# COMP2750
## Applications Modelling and Development
### Session 1, Special circumstances 2021

*Department of Computing*

## Contents

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>General Information</td>
<td>2</td>
</tr>
<tr>
<td>Learning Outcomes</td>
<td>3</td>
</tr>
<tr>
<td>General Assessment Information</td>
<td>3</td>
</tr>
<tr>
<td>Assessment Tasks</td>
<td>4</td>
</tr>
<tr>
<td>Delivery and Resources</td>
<td>6</td>
</tr>
<tr>
<td>Unit Schedule</td>
<td>8</td>
</tr>
<tr>
<td>Policies and Procedures</td>
<td>9</td>
</tr>
<tr>
<td>Changes from Previous Offering</td>
<td>10</td>
</tr>
</tbody>
</table>

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**Notice**

As part of Phase 3 of our return to campus plan, most units will now run tutorials, seminars and other small group activities on campus, and most will keep an online version available to those students unable to return or those who choose to continue their studies online.

To check the availability of face-to-face activities for your unit, please go to timetableViewer. To check detailed information on unit assessments visit your unit’s iLearn space or consult your unit convenor.

[https://unitguides.mq.edu.au/unit_offerings/140001/unit_guide/print](https://unitguides.mq.edu.au/unit_offerings/140001/unit_guide/print)
# General Information

<table>
<thead>
<tr>
<th>Unit convenor and teaching staff</th>
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<tbody>
<tr>
<td><strong>Convenor</strong></td>
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<table>
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<tr>
<th>Credit points</th>
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<table>
<thead>
<tr>
<th>Prerequisites</th>
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</thead>
<tbody>
<tr>
<td>COMP1350 or ISYS114</td>
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<table>
<thead>
<tr>
<th>Corequisites</th>
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<table>
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<tr>
<th>Co-badged status</th>
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[https://unitguides.mq.edu.au/unit_offerings/140001/unit_guide/print](https://unitguides.mq.edu.au/unit_offerings/140001/unit_guide/print)
Unit description
This unit is an intermediate unit to deliver a solid foundation in concepts, methods, tools and
techniques that organisations use to control the information they use in their day-to-day
business, with a particular focus on how computer-based technologies can most effectively
contribute to the way business is structured. The units focuses on the fundamental concepts
and models of applications development so that they can understand the key processes
related to building functioning applications and appreciate the complexity of applications
development. The unit emphasises program development and incorporates the software
development life cycle, requirements gathering, designing a solution, and implementing and
testing a solution in a programming language.

Important Academic Dates
Information about important academic dates including deadlines for withdrawing from units are
available at https://students.mq.edu.au/important-dates

Learning Outcomes
On successful completion of this unit, you will be able to:

ULO1: Demonstrate ability to communicate software requirements and designs, clearly
and effectively.
ULO2: Practice the key phases of the software development life cycle (SDLC) including
requirements engineering, analysis, design, basic development and testing.
ULO3: Demonstrate understanding of alternative SDLC lifecycle models
ULO4: Demonstrate an understanding of the concepts and tools needed to successfully
design and build an application
ULO5: Integrate an application with a database or other form of persistent storage

General Assessment Information
If you receive special consideration for the final exam, a supplementary exam will be scheduled
in the interval between the regular exam period and the start of the next session. By making a
special consideration application for the final exam you are declaring yourself available for a resit
during the supplementary examination period and will not be eligible for a second special
consideration approval based on pre-existing commitments. Please ensure you are familiar with
the policy prior to submitting an application. You can check the supplementary exam information
page on FSE101 in iLearn (bit.ly/FSESupp) for dates, and approved applicants will receive an
individual notification one week prior to the exam with the exact date and time of their
supplementary examination.

Late Submission
No extensions will be granted without an approved application for Special Consideration. There
will be a deduction of 10% of the total available marks made from the total awarded mark for
Assessment Tasks

<table>
<thead>
<tr>
<th>Name</th>
<th>Weighting</th>
<th>Hurdle</th>
<th>Due</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quizzes</td>
<td>25%</td>
<td>No</td>
<td>Weeks 4,7,11</td>
</tr>
<tr>
<td>Requirements Gathering and Analysis</td>
<td>25%</td>
<td>No</td>
<td>Study Break-1</td>
</tr>
<tr>
<td>Application Design</td>
<td>25%</td>
<td>No</td>
<td>Week-9</td>
</tr>
<tr>
<td>Application Development and Testing</td>
<td>25%</td>
<td>No</td>
<td>Week-13</td>
</tr>
</tbody>
</table>

Quizzes

Assessment Type ¹: Quiz/Test
Indicative Time on Task ²: 14 hours
Due: **Weeks 4,7,11**
Weighting: **25%**

Quizzes to determine students individual strengths, weaknesses, knowledge and skills to develop a baseline of what students know about the topic.

