I. MAJOR INSTRUCTIONAL GOALS

During this course, students should improve their understanding of:

GOAL #1: Demonstrate comprehension of the Systems Development Life Cycle.
Learning Outcomes - The student will:
A. Be able to define terms and concepts associated with the SDLC.
B. Understand the SDLC phases and the activities that comprise each phase.
C. Understand the principles of quality assurance and their application in each phase of the SDLC.

GOAL #2: Demonstrate comprehension of systems development methodologies.
Learning Outcomes - The student will:
A. Be able to define terms and concepts associated with systems development methodologies.
B. Understand the appropriate use of each development methodology.
C. Understand the fundamental principles of project management and how they relate to development methodologies.

GOAL #3: Demonstrate comprehension of object-oriented systems analysis and design.
Learning Outcomes - The student will:
A. Be able to define terms, concepts and techniques associated with systems analysis and design.
B. Be able to gather and document system requirements.
C. Create functional models of the system with activity diagrams, use-case diagrams, and use-case descriptions.
D. Create structural models of the system with class diagrams.
E. Create behavioral models of the system with state charts and sequence diagrams.
F. Understand and employ the fundamental principles of user-interface design.

GOAL #4: Demonstrate comprehension of the Unified Modeling Language (UML).
Learning Outcomes - The student will:
A. Be able to define terms, concepts, and techniques associated with UML.
B. Be able to construct common analysis and design documents using UML.
II. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.