initiating, planning, controlling, executing, and closing projects. The module also shows how IT projects should be managed, from inception to post implementation review. The students will likely improve their management skills and abilities to define the project scope, create a workable project plan, and manage within the budget and schedule.

Systems Development Techniques

This module aims to introduce to students the different system analysis techniques and technologies for understanding and specifying what a computer-based information system should accomplish. It examines the complementary roles of systems analysts, clients and users in a system development life cycle. Students will learn different fact-finding techniques to elicit system requirements and how to develop business models, data and process models, and object models representing a system. Systems will also make use of a Computer Aided Software Engineering (CASE) tool to build those models that capture the specifications of a system.

Programming Fundamentals

This module aims to teach students programming fundamentals and object-oriented concepts using Java. Students will be taught programming fundamentals such as data types and operators, control structures, methods and arrays. Object-oriented concepts such as inheritance, interface, composition and polymorphism will also be introduced.