

Faculty	Natural Sciences
Home Department	Computer Science
Module Topic	Human Computer Interaction, Software Engineering, and Database Systems.
Generic Module Name	Computer Science 312
Alpha-numeric Code	CSC312
NQF Level	7
NQF Credit Value	30
Duration	Semester
Proposed semester to be offered	Second Semester
Programmes in which the module will be offered	BSc (Computer Science) (3221,3023); BSc (Mathematics and Statistical Sciences) (3227); BSc (Physical Science) (3233,3120)
Year level	3
Main Outcomes	<p>On completion of this module, students should be able to:</p> <p>In Software Engineering</p> <ul style="list-style-type: none"> • Interpret and implement principles, processes, methods and tools for quality software development. • Use UML to specify, visualize, construct and document a software system. <p>In Database Systems</p> <ul style="list-style-type: none"> • Explain the Relational Model Concepts & Principles. • Represent the Architecture for a Database System. • Design a Relational Database. • Implement a Relational Database. <p>In human Computer Interaction</p> <ul style="list-style-type: none"> • Analyse interface needs for interactive applications. • Design and implement effective user interfaces with CLI, GUI, and API. • Understand the importance of feedback and help systems.
Main Content	<p>Software Engineering</p> <ul style="list-style-type: none"> • Definition of software engineering, principles, goals, process, methods and tools. • The evolving role of software. • SE paradigms / process models. • Object-oriented analysis & design. • Introduction to formal specification. • Verification and validation. • Software quality assurance / reliability. • Unified Modeling Language (UML). <p>Database Systems</p> <ul style="list-style-type: none"> • File systems and databases. • Modeling. • Database design principles. • Database models. • Normalization. • Structured Query Language. <p>Human Computer Interaction</p> <ul style="list-style-type: none"> • Human factors of interactive software. • Theories, principles and guidelines of HCI design including command line interface (CLI), graphical user interface (GUI) and application programmatic interface (API)

	<ul style="list-style-type: none"> • Event-driven application design and development. • Direct manipulation. • Interaction devices. • System and feedback messages. 		
Pre-requisite modules	CSC211 and CSC212		
Co-requisite modules	None		
Prohibited module Combination	Database modules offered by other faculties and departments		
Breakdown of Learning Time	Hours	Timetable Requirement per week	Other teaching modes that does not require time-table
<i>Contact with lecturer: / tutor:</i>	42	<i>Lectures p.w.</i>	3
<i>Assignments & tasks:</i>	28	<i>Practicals p.w.</i>	0
<i>Practicals:</i>	84	<i>Tutorials p.w.</i>	2
<i>Tutorials:</i>	0		
<i>Tests & Examinations:</i>	3		
<i>Selfstudy:</i>	143		
<i>Other:</i>	0		
Total Learning Time	300		
Methods of Student Assessment	Continuous Assessment (CA): 100% Final Assessment (FA): 0%		
Assessment Module type	Continuous Assessment (CA)		