

FIT2001 Systems development

Unit Guide

Semester 1, 2015

Copyright © Monash University 2014. All rights reserved. Except as provided in the Copyright Act 1968, this work may not be reproduced in any form without the written permission of the host Faculty and School/Department.

The information contained in this unit guide is correct at time of publication. The University has the right to change any of the elements contained in this document at any time.

Last updated: 25 Feb 2015

Table of Contents

FIT2001 Systems development - Semester 1, 2015	1
Mode of Delivery	
Workload Requirements	
Unit Relationships	
Prohibitions	
Co-requisites	1
Chief Examiner.	
Campus Lecturer.	
Caulfield	
<u>Clavton</u>	
South Africa.	
<u>Malaysia</u>	
Tutors.	
<u>Caulfield</u>	
<u>Clavton</u>	
South Africa	
<u>Malavsia</u>	
Your feedback to Us	
Previous Student Evaluations of this Unit	
Academia Overview	
Academic Overview	
Learning Outcomes	4
	-
Unit Schedule	
Teaching Approach	
Assessment Summary	6
	_
Assessment Requirements	
Assessment Policy	
Assessment Tasks	
Participation	
Examinations	
Examination 1.	
Learning resources	11
Reading list	
Feedback to you	12
Extensions and penalties	12
Returning assignments	12
Assignment submission	12
Online submission.	13
Required Resources	13
Recommended text(s)	
Other Information	14
Policies	
Faculty resources and policies	
<u>Graduate Attributes Policy</u>	
Student Charter	
Student services	
Monash University Library	
Disability Liaison Unit	
<u>Other</u>	
Engineers Australia Stage 1 competencies	
Relationship between Unit Learning Outcomes and BSE Course Outcomes	
Relationship between Unit Learning Outcomes and Assessments	

FIT2001 Systems development - Semester 1, 2015

The unit introduces students to systems analysis and design as a problem solving activity, within the framework of a selected methodology. It will focus on contemporary industry practice; investigating understanding and documenting system requirements; a range of design and implementation activities; and professional skills required for systems development.

Mode of Delivery

- Caulfield (Day)
- Caulfield (Online)
- Clayton (Day)
- Malaysia (Day)
- South Africa (Day)

Workload Requirements

Minimum total expected workload equals 12 hours per week comprising:

(a.) Contact hours for on-campus students:

- Two hours of lectures
- One 2-hour laboratory
- One 1-hour meeting

(b.) Study schedule for off-campus students:

• Off-campus students generally do not attend lecture and tutorial sessions, however should plan to spend equivalent time working through the relevant resources and participating in discussion groups each week.

(c.) Additional requirements (all students):

• A minimum of 7 hours independent study per week for completing lab and project work, private study and revision.

See also Unit timetable information

Unit Relationships

Prohibitions

BUS2021, CPE2003, CSE1204, CSE1205, GCO1813, GCO2601, GCO2852, GCO2826, IMS1001, IMS1002, IMS1805, IMS2071, IMS9001

Co-requisites

FIT1004 or FIT2010

Chief Examiner

Ms Chris Gonsalvez

Campus Lecturer

Caulfield

Mahbubur Rahim

Consultation hours: Please contact me via email to organise an appointment

Clayton

Chris Gonsalvez

Consultation hours: Please contact me via email to organise an appointment

South Africa

Stella Ouma

Consultation hours: Please contact me via email to organise an appointment

Malaysia

Manimohan Manickam

Consultation hours: Please contact me via email to organise an appointment

Tutors

Caulfield

Jay Zeal

Amandeep Amandeep

Clayton

Peter Huynh

Anthony Wong

Mehran Vahid

Siavash Alavian

Amandeep Amandeep

FIT2001 Systems development - Semester 1, 2015

South Africa

Stella Ouma

Malaysia

Judyanne Gilbert

Your feedback to Us

Monash is committed to excellence in education and regularly seeks feedback from students, employers and staff. One of the key formal ways students have to provide feedback is through the Student Evaluation of Teaching and Units (SETU) survey. The University's student evaluation policy requires that every unit is evaluated each year. Students are strongly encouraged to complete the surveys. The feedback is anonymous and provides the Faculty with evidence of aspects that students are satisfied and areas for improvement.

