CIS 4327 - Information Systems Senior Project I (3 Semester Credits)

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Catalog Description:
First of a two course senior project on systems development with a significant laboratory component. Students will design a prototype information system in the context of the project team environment employing methodologies of a model software system life cycle including specification, analysis, and design.

Prerequisite: COP 3540 – Data Structures using OOP and COP 4720 – Database Systems

Method of Teaching:
Lecture, in-class activities and presentations, group projects

Textbooks:
There is no prescribed textbook for this course. However, listed books are good reference materials for different topics that will be covered in this course.

1. Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development (3rd Edition)
Author: Craig Larman
Publisher: Prentice Hall
ISBN-13: 978-0131489066   /   ISBN-10: 0131489062

2. Rational Unified Process, The: An Introduction, Third Edition
Author: Philippe Kruchten
Publisher: Addison-Wesley Professional
ISBN-13: 9780321197702   /   ISBN-10: 0321197704

3. Visual Modeling with Rational Rose 2002 and UML, Third Edition
Author: Terry Quatrani
Publisher: Addison-Wesley Professional
ISBN-13: 9780201729320   /   ISBN-10: 0201729326

4. Use Cases: Requirements in Context, Second edition
Authors: Daryl Kulak and Eamonn Guiney
Publisher: Addison-Wesley Professional
ISBN-13: 9780321154989   /   ISBN-10: 0321154983

(Please read CIS Satisfactory Progress Policy at
http://www.unf.edu/cocse/cis/CIShtml/CIScourseRepeat.html before withdrawal)

Method of Evaluation:

Method of Evaluation	Team Assessment	Individual Assessment
Project Deliverable 1	5%	5%
Project Deliverable 2	5%	5%
Project Deliverable 3	10%	10%
Project Deliverable 4	10%	10%
Project Deliverable 5	5%	5%
In-Class Assignments		10%
Project Presentation	10%	5%
Class Participation		5%
Sub Total	45%	55%
Total	100%	

Letter grades will be based on:
94 – 100   = A
90 – 93.99 = A-
87 – 89.99 = B+
84 – 86.99 = B
80 – 83.99 = B-
77 – 79.99 = C+
70 – 76.99 = C
60 – 69.99 = D
less than 60=F

The penalty for cheating on an exam or assignments will be F grade in the course. Work which is similar beyond coincidence will automatically be considered cheating by all parties.

Late Assignments:
There will be a penalty of 10 % per day for late submission of assignments (including weekends and holidays).

Academic dishonesty:
No type of academic dishonesty will be tolerated. If you are caught cheating (on the assignments or exams) the punishment will be the most severe penalty allowed by the university policy. The policy on academic integrity and misuse of computer equipment and computer accounts found at the departmental web site at http://www.unf.edu/cocse/cis/ applies to this course.

Other remarks:
- A grade of incomplete will not be given except for catastrophic illness or calamity.
- All university rules regarding classroom behavior and attendance apply.
- Attendance is expected. If a student misses a class, the student is still responsible for the material that is covered and for completing any assignments by the due date that may have been handed out by the professor in class.

Course Topics
It is expected that the student will read the chapter assigned prior to the class meetings and will have questions for the instructor on any topics the student is not sure of, or does not understand. The student is responsible for all topics presented in the text regardless of their coverage. In addition, the students will be responsible for all lecture material that is not included in the text.

Please note that below listing of chapters does not mean that all text in those chapters would be covered in this course. Only that material that very closely pertains to course would be covered. Throughout the course, Instructor would provide other supplementary materials to provide targeted guidance to team project deliverables.

Week	Topics	Chapters	Due Dates
1	Introduction and syllabus	TB1 - Chapter 1	
	Software Development Best Practices	TB4 – Chapter 1 and 2	
2	The Rational Unified Process	TB1 - Chapter 2, 3, 4, 5, 6, and 7	Project Team due
	Project Management	TB4 – Chapter 4	
3	Business Process Modeling	TB1 – Chapter 8	
			Project Proposal Due
		TB4 – Chapter 8 and 9	
4	Requirements Analysis	TB1 – Chapter 9	
5		TB3 – Chapter 1	
		TB4 – Chapter 5	Deliverable 1 due
6	Use Case Analysis and Modeling	TB2 – Chapter 3	
7		TB 3 – Chapter 2, 3, 4, 5, 6, 7, 8	
			Deliverable 2 due
8		TB4 – Chapter 6	
9	Non-Functional Requirements	TB4 – Chapter 7	
10	Analysis and Design Object Orientated Principles	TB1 – Chapter 10 TB2 – Chapter 4	
			Deliverable 3 due
11	Design Analysis and Modeling	TB2 – Chapter 5, 6, 7, 8, 9	
12		TB4 – Chapter 15 and 16	
13	Interface Prototypes		
			Deliverable 4 due
14	Project Presentations		
15	Project Presentations		
			Deliverable 5 due

Please Note
Instructor reserves the right to modify course to meet the student's needs.

Legends
TB1 – Rational Unified Process, The: An Introduction
TB2 – Visual Modeling with Rational Rose 2002 and UML
TB3 – Use Cases: Requirements in Context
TB4 – Applying UML and Patterns

Students with Disabilities
Students with disabilities who seek reasonable accommodations in the classroom or other aspects of performing their coursework must first register with the UNF Disability Resource Center (DRC) located in Building 10, Room 1201. DRC staff members work with students to obtain required documentation of disability and to identify appropriate accommodations as required by applicable disability laws including the Americans with Disabilities Act (ADA). After receiving all necessary documentation, the DRC staff determines whether a student qualifies for services with the DRC and if so, the accommodations the student will be provided. DRC staff then prepares a letter for the student to provide faculty advising them of approved accommodations. For further information, contact the DRC by phone (904) 620-2769, email (kwebb@unf.edu), or visit the DRC website (http://www.unf.edu/dept/disabled-services).

Satisfactory Progress Policy
The School of Computing enforces the "one repeat" rule for all prerequisite and core courses offered by the School for its major programs. Students who do not successfully complete a prerequisite or core requirement for a School of Computing course on the first attempt (i.e., earn a grade of D, F, W, WP or WF) will be granted one chance to repeat the course. Students who do not successfully complete a prerequisite or core requirement within two attempts will not be permitted to register for courses offered by the School in future semesters. This stipulation applies whether or not the student has declared a major in a School of Computing program.
http://www.unf.edu/ccec/cis/CIShtml/CIScourseRepeat.html

Community-Based Transformational Learning
Community-Based Transformational Learning is about providing students with first-hand experiences that take them outside the walls of the classroom and into the community. By engaging in these activities, UNF students learn how to translate theory into practice, strengthen their sense of civic and ethical responsibility, and gain from professional and career development opportunities. In many cases, these experiences transform the lives of students.
(http://www.unf.edu/ccec/soc/cbtl.pdf)