COURSE DESCRIPTION FORM					
Course Code and Name	CENG366 SYSTEM ANALYSIS (TECH.ELECT.)				
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Course Semester	6				
Catalogue Data of the Course (Course Content)	Traditional (Structured) and Object-Oriented (OO) Approaches to Systems Analysis and Design Topics				
Course Textbooks	1. Systems Analysis and Design in a Changing World 7/E, John W. Satzinger, Robert B. Jackson, Stephen D. Burd, Course Technology, 2015.				
Supplementary Textbooks	 Systems Analysis and Design 6/E, Alan Dennis, Barbara Haley Wixom, Roberta M. Roth, Wiley, 2014. Systems Analysis and Design 11/E, Scott Tilley, Harry J. Rosenblatt, Cengage Learning, 2016. 				
Credit (ECTS)	6				
Prerequisites for the Course (Attendance Requirements)	Attendance mandatory				
Course Type	Technical Elective				
Language of Instruction	English				
Course Objectives	The course teaches both traditional (structured) and object-oriented (OO) approaches in the field of systems analysis and design. Its aim is to introduce the necessary use cases, use case diagrams, and use case descriptions for the modeling approach. These are demonstrated through the application to traditional, web development, object-oriented, and service-oriented architecture approaches.				
Course Learning Outcomes	 Explains system functions and components. Examines the system development life cycle, analysis tools, and techniques. Describes information requirements in information system modeling, data definition, and data dictionary with data flow diagrams. Performs system design and implementation. Defines the stages of information system development and conducts system analysis. Explains the identification of information requirements, the use of system analysis tools, and the classification of information systems. Studies computer-aided software engineering tools. 				
Instruction Method (Face-to-face, Distance education etc.)	Face-to-face				
Weekly Schedule of the Course	1.Week: System Functions and Components 2.Week: Problem Presentation and Resolution principles 3.Week: System Development Life Cycle 4.Week: Analysis Tools and Techniques 5.Week: Data Flow diagrams and an Information System Modeling 6.Week: Data Definition and Data Dictionary for the Information Requirements 7.Week: System Design and Implementation 8.Week: Computer entries, Outcomes, and the Registrar of Control, Design 9.Week: Information Systems Development and Systems Analysis Phase. Feasibility Study 10.Week: Management function, Data and Information Concepts 11.Week: Determination of Information Requirements 12.Week: System Analysis Tools 13.Week: Classification of Information Systems 14.Week: Computer Aided Software Engineering Tools				
Teaching Activities (The time spent for the activities listed here will determine the amount of credit required)	Weekly theoretical course hours: 3 Reading activities Internet search and library work Midterm and revision for midterm				

	Final exam and	revision for	final exam								
			Number(s)	Weight (%)							
Assessment Criteria											
	Midterm exam		3		30						
	Assignment Application		3		30						
	Project										
	Practice										
	Quiz										
	Final exam			40							
	Total		4		100						
		Activity		Number of Weeks	1 M/0017 N7 1			End of Semester Total Workload			
	Weekly theore	etical course	hours	14	3			42			
	Weekly practi	ical course h	ours								
	Reading activ	rities		10	4			40			
	Internet search	h and library	work	10		4		40			
W II I CA C	Designing and materials	d implement	ing								
Workload of the Course	Making a repo	ort									
	Preparing and		sentations								
	Midterm and			1		13			13		
	Final exam an			-							
	exam			1	15			15			
	Total workload								150		
	Total workload/ 25								6		
	Course Credit (ECTS)								6		
Contribution Level between Course Outcomes		No Program Ou				1	2	3	4	5	
and Program Outcomes				tics, science, basic							
		engineering, computing, and computer engineering; ability to use this knowledge in			in					X	
	s	olving comp	lex engineering problems.								
				ate and analyze							
			engineering problems using basic nathematics and engineering								
			nd considerin	ng the UN			X				
		Sustainable D he problems		Goals relevant t	0						
		a aluti ama ta									
			sign creative sineering prob	lems; ability to							
			ex systems, processes, devices,							X	
	S			or products to meet quirements, considering nd conditions.							
				levelop appropri	ate						
	te	techniques, resources and modern									
		engineering and informatics tools, including								X	
		estimation and modeling, for the analysis an solution of complex engineering problems									
			e being aware of their limitations.					L	L_		
	A	Ability to use	research me	thods to examin							
			gineering problems or research								
		opics in computer engineering, including eviewing the literature, designing			X						
			conducting experiments,					'`			
	c	collecting dat	a, analyzing and interpreting								
	r	esults.									

	6	Knowledge of the effects of engineering practices and the standards used in these practices on society, health and safety, economy, sustainability and environment within the scope of the UN Sustainable Development Goals; awareness of the consequences of engineering solutions in the fields of information security and law.			
	7	Acting in accordance with engineering professional principles and knowledge on ethical responsibility; awareness of acting impartially, without discrimination on any issue, and being inclusive of diversity.	X		
	8	Ability to work effectively individually and as a team member or leader in intradisciplinary and multidisciplinary teams (face-to-face, remote, or hybrid).	X		
	9	Ability to conduct effective verbal and written communication on technical issues in Turkish or English, prepare reports, make effective presentations and prepare software documentation, considering the various differences of the target audience (such as education, language, profession).	X		
	10	Knowledge of business practices such as project, risk and change management and economic feasibility analysis; awareness of entrepreneurship and innovation.			
	11	Lifelong learning skill that includes the ability to learn independently and continuously, to adapt to new and developing scientific practices and technologies, and to think inquisitively about technological changes.		X	
Lecturer(s) and Contact Information	Assist. Prof. cagrisahin@	Dr. Çağrı Şahin gazi.edu.tr			