On successful completion you will be able to:

- Demonstrate ability to communicate software requirements and designs, clearly and effectively.
- Practice the key phases of the software development life cycle (SDLC) including requirements engineering, analysis, design, basic development and testing.
- Demonstrate understanding of alternative SDLC lifecycle models
- Demonstrate an understanding of the concepts and tools needed to successfully design and build an application

Requirements Gathering and Analysis

Assessment Type ¹: Case study/analysis
Indicative Time on Task ²: 20 hours
Due: **Study Break-1**
Weighting: **25%**
This assignment will develop and test your skills in requirements gathering, specification, analysis and modelling.

On successful completion you will be able to:

- Demonstrate ability to communicate software requirements and designs, clearly and effectively.
- Practice the key phases of the software development life cycle (SDLC) including requirements engineering, analysis, design, basic development and testing.
- Demonstrate understanding of alternative SDLC lifecycle models

**Application Design**

Assessment Type 1: Design Task
Indicative Time on Task: 20 hours
Due: **Week-9**
Weighting: **25%**

This assignment will develop and test your skills in designing applications for the given case study

On successful completion you will be able to:

- Demonstrate ability to communicate software requirements and designs, clearly and effectively.
- Practice the key phases of the software development life cycle (SDLC) including requirements engineering, analysis, design, basic development and testing.
- Demonstrate understanding of alternative SDLC lifecycle models
- Demonstrate an understanding of the concepts and tools needed to successfully design and build an application
- Integrate an application with a database or other form of persistent storage

**Application Development and Testing**

Assessment Type 1: Design Implementation
Indicative Time on Task: 20 hours
Due: **Week-13**
Weighting: **25%**
This assignment will develop and assess your design, development and testing applications for the given case study.

On successful completion you will be able to:

- Demonstrate ability to communicate software requirements and designs, clearly and effectively.
- Practice the key phases of the software development life cycle (SDLC) including requirements engineering, analysis, design, basic development and testing.
- Demonstrate understanding of alternative SDLC lifecycle models
- Demonstrate an understanding of the concepts and tools needed to successfully design and build an application
- Integrate an application with a database or other form of persistent storage

1 If you need help with your assignment, please contact:
  - the academic teaching staff in your unit for guidance in understanding or completing this type of assessment
  - the Learning Skills Unit for academic skills support.

2 Indicative time-on-task is an estimate of the time required for completion of the assessment task and is subject to individual variation

**Delivery and Resources**

**CLASSES**

COMP2750 is taught via lectures and SGTAs/Practical Classes.

**Lectures:**

- Lectures are used to introduce new material, provide motivation and context for your study, guide you in what is important to learn and explain more difficult concepts.
- There are 2 hours of lectures per week (This will be a pre-recorded content) with a follow-up class

**SGTAs/Practical Classes:**

- **Note:** Practical Classes commence in Week-2
- These are small group classes which allow you to interact with your peers and with a tutor who has a sound knowledge of the subject. This also gives you a chance to practice your technology skills.
You will need to enrol and attend the Practical Class that you've enroled in.

Practical Classes will be providing you with practical experience of design and development processes. The content of the workshop may overlap or sometimes be ahead of the lecture content.

If your workshop falls on a public holiday, you are expected to attend & participate in another workshop as a makeup class.

For details of days, times and rooms consult the timetables webpage.

RECOMMENDED TEXTS AND/OR MATERIALS

Textbook

There are no required textbooks for this unit. However, every week you will be provided with lecture notes and references for further reading.

UNIT WEBPAGE AND TECHNOLOGY USED AND REQUIRED

Websites

The web page for this unit can be found at: here

echo360

Digital recordings of lectures are available. Read instructions here.

Discussion Boards

The unit makes use of discussion boards hosted within ilearn. Please post questions of general interest there (for example, about assessment tasks), they are monitored by the unit staff but students may also provide answers.

FEEDBACK

You have many opportunities to seek and to receive feedback. The feedback that you receive also plays an important role in your learning. Make sure you read the feedback you are given, attend lectures which provide assignment feedback and compare your solution with sample solutions provided. During lecture consultations, you are encouraged to ask the lecturer questions to clarify anything you might not be sure of. You may also arrange to meet with your tutor or the lecturer. Consultation hours will be provided in some of the weeks. Each week, you will be given activities and problems to solve in the workshops. This will at times involve contributing to a group of students and presenting solutions to the class. The solutions provided will help you to understand the material in the unit and prepare you for the work in assignments. You must keep up with these problems every week. Assignments have been specially designed to deliver continuous feedback on your work.

Each week you should:

- Attend lectures, take notes, ask questions
• Attend your practical classes and seek feedback from your tutor on your work
• Read assigned reading material/Watch lecture recording, add to your notes and prepare questions for your lecturer or tutor
• Start working on any assignments immediately after they have been released.

Lecture notes/videos are made available each week but these notes are intended as an outline of the lecture only and are not a substitute for your notes or reading of the other additional material.

**Unit Schedule**

*Tentative teaching schedule, subject to change:*

<table>
<thead>
<tr>
<th>Week</th>
<th>Topic</th>
<th>Lecturer</th>
<th>To Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Unit Overview + Information Systems + SDLC process</td>
<td>Y.Wang</td>
<td>No Workshops this week</td>
</tr>
<tr>
<td>2</td>
<td>Development Methodologies + Agile Modelling</td>
<td>Y.Wang</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Project Management</td>
<td>Y.Wang</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Discovering Requirements</td>
<td>Y.Wang</td>
<td>Online Quiz 1 due</td>
</tr>
<tr>
<td>5</td>
<td>Documenting System Requirements through diagrams-1</td>
<td>C.Ramakrishnan</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Documenting System Requirements through diagrams-2, Validation, and Prototyping</td>
<td>C.Ramakrishnan</td>
<td></td>
</tr>
<tr>
<td></td>
<td><em>Teaching Break (2 weeks) 2nd April 2020 to 18th April 2020</em></td>
<td></td>
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</tr>
<tr>
<td>7</td>
<td>Designing Databases</td>
<td>C.Ramakrishnan</td>
<td>Online Quiz 2 due</td>
</tr>
<tr>
<td>8</td>
<td>Designing Input, Output, Test cases</td>
<td>C.Ramakrishnan</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Human-Computer Interaction</td>
<td>C.Ramakrishnan</td>
<td>Assignment-2 due</td>
</tr>
<tr>
<td>10</td>
<td>Testing and Quality Assurance</td>
<td>C.Ramakrishnan</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>Client-side Development</td>
<td>Y.Wang</td>
<td>Online Quiz 3 due</td>
</tr>
<tr>
<td>12</td>
<td>Server-side Development and Testing</td>
<td>Y.Wang</td>
<td></td>
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<tr>
<td>13</td>
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<td>Assignment-3 due</td>
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*Assignment-1 will be due sometime in the first week of the study break*

*Students are expected to catch up with unit content (Weeks 1-6) and continue working on Assignment 2*
Policies and Procedures

Macquarie University policies and procedures are accessible from Policy Central (https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central). Students should be aware of the following policies in particular with regard to Learning and Teaching:

- Academic Appeals Policy
- Academic Integrity Policy
- Academic Progression Policy
- Assessment Policy
- Fitness to Practice Procedure
- Grade Appeal Policy
- Complaint Management Procedure for Students and Members of the Public
- Special Consideration Policy (Note: The Special Consideration Policy is effective from 4 December 2017 and replaces the Disruption to Studies Policy.)

Students seeking more policy resources can visit the Student Policy Gateway (https://students.mq.edu.au/support/study/student-policy-gateway). It is your one-stop-shop for the key policies you need to know about throughout your undergraduate student journey.

If you would like to see all the policies relevant to Learning and Teaching visit Policy Central (https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central).

Student Code of Conduct

Macquarie University students have a responsibility to be familiar with the Student Code of Conduct: https://students.mq.edu.au/admin/other-resources/student-conduct

Results

Results published on platform other than eStudent, (eg. iLearn, Coursera etc.) or released directly by your Unit Convenor, are not confirmed as they are subject to final approval by the University. Once approved, final results will be sent to your student email address and will be made available in eStudent. For more information visit ask.mq.edu.au or if you are a Global MBA student contact globalmba.support@mq.edu.au

Student Support

Macquarie University provides a range of support services for students. For details, visit http://students.mq.edu.au/support/

Learning Skills

Learning Skills (mq.edu.au/learningskills) provides academic writing resources and study strategies to help you improve your marks and take control of your study.
• Getting help with your assignment
• Workshops
• StudyWise
• Academic Integrity Module

The Library provides online and face to face support to help you find and use relevant information resources.

• Subject and Research Guides
• Ask a Librarian

Student Enquiry Service
For all student enquiries, visit Student Connect at ask.mq.edu.au
If you are a Global MBA student contact globalmba.support@mq.edu.au

Equity Support
Students with a disability are encouraged to contact the Disability Service who can provide appropriate help with any issues that arise during their studies.

IT Help
For help with University computer systems and technology, visit http://www.mq.edu.au/about_us/offices_and_units/information_technology/help/.
When using the University’s IT, you must adhere to the Acceptable Use of IT Resources Policy. The policy applies to all who connect to the MQ network including students.

Changes from Previous Offering
Changes to the Assessments. No final exam in S1, 2021 offering