For more information on Monash's educational strategy, see:

<u>www.monash.edu.au/about/monash-directions/</u> and on student evaluations, see: <u>www.policy.monash.edu/policy-bank/academic/education/quality/student-evaluation-policy.html</u>

Previous Student Evaluations of this Unit

In response to student feedback for this unit, the following changes have been made:

- The order of the lectures has been revised.
- The 2 assignments have been changed to 5 smaller assignments to encourage every student in the team to collaborate on all part of the assignment rather than use the 'divide and conquer' method.
- Clayton has changed to 2 x 1 hour lectures, based on feedback from Clayton students

Student feedback has highlighted the following strength(s) in this unit:

- The tutorial participation in groups in the unit, which gives students the opportunity to collaborate, develop their teamwork skills, and benefit from learning from their peers.
- The case based approach used in tutorials which helps students contextualise the subject content.

If you wish to view how previous students rated this unit, please go to <u>https://emuapps.monash.edu.au/unitevaluations/index.jsp</u>

Academic Overview

Learning Outcomes

At the completion of this unit, students should be able to:

- 1. describe and analyse a range of system development methodologies and be able to assess when to use a particular approach;
- 2. describe key activities required for systems development;
- 3. apply problem solving techniques at different levels of abstraction;
- 4. select suitable techniques and methods to conduct analysis, design and implementation activities;
- 5. apply analysis and design techniques to a practical system development problem within a contemporary development methodology framework;
- 6. demonstrate an understanding of the professional skills required for effective systems development practice.

Unit Schedule

Week	Activities	Assessment
0		No formal assessment or activities are undertaken in week 0
1	Introduction, The nature of systems development	Tutorials start in Week 1. Tutorial participation is assessed each week
2	Development approaches, Stakeholder management, Investigating system requirements	
3	Investigating, understanding and documenting system requirements - Why use modelling? User Stories, Activity diagrams	
4	Understanding and documenting system requirements - Domain and class modelling	Assignment 1 - Requirements gathering due Friday 27 March 2015, 5pm
5	Understanding and documenting system requirements - Use Case Diagrams and Use Case Narratives	Peer Assessment 1 - due Monday 30 March 2015, 5pm
6	Protoyping	Assignment 2 - System Overview, User Stories & Activity Diagrams due Friday 17 April 2015, 5pm
7	System Design - Overview, Detailed design - Interface Design	Peer Assessment 2 - due Monday 20 April 2015, 5pm
8	Detailed design: OO fundamentals, Use case realisation with sequence diagrams, design class diagrams	Assignment 3 - Domain Modelling, Use Case Diagrams & Use Case Narratives due Friday 1 May 2015, 5pm
9	Testing the system	Peer Assessment 3 - due Monday 4 May 2015, 5pm AND Assignment 4.1 - Prototyping & Interaction Design due Friday 8 May 2015, 5pm
10	Securing, implementing and maintaining the system	Assignnment 4.2 - Prototype demonstrations during tutorials
11	System Design	Peer Assessment 4 - due Monday 18 May 2015, 5pm AND Assignment 5 - Sequence Diagrams & Design Class Diagrams due Friday 22 May 2015, 5pm
12	Systems development approaches - Industry perspective, Build or Buy? Request for Proposal, Review	Peer Assessment 5 - due Monday 25 May 2015, 5pm
	SWOT VAC	No formal assessment is undertaken in SWOT VAC
	Examination period	LINK to Assessment Policy: http://policy.monash.edu.au/policy-bank/ academic/education/assessment/ assessment-in-coursework-policy.html

*Unit Schedule details will be maintained and communicated to you via your learning system.

Unit Schedule

Teaching Approach

- Lecture and tutorials or problem classes This teaching and learning approach provides facilitated learning, practical exploration and peer learning.
- Studio teaching This approach is hands-on learning where you interact with fellow students in a studio environment.

Assessment Summary

Examination (3 hours): 50%; In-semester assessment: 50%

Assessment Task	Value	Due Date
Assignment 1: Requirements gathering AND Peer Assessment 1	6%	Assignment 1 - Friday 27 March 2015, 5pm AND Peer Assessment 1 - Monday 30 March 2015, 5pm
Assignment 2 - System Overview, User Stories & Activity Diagrams AND Peer Assessment 2	8%	Assignment 2 - Friday 17 April 2015, 5pm AND Peer Assessment 2 - Monday 20 April 2015, 5pm
Assignment 3 - Domain model class diagram, Use Case Diagrams & Use Case Narratives AND Peer Assessment 3	14%	Assignment 3 - Friday 1 May 2015, 5pm AND Peer Assessment 3 - Monday 4 May 2015, 5pm
Assignment 4 - Prototyping & Interaction Design AND Peer Assessment 4	6%	Assignment 4.1 - Friday 8 May 2015, 5pm AND Assignment 4.2 - During tutorials in Week beginning 11 May 2015 AND Peer Assessment 4 - Monday 18 May 2015, 5pm
Assignment 5 - Sequence Diagrams & Design Class Diagrams & Peer Assessment 5	6%	Assignment 5 - Friday 22 May 2015, 5pm AND Peer Assessment 5 - Monday 25 May 2015, 5pm
Tutorial participation	10%	In most tutorials during the semester
Examination 1	50%	To be advised

Assessment Requirements

Assessment Policy

Faculty Policy - Unit Assessment Hurdles (http://intranet.monash.edu.au/infotech/resources/staff/edgov/policies/assessment-examinations/assessment-hurd

Academic Integrity - Please see resources and tutorials at <u>http://www.monash.edu/library/skills/resources/tutorials/academic-integrity/</u>

Assessment Tasks

Participation

Assessment task 1

Title:

Assignment 1: Requirements gathering AND Peer Assessment 1

Description:

This group assignment involves demonstrating data gathering gathering techniques such as interviews and forms review to understand the system requirements.

Full details of the assignment will be available on the unit web site.

Weighting:

6%

Criteria for assessment:

The assignment will be assessed using the following main criteria:

- Timeliness of interview planning;
- Professionalism, completeness and accuracy of communication;
- ◆Logical interview structure, and professionalism of language and delivery;
- Comprehensiveness and relevance of interview questions;
- Presentation and professionalism of the submission and supporting documentation.

Marks for individual group members may vary based on peer assessment, tutor observation and discussion with the group. All team members must complete the self and peer assessment for the assignment. Failure to complete the peer assessment will result in a 0 for the assignment.

Due date:

Assignment 1 - Friday 27 March 2015, 5pm AND Peer Assessment 1 - Monday 30 March 2015, 5pm

Assessment task 2

Title:

Assignment 2 - System Overview, User Stories & Activity Diagrams AND Peer Assessment 2

Description:

This group assignment involves demonstrating an understanding of the overall system requirements, and showing a detailed understanding of specified functions using user stories and activity diagrams.

Full details of the assignment will be available on the unit web site.

Weighting:

8%

Criteria for assessment: The assignment will be assessed using the following main criteria:

- Clarity and comprehensiveness of System overview;
 - Clarity, completeness, accuracy and consistency of User Stories and Activity Diagrams;
 - Conformance to modeling standards, and correct use of technique for Activity diagrams;
 - Presentation and professionalism of the submission and supporting documentation.

Marks for individual group members may vary based on peer assessment, tutor observation and discussion with the group. All team members must complete the self and peer assessment for the assignment. Failure to complete the peer assessment will result in a 0 for the assignment.

Due date:

Assignment 2 - Friday 17 April 2015, 5pm AND Peer Assessment 2 - Monday 20 April 2015, 5pm

Assessment task 3

Title:

Assignment 3 - Domain model class diagram, Use Case Diagrams & Use Case Narratives AND Peer Assessment 3

Description:

This group assignment involves demonstrating a detailed understanding of the data requirements of the overall system, and the business processes of specified functions using Use case diagrams and Use Case narratives.

Full details of the assignment will be available on the unit web site.

Weighting:

14%

Criteria for assessment:

The assignment will be assessed using the following main criteria:

- Clarity, completeness, accuracy and consistency of Domain Class models, Use Case diagrams and Use Case narratives;
- Conformance to modeliing standards, and correct use of technique for Domain Class models, Use Case diagrams and Use Case narratives;
- Presentation and professionalism of the submission and supporting documentation.

Marks for individual group members may vary based on peer assessment, tutor observation and discussion with the group. All team members must complete the self and peer assessment for the assignment. Failure to complete the peer assessment will result in a 0 for the assignment.

Due date:

Assignment 3 - Friday 1 May 2015, 5pm AND Peer Assessment 3 - Monday 4 May 2015, 5pm

Assessment task 4

Title:

Assignment 4 - Prototyping & Interaction Design AND Peer Assessment 4

Description:

This group assignment involves demonstrating a detailed understanding of how business requirements of specified functions will be met, with the use or Prototyping and Interaction Design.

Full details of the assignment will be available on the unit web site.

Weighting:

6%

Criteria for assessment:

The assignment will be assessed using the following main criteria:

- Clarity, completeness, accuracy and consistency of Prototypes and Interaction Design;
- Presentation and professionalism of the submission and supporting documentation.

Marks for individual group members may vary based on peer assessment, tutor observation and discussion with the group. All team members must complete the self and peer assessment for the assignment. Failure to complete the peer assessment will result in a 0 for the assignment.

Due date:

Assignment 4.1 - Friday 8 May 2015, 5pm AND Assignment 4.2 - During tutorials in Week beginning 11 May 2015 AND Peer Assessment 4 - Monday 18 May 2015, 5pm

Assessment task 5

Title:

Assignment 5 - Sequence Diagrams & Design Class Diagrams & Peer Assessment 5 **Description:**

This group assignment involves demonstrating an understanding of what is required for the detailed design of specified functions in the system.

Full details of the assignment will be available on the unit web site.

Weighting:

6%

Criteria for assessment:

The assignment will be assessed using the following main criteria:

- Clarity, completeness, accuracy and consistency of the Sequence Diagrams and Design Class Diagrams;
- Conformance to modelling standards, and correct use of technique for Sequence Diagrams and Design Class Diagrams;
- Presentation and professionalism of the submission and supporting documentation.

Marks for individual group members may vary based on peer assessment, tutor observation and discussion with the group. All team members must complete the self and peer assessment for the assignment. Failure to complete the peer assessment will result in a 0 for the assignment.

Due date:

Assignment 5 - Friday 22 May 2015, 5pm AND Peer Assessment 5 - Monday 25 May 2015, 5pm

Assessment task 6

Title:

Tutorial participation

Description:

Assessment will be based on both peer assessment and tutor observation. This assessment task will encourage you to demonstrate your understanding and knowledge of systems development practice by actively engaging in the tutorial activities.

Weighting:

10%

Criteria for assessment:

You are expected to have completed any pre-tutorial activities, and bring any required documentation to the tutorial. You must be prepared to discuss your findings in a tutorial review group, and use the knowledge to analyse and design a case study system during the tutorials. The assessment for this item is based on the peer evaluation and tutor observation of your performance in the review tutorials, and will include assessment of your preparation, participation and contribution, and your ability to allow and encourage others to contribute, and your ability to share your understanding of systems development practice with other students.

Due date:

In most tutorials during the semester

Remarks:

Tutorial participation mark calculation

If you have attended you get the tutorial participation mark given to you based on your participation.

If you have not attended for a valid reason and have provided suitable evidence. The week is not counted in the Tutorial participation mark calculation.

If you have not attended and have not provided any reason or suitable evidence as to why you have not attended, you receive a 0 for the week, and the week is counted in the calculation.

So for example if a student's participation is as follows:

Week 1	Participation assessment not done in the subject this week
Week 2	4
Week 3	3.5
Week 4	2
Week 5	Not applicable - Sick - evidence provided
Week 6	4
Week 7	3.5
Week 8	4

Week 9 Participation not done in the subject this week - Public holiday

Week 10 0 - Did not attend - no evidence provided

Week 11 0 - Did not attend - no evidence provided

Week 12 4

For the student above the mark is calculated in the following way:

There are 10 out of the 12 weeks where participation was conducted in the subject. As the student did not attend for 1 week due to illness and evidence was provided, they have 9 weeks where participation will be counted. The student did not attend for another 2 weeks, but these weeks will be counted as they did not provide a reason or evidence. So for this student their mark for tutorial participation will be calculated as follows

Addition of all assessments = 4 + 3.5 + 2 + 4 + 3.5 + 4 + 0 + 0 + 4 = 25

This is divided by 9 weeks = 25/9 = 2.77

This equals 2.77 out of 5 which equals 55.5 out of 100 which is a grade of P

NOTE: While the student has generally done well when then have attended, their non-attendance for 2 weeks has had a bit impact on their grade.

Examinations

• Examination 1

Weighting: 50% Length: 3 hours Type (open/closed book): Closed book Electronic devices allowed in the exam: None

Learning resources

Reading list

Booch, G., Rumbaugh, J. and I. Jacobson (1999) *The Unified Modeling Language User Guide* Addison Wesley Professional.

