COEPD IT Business Analyst course mapping to iiba BABoK V3

In BABoK V3, we have 10 concepts

1. Business Analysis Key Concepts

2. Business Analysis Planning and Monitoring

3. Elicitation and Collaboration

4. Requirements Life Cycle Management

5. Strategy Analysis

6. Requirements Analysis and Design Definition

7. Solution Evaluation

8. Underlying Competencies

9. Techniques

10. Perspectives

**and detailed mapping is given below....**

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1. **Business Analysis Key Concepts**

1. Introduction

* Who is a Business Analyst?
* What is Requirement?
* Types of Requirements
* Bond between Requirement and BA
* Who is stakeholder?
* What is Business Process Modeling?
* BA Completeness Skill Areas

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1. **Business Analysis Planning and Monitoring**

7.2.

Business Analysis Planning

* Business Plan
* Business Analysis Planning
* Planning Factors
* Business Communication Scheduling
* Performance Monitoring
* Techniques
* Estimation
* Estimate planning

 Requirements Planning

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1. **Elicitation and Collaboration**

Business Requirements Initiation (Gathering Stage )

6.1.1 Stakeholder Analysis

1. Identify Stakeholders
2. Stakeholders Listing Document
3. Stakeholders Summary
4. RACI Matrix – Responsible, Accountable, Consulted, Informed

6.1.2 Requirement Elicitation Techniques

1. Brainstorming
2. Document Analysis
3. Reverse Engineering
4. Focus Groups
5. Observation
6. Workshop
7. JAD(Joint Application Development) -Requirements Workshop
8. Interview
9. Prototyping
10. Questionnaire (Survey)

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1. **Requirements Life Cycle Management**

6.2. Business Requirements Management

6.2.1. Requirements CommunicatioN

 3R Concept

6.2.2. Requirements Management

6.2.3. Requirements Organization

* Requirements Definition
* Requirements Modeling
* Requirements Verification

7.3Role of BA in handling Change Request

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1. **Strategy Analysis**

7.1. Enterprise Analysis

* SWOT Analysis
* GAP Analysis
* Feasibility Study
* Root Cause Analysis
* Technique – 5 Why
* Tabular Method – Technique
* Fishbone Diagram
* Decision Analysis
* Financial Factors
* Non- Financial Factors
* Strategy Analysis
* External Environmental Analysis
* PESTLE Technique
* Porter’s Five force Model
* Internal Environmental Analysis
* MOST Analysis Technique
* Enterprise Architecture Frameworks
	+ The Zachman Framework
	+ The POLDAT Framework 63
	+ TOGAF
* Scope
* Business Case

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1. **Requirements Analysis and Design Definition**

6.1.3. Sort the requirements ( Define Requirements)

6.1.4. Prioritize Requirements

1. 100 Dollars Test
2. Top 10 requirements
3. Numerical Assignment
4. MoSCoW

6.1.5. Validating Requirements

1. FURPS
2. CUCV
3. CAE
4. APVU
5. SMART

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1. **Solution Evaluation**

6.3. Business Solutions Evaluation and Implementation

6.3.1. Business Solutions

6.3.2 . Solution Assessment

* Assess proposed Solutions
* Requirements Allocation
* Organizational readiness Assessment

6.3.3. Solution Validation

1. Verification Vs Validation

6.3.4. Solution Evaluation

6.3.5. Solution Implementation

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1. **Underlying Competencies**

3. Business Analyst Competency Skills

3.1. Business Communication

3.2. Supplier Management

3.3. Leadership

3.4. Conflict Management

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1. **Techniques**

5. OOA and UML

5.1. Learning OOA

1. Object
2. Class
3. Component
4. Package
5. Subsystems

5.2. Implementing OOA

1. Abstraction
2. Encapsulation
3. Inheritance
4. Polymorphism
5. Relationships
6. Message sending

5.3. Learning UML

1. Mostly used Diagrams by BA

5.4. Use Case Diagram

1. Actor
2. Learning use case Diagrams Step-1: (basic)
3. Learning use case Diagrams Step-2: ( Generalization)
4. Learning use case Diagrams Step 3 ( Include)
5. Learning use case Diagrams Step 4: (Extend)
6. Learning use case Diagrams Step 5: (Automation)
7. How to draw Use Case Diagram from a Case study

5.5. Use Case Description Document

1. Use Case Spec \_ Example

5.6. Deriving Test Cases out of Use-cases

1. Test Case Document

5.7. Understanding how a Software Application Works

1. An Overview
2. Two Tier Architecture
3. Three Tier Architecture
4. MVC Architecture
5. MVC Architecture Rules
6. Guideline to place identified MVC Classes in a 3 Tier Architecture

5.8. Sequence Diagram

5.9. Domain Modelling

5.10 Activity Diagram

1. Activity Diagram Elements
2. Swimlanes

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**X. Perspectives**

4. SDLC Methodologies and Models

4.1. Sequential – waterfall and V Model

4.2. Iterative – RUP (Rational Unified Process )

4.3. Evolutionary – Spiral

4.4. Agile - Scrum

Scrum

 BA role in Agile Scrum

7.4. Role of BA in Project