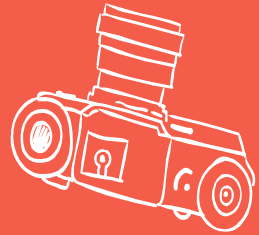



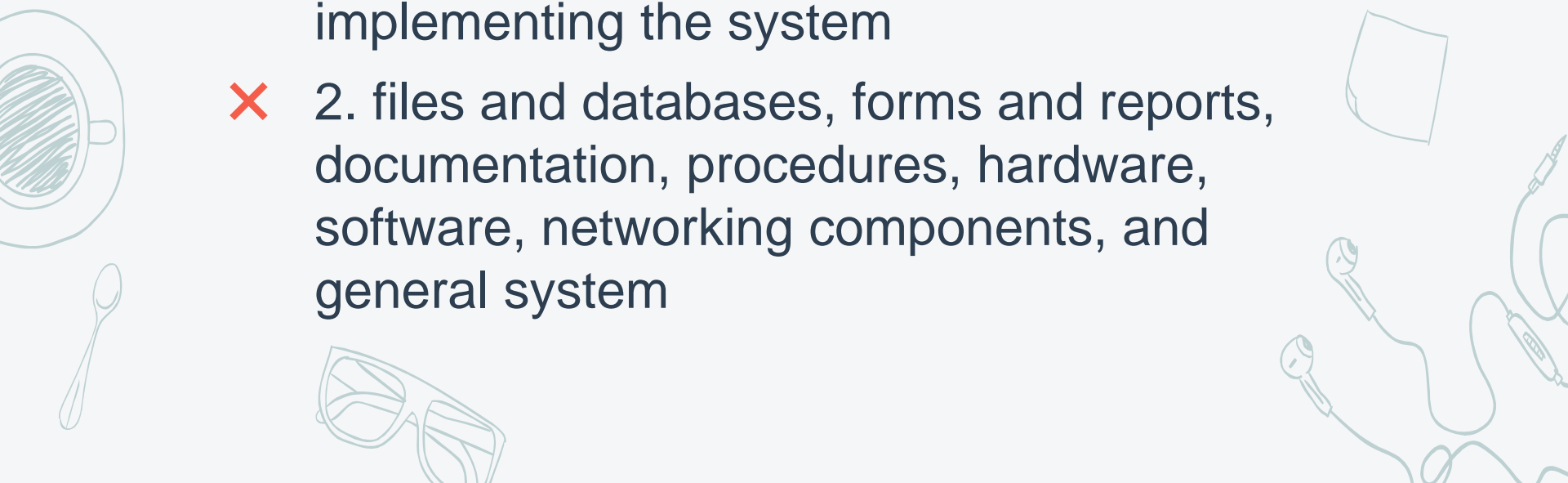
System developmen t



Name : Laith alferjani



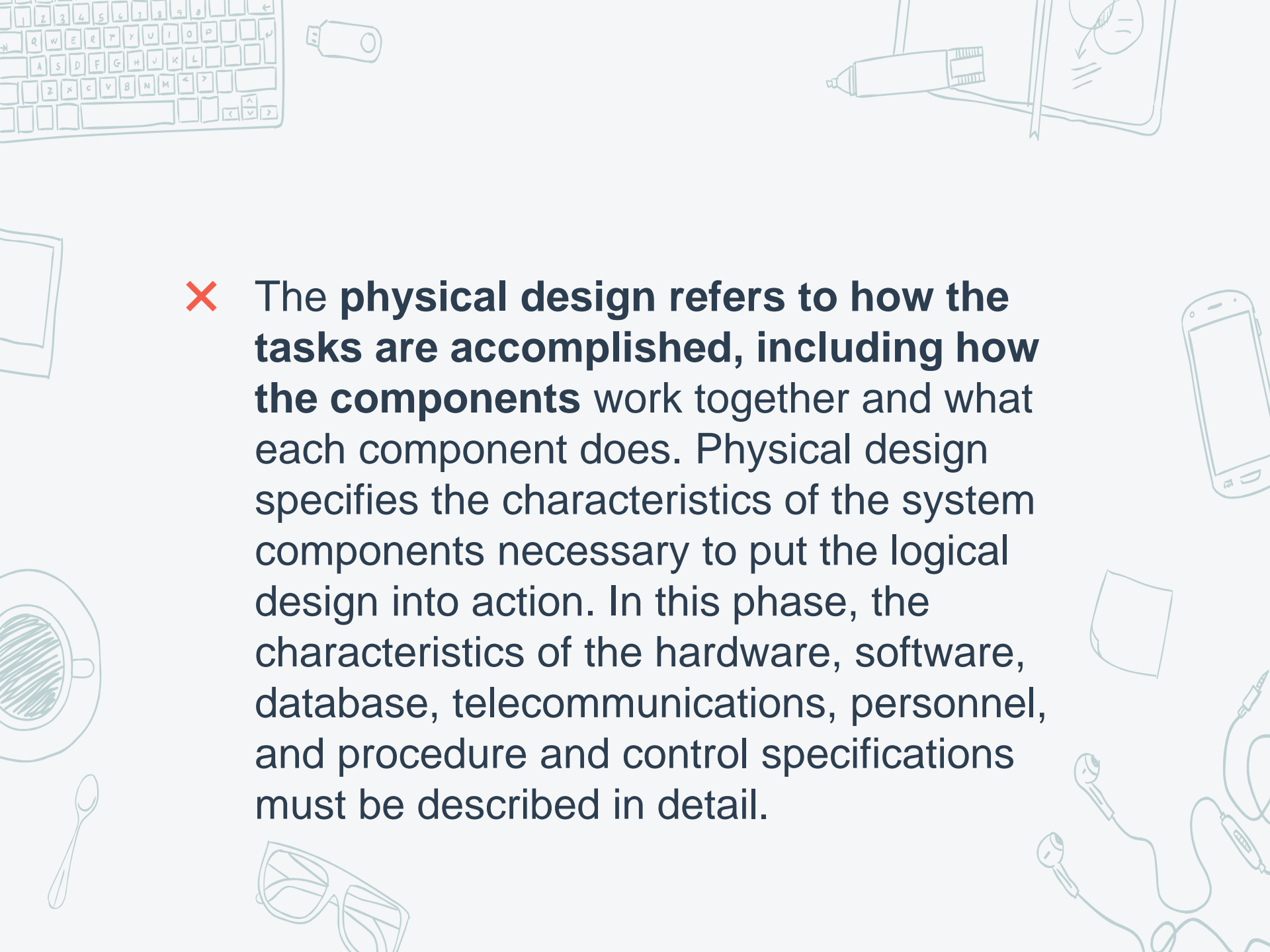
1. Define design stage and list It's outputs

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- ✗ The stage of systems development that answers the question “How will the information system solve a problem?”
 - ✗ outputs
 - ✗ 1. document with exact specifications for implementing the system
 - ✗ 2. files and databases, forms and reports, documentation, procedures, hardware, software, networking components, and general system
- 



2. differentiate logical & physical design



- ✗ The **logical design** refers to what the **system will do. It describes the functional requirements of a system.** Without logical design, the technical details of the system (such as which hardware devices should be acquired) often obscure the best solution. Logical design involves planning the purpose of each system element, independent of hardware and software considerations.



✘ The **physical design** refers to how the **tasks are accomplished**, including how **the components** work together and what each component does. Physical design specifies the characteristics of the system components necessary to put the logical design into action. In this phase, the characteristics of the hardware, software, database, telecommunications, personnel, and procedure and control specifications must be described in detail.



Define rfp & how this document is used

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- ✗ A document that specifies in detail required resources such as hardware and software
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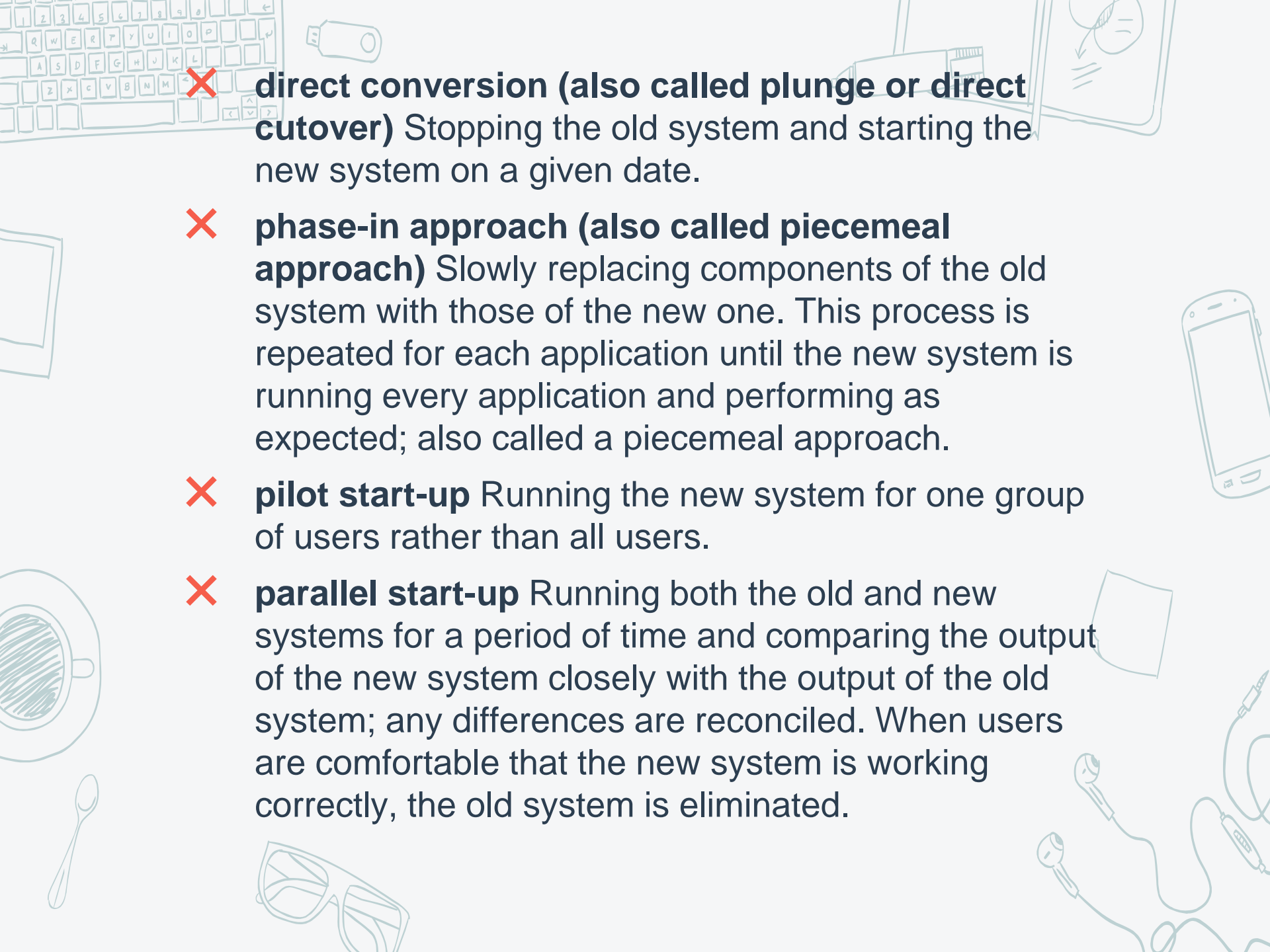


A company that is purchasing an inexpensive piece of software that will run on existing hardware, for example, might not need to go through a formal RFP process. In some cases, separate RFPs are developed for different needs. For example, a company might develop separate RFPs for hardware, software, and database systems. The RFP also communicates these needs to one or more vendors, and it provides a way to evaluate whether the vendor has delivered what was expected. In some cases, the RFP is part of the vendor contract.



Define implementation stage & discuss different approaches to start up a system

- ✗ A stage of systems development that includes hardware acquisition, software acquisition or development, user preparation, hiring and training of personnel, site and data preparation, installation, testing, start-up, and user acceptance.



✗ **direct conversion (also called plunge or direct cutover)** Stopping the old system and starting the new system on a given date.





✗ **phase-in approach (also called piecemeal approach)** Slowly replacing components of the old system with those of the new one. This process is repeated for each application until the new system is running every application and performing as expected; also called a piecemeal approach.


✗ **pilot start-up** Running the new system for one group of users rather than all users.

✗ **parallel start-up** Running both the old and new systems for a period of time and comparing the output of the new system closely with the output of the old system; any differences are reconciled. When users are comfortable that the new system is working correctly, the old system is eliminated.




Define maintenance & list reasons

- ✗ A stage of systems development that involves checking, changing, and enhancing the system to make it more useful in achieving user and organizational goals.
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✗ Changes in business processes

- ✗ New requests from stakeholders, users, and managers
- ✗ Bugs or errors in the program
- ✗ Technical and hardware problems
- ✗ Corporate mergers and acquisitions
- ✗ Government regulations
- ✗ Change in the operating system or hardware on which the application runs
- ✗ Unexpected events, such as severe weather or terrorist attacks



List different types of system maintenance

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- ✗ **slipstream upgrade** : An upgrade that usually requires recompiling all the code, allowing the program to run faster and more efficiently.
 - ✗ **Patch** : A minor change to correct a problem or make a small enhancement. It is usually an addition to an existing program.
 - ✗ **Release** : A significant program change that often requires changes in the documentation of the software.
 - ✗ **Version** : A major program change, typically encompassing many new features.
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Reference :

✘ principles of information systems 9th