Dennis, A., Wixom, B.H. and D. Tegarden (2008) *Systems Analysis and Design with UML Version 2.0: An Object-Oriented Approach*, 3rd Edition, Wiley.

Hoffer, J.A., George, J.F. and J.S. Valacich (2001) *Modern Systems Analysis and Design* 3rd Edition, Prentice Hall.

Assessment Requirements

George, J.F., Batra, D., Valacich J.S. and J.A. Hoffer, (2004) *Object-Oriented System Analysis and Design* Prentice-Hall.

Lee, R. and W. Tepfenhart (2002) *Practical Object-Oriented Development with UML and Java*, Prentice Hall.

Maciaszek, L. (2004) Requirements Analysis and System Design, 2nd Edition, Addison-Wesley.

Page-Jones, M. (1988) The Practical Guide to Structured Systems Design 2nd Edition, Prentice-Hall.

Page-Jones, M. (2000) Fundamentals of Object-Oriented Design in UML Addison-Wesley.

Shelley, G.B. and H.J. Rosenblatt (2010) *Systems Analysis and Design,* 8th Edition, Thomson Course Technology.

Monash Library Unit Reading List (if applicable to the unit) <u>http://readinglists.lib.monash.edu/index.html</u>

Feedback to you

Types of feedback you can expect to receive in this unit are:

- Informal feedback on progress in labs/tutes
- Graded assignments with comments

Extensions and penalties

Submission must be made by the due date otherwise penalties will be enforced.

You must negotiate any extensions formally with your campus unit leader via the in-semester special consideration process: <u>http://www.monash.edu.au/exams/special-consideration.html</u>

Returning assignments

Students can expect assignments to be returned within two weeks of the submission date or after receipt, whichever is later.

Assignment submission

It is a University requirement

(http://www.policy.monash.edu/policy-bank/academic/education/conduct/student-academic-integrity-managing-pla for students to submit an assignment coversheet for each assessment item. Faculty Assignment coversheets can be found at <u>http://www.infotech.monash.edu.au/resources/student/forms/</u>. Please check with your Lecturer on the submission method for your assignment coversheet (e.g. attach a file to the online assignment submission, hand-in a hard copy, or use an electronic submission). Please note that it is your responsibility to retain copies of your assessments. Assessment Requirements

Online submission

If Electronic Submission has been approved for your unit, please submit your work via the learning system for this unit, which you can access via links in the my.monash portal.

Required Resources

Please check with your lecturer before purchasing any Required Resources. Limited copies of prescribed texts are available for you to borrow in the library, and prescribed software is available in student labs.

Students will also require access to standard personal productivity tools (word processing , graphics and presentation).

Recommended text(s)

John W Satzinger, Robert B Jackson, Stephen D Burd. (2012). *Systems Analysis And Design In A Changing World*. (6th Edition) Course Technology Cengage Learning.

Other Information

Policies

Monash has educational policies, procedures and guidelines, which are designed to ensure that staff and students are aware of the University's academic standards, and to provide advice on how they might uphold them. You can find Monash's Education Policies at: www.policy.monash.edu.au/policy-bank/academic/education/index.html

Faculty resources and policies

Important student resources including Faculty policies are located at http://intranet.monash.edu.au/infotech/resources/students/

Graduate Attributes Policy

http://www.policy.monash.edu/policy-bank/academic/education/management/monash-graduate-attributes-policy.h

Student Charter

www.opq.monash.edu.au/ep/student-charter/monash-university-student-charter.html

Student services

The University provides many different kinds of support services for you. Contact your tutor if you need advice and see the range of services available at <u>http://www.monash.edu.au/students</u>. For Malaysia see <u>http://www.monash.edu.my/Student-services</u>, and for South Africa see <u>http://www.monash.ac.za/current/</u>.

Monash University Library

The Monash University Library provides a range of services, resources and programs that enable you to save time and be more effective in your learning and research. Go to www.lib.monash.edu.au or the library tab in <u>my.monash</u> portal for more information. At Malaysia, visit the Library and Learning Commons at <u>http://www.lib.monash.edu.my/</u>. At South Africa visit <u>http://www.lib.monash.ac.za/</u>.

Disability Liaison Unit

Students who have a disability or medical condition are welcome to contact the Disability Liaison Unit to discuss academic support services. Disability Liaison Officers (DLOs) visit all Victorian campuses on a regular basis.

- Website: http://www.monash.edu/equity-diversity/disability/index.html
- Telephone: 03 9905 5704 to book an appointment with a DLO; or contact the Student Advisor, Student Commuity Services at 03 55146018 at Malaysia
- Email: dlu@monash.edu
- Drop In: Equity and Diversity Centre, Level 1, Building 55, Clayton Campus, or Student Community Services Department, Level 2, Building 2, Monash University, Malaysia Campus

Other

Engineers Australia Stage 1 competencies

This unit is a core unit in the Bachelor of Software Engineering accredited by Engineers Australia. Engineers Australia Accreditation Policy of Professional Engineering Programs requires that programs demonstrate how engineering graduates are prepared for entry to the profession and achieve Stage 1 competencies. The following information describes how this unit contributes to the development of these competencies for the Bachelor of Software Engineering. (Note: not all competencies may be emphasised in this unit).

Stage 1 competency <i>1. Knowledge and Skills base</i>	How the compency is developed in this unit
1.1. Comprehension, theory based understanding of the underpinning natural and physical sciences and the engineering fundamentals applicable to the engineering discipline.	Theoretical lecture materials, prescribed texts and recommended reading, tutorials and laboratory tasks.
1.2. Conceptual understanding of the mathematics, numerical analysis, statistics, and computer and information sciences, which underpin the engineering discipline.	Not covered in this unit.
1.3. In-depth understanding of specialist bodies of knowledge within the engineering discipline.	Lecture materials, tutorials and lab exercises relating to life cycle models, requirements analysis techniques, design notations, and quality assurance techniques.
1.4. Discernment of knowledge development and research directions within th engineering discipline.	Lectures discuss the evolution of SE methodologies. Lectures mention some areas of current SE methodology, but it is not a focus in an introductory unit.
1.5. Knowledge of engineering design practice and contextual factors impacting the engineering discipline.	Lecture and tutorial content on process models relates customer and project attributes to process model selection. Lectures discuss sources and consequences of failure.
1.6. Understanding of the scope, principles, norms, accountabilities and bounds of sustainable engineering practice in the specific discipline.	Not covered in this unit.
2. Engineering application ability	
2.1. Application of established engineering methods to complex engineering problem solving.	The core content of the unit is teaching the standard software engineering process model for system development.
2.2 Fluent application of engineering techniques, tools and resources.	Students learn to use design notations such as UML and create diagrams using tools.
2.3. Application of systematic engineering synthesis and design processes.	Students are taught standard analysis and design techniques. These are covered extensively in lectures, tutorials, and practical exercises.
2.4. Application of systematic approaches to the conduct and management of engineering projects.	A number of software engineering methodologies are mentioned in lectures, and the agile process is discussed more extensively and used throughout the practical exercises.

Different types of project team structures are
discussed in lectures.

3. Professional and personal attributes	
3.1. Ethical conduct and professional accountability.	Not covered in this unit.
3.2. Effective oral and written communication in professional and lay domains.	Students have to expressed themselves clearly and effectively for their assessment components of the unit.
3.3. Creative , innovative and proactive demeanour.	Some creativity is encouraged to develop solutions for the assessment components.
3.4. Professional use and management of information.	Not covered in this unit.
3.5. Orderly management of self, and professional conduct.	This is covered in the unit through the development of solutions to exercises and assignments.
3.6. Effective team membership and team leadership.	Team structures and software engineering roles are discussed in lectures, and all student practical exercises and assignments are conducted in teams.

Relationship between Unit Learning Outcomes and BSE Course Outcomes

No.	CO 1	CO 2	CO 3	CO 4	CO 5	CO 6	CO 7	C0 8	CO 9	CO 10	CO 11	CO 12	CO 13	3
1		Х		Х	Х	Х		Х			Х			
2		Х		Х	Х	Х		Х	Х	Х	Х			
3		Х		Х	Х	Х			Х	Х	Х			
4		Х		Х	Х	Х			Х	Х	Х			
5		Х		Х	Х	Х	Х				Х			
6		Х	Х	Х	Х					Х	Х			
7		Х												
8		Х						Х						

Relationship between Unit Learning Outcomes and Assessments

No. Assignments Tests Practical Exercises Exam

1	Х	Х	Х
2	Х	Х	Х
3	Х	Х	Х
4	Х	Х	Х
5	Х	Х	Х
6	Х	Х	Х
7		Х	Х
8			Х