

Inver Hills Community College

CS 2100: Object-Oriented Analysis and Design II

A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: 0

OJT Hours/Week: *.*

Prerequisites:

CS 2000 - Object-Oriented Analysis & Design I

Corequisites: None

MnTC Goals: None

Extends the concepts and principles from Systems Analysis and Design I. Explores the theoretical and practical aspects of object-oriented design and its related principles. Students will experience first-hand the technical and non-technical issues that can arise with developing design artifacts for a software development project. Students will create a design solution for a software-based system in a team-based development environment. Through implementation and testing, students will validate the design. The course will also investigate emerging topics such as object-oriented patterns and refactoring. Prereq: CS 2000.

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

C. OUTLINE OF MAJOR CONTENT AREAS

1. Object-oriented programming: 10%
2. Overview of information systems modeling: 10%
3. Object-oriented Modeling: 50%
4. Project team management and issues: 10%
5. Unified Process and Iterative Development: 20%

D. LEARNING OUTCOMES (General)

1. Can develop a project using the Unified Process: Inception phase including vision document, glossary, use case model, supplemental specs document, Elaboration phase including updated artifacts, activity diagram, data definition document, error/status document, sample user-interface, Construction phase including implementation and unit tests, presentation on project deliverables
2. Can compare object-oriented methods with structured methods
3. Can discuss in detail case diagrams, class diagrams, and sequences diagrams
4. Can construct a working demo of the project

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

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted