and Iterative Development: 15%
5. Use Case Modeling and Writing: 20%

D. LEARNING OUTCOMES (General)

1. Identify SDLC
2. Illustrate Process and Iterative Development
3. Apply Case Modeling and Writing
4. Analyze Object Oriented Concepts and Modeling
5. Use Structured Techniques, Usability Engineering